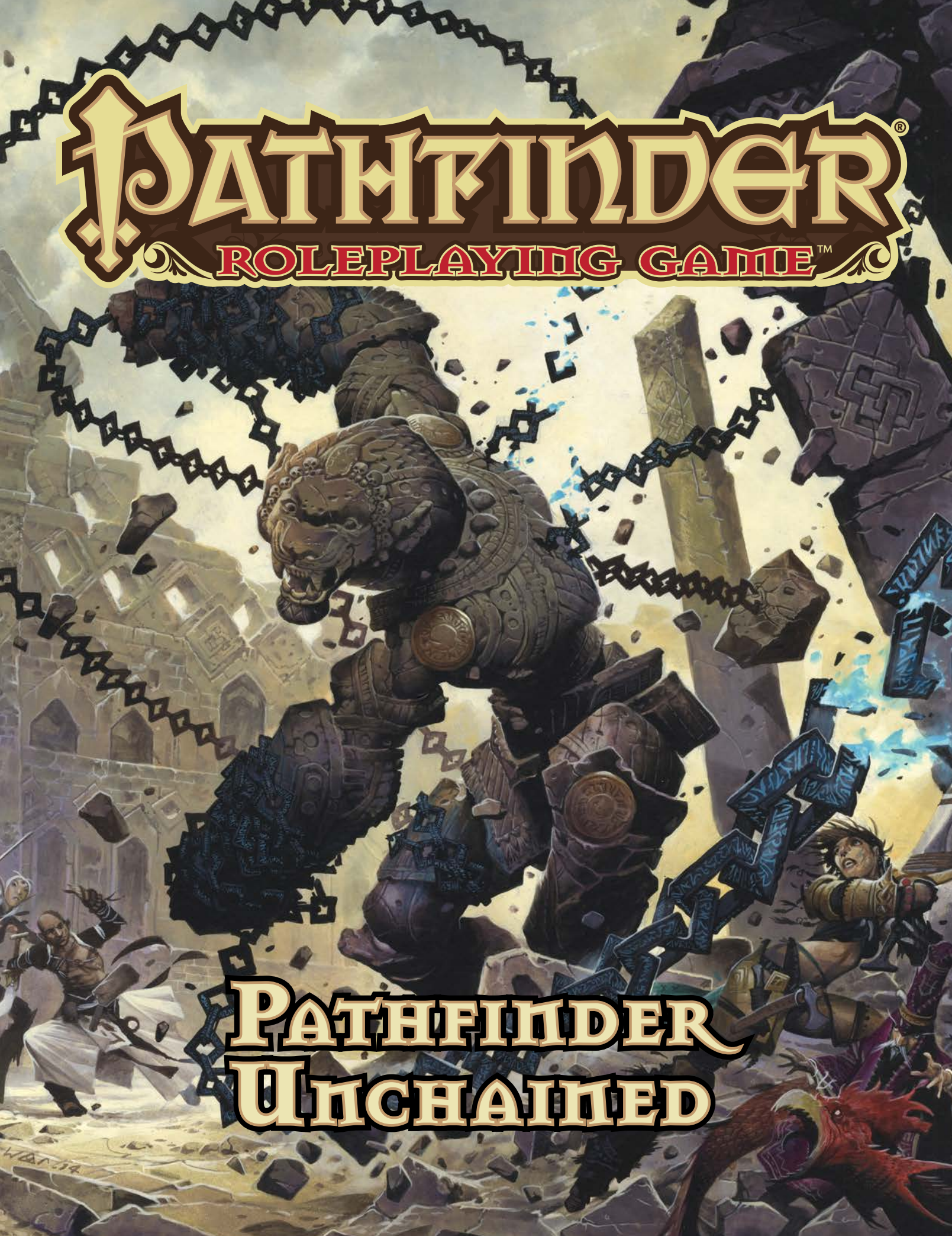
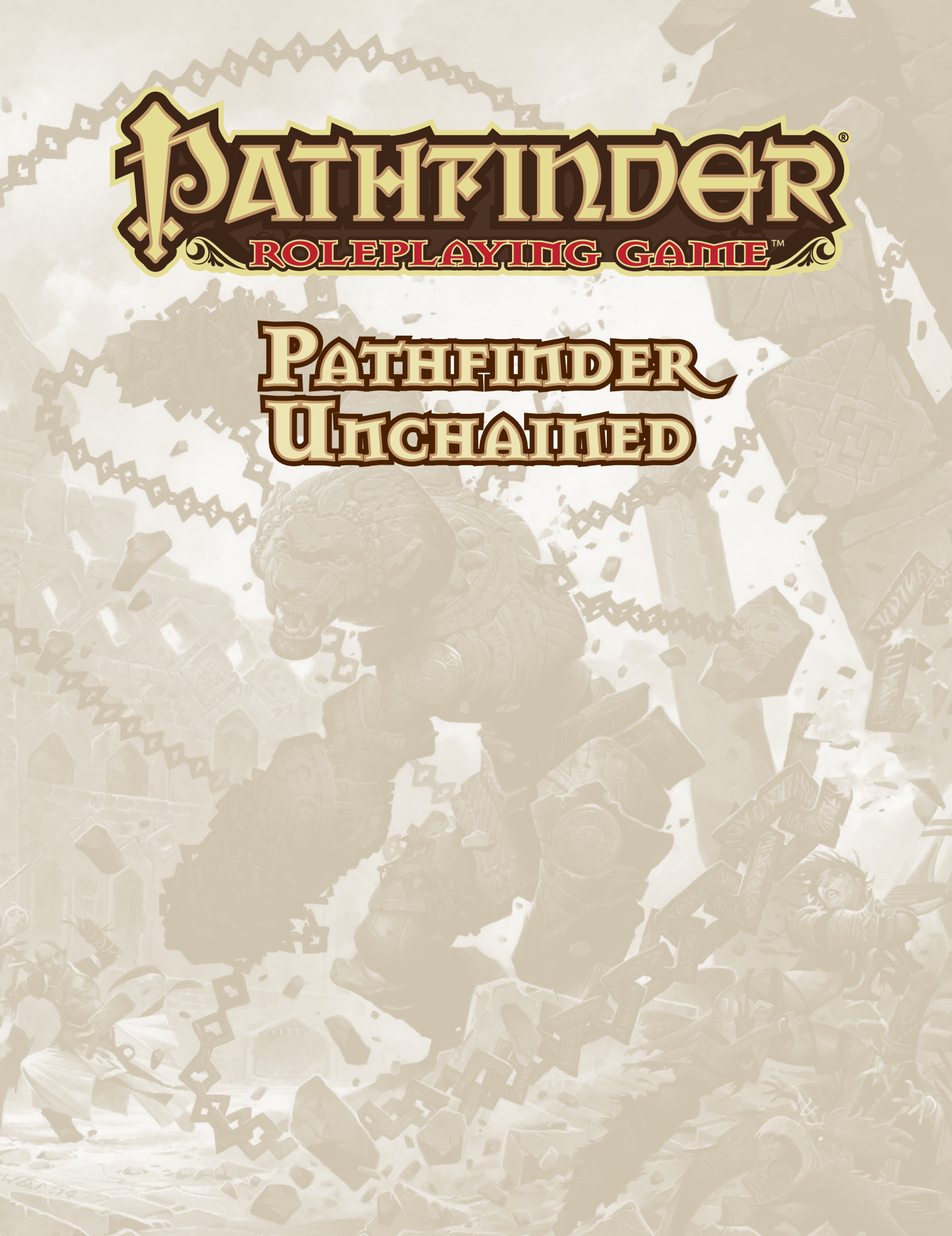

Pathfinder®
Roleplaying Game™
Pathfinder Unchained


Pathfinder®
Roleplaying Game™
Pathfinder Unchained

Pathfinder Roleplaying Game

Pathfinder Unchained

Credits

Lead Designer • Jason Bulmahn
Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter
Authors • Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor

Cover Artist • Wayne Reynolds
Interior Artists • Mike Allen, David Alvarez, Rogier van de Beek, Dmitry Burmak, Rayph Beisner, Eric Belisle, Tomasz Chistowski, Ivan Dixon, Mattias Fahlberg, Jorge Fares, Yuriy Georgiev, Daniel Jiménez Villalba, Rob Joseph, Diana Martinez, Nikola Matkovic, Michael J. Penn, Roberto Pitturru, Géraud Soulié, and Ben Wootten

Creative Director • James Jacobs
Editor-in-Chief • F. Wesley Schneider
Managing Editor • James L. Sutter
Senior Developer • Rob McCreary
Developers • John Compton, Adam Daigle, Mark Moreland, and Owen K.C. Stephens
Associate Editors • Judy Bauer and Christopher Carey
Editors • Thomas Call, Garrett Guillotte, Joe Homes, Andrea Howe, Matt Jackson, Jason Keeley, Lyz Liddell, and Ryan Macklin

Managing Art Director • Sarah E. Robinson
Senior Art Director • Andrew Vallas
Art Director • Sonja Morris
Graphic Designers • Emily Crowell and Ben Mouch

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
Finance Manager • Christopher Self
Staff Accountant • Ashley Kaprielian
Data Entry Clerk • B. Scott Keim
Chief Technical Officer • Vic Wertz
Software Development Manager • Cort Odekirk
Senior Software Developer • Gary Teter
Campaign Coordinator • Mike Brock
Project Manager • Jessica Price
Licensing Coordinator • Michael Kenway

Customer Service Team • Sharaya Kemp, Katina Mathieson, Sara Marie Teter, and Diego Valdez
Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Christopher Anthony, Liz Courts, Winslow Dalpe, Lissa Guillet, Erik Keith, Chris Lambertz, and Scott Spalding

Special Thanks • The countless players and Game Masters who have helped us refine this game over the years.

This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkinson.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.

Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Roleplaying Game Pathfinder Unchained is published by Paizo Inc. under the Open Game License version 1.0a © 2000 Wizards of the Coast, Inc. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Tales, and Wrath of the Righteous are trademarks of Paizo Inc. © 2015 Paizo Inc.

First printing April 2015.
Printed in China.

TABLE OF CONTENTS

INTRODUCTION 4

CHAPTER 1: CLASSES 6
- Barbarian 8
- Monk 14
- Rogue 20
- Summoner 25
- Fractional Base Bonuses 40
- Staggered Advancement 42

CHAPTER 2: SKILLS AND OPTIONS 44
- Background Skills 46
- Consolidated Skills 54
- Grouped Skills 70
- Alternate Crafting and Profession Rules 72
- Skill Unlocks 82
- Variant Multiclassing 88

CHAPTER 3: GAMEPLAY 92
- Alignment 95
- Removing Alignment 100
- Revised Action Economy 102
- Removing Iterative Attacks 110
- Stamina and Combat Tricks 112
- Wound Thresholds 136
- Diseases and Poisons 138

CHAPTER 4: MAGIC 142
- Simplified Spellcasting 144
- Spell Alterations 146
- Esoteric Material Components 150
- Automatic Bonus Progression 156
- Innate Item Bonuses 158
- Scaling Items 160
- Dynamic Magic Item Creation 180

CHAPTER 5: MONSTERS 192
- Simple Monster Creation 194
- Step 1: Array 196
- Step 2: Creature Type or Class Graft 204
- Step 3: Subtype Graft 214
- Step 4: Template Graft 216
- Step 5: Size Graft 217
- Step 6: Spells 218
- Step 7: Monster Options 228
- Step 8: Skills 240
- Step 9: Damage 241
- Monster Creation Examples 242

INDEX 254





Introduction

In 2008, Paizo released the Pathfinder Roleplaying Game. It was a massive project, and we gave it everything we had, combining the best legacies of the past with fresh new ideas to create the game you know today.

But a game designer never stops tinkering.

In the years since, we've released tons of new rules, from classes and subsystems to feats and spells. Yet there were always those ideas too big to be touched—the shiny, terrifying ones that could fundamentally alter the way the game works. Unwilling to rock the boat, we incorporated them into our home games or set them aside.

Until now. Within these pages, you'll find lovingly crafted refinements that fine-tune the Pathfinder RPG rules system, and mad experiments that transform it completely. With *Pathfinder Unchained*, you become the designer—which parts of this book you incorporate into your game, and which parts you leave on the shelf, are entirely your call.

We're opening up our workshop and offering you our best tools. What you build with them is up to you.

Navigating This Book

Each chapter in this book presents rules that share a common theme. The only exception is Chapter 3, which focuses on rules that don't fit in with any of the other chapters' concepts.

Chapter 1—Classes: Your choice of class remains one of the most important parts of creating a character. This chapter presents four new takes on familiar classes, which have been redesigned to improve their ease of use and power relative to other classes. In addition, this chapter contains new rules that relate to character advancement.

Barbarian: Though rage remains similar to its original design, it's now easier to implement, and rage powers have been rebalanced to become a more important part of the class.

Monk: Receiving the most wide-reaching changes, the monk now has expanded options in the form of ki powers, allowing you to create exactly the monk you want to play.

Rogue: The new version of the rogue gains enhancements to its combat abilities and solidifies its role as the master of skills.

Summoner: The revised version of the summoner remains largely the same, aside from a revised spell list, but players will benefit from big changes to eidolons, which now have subtypes that flavor many of your choices.

Fractional Base Bonuses: This short section details a system by which level-based bonuses are given as fractions, helping to balance multiclass characters.

Staggered Advancement: Staggered advancement allows you to gain some of your bonuses, such as skill ranks, hit points, and saving throws, at even breaks between levels.

Chapter 2—Skills and Options: While much of this chapter focuses on new ways to use skills in your game, it also includes a system for replacing some of your feats with class features from other classes.

Background Skills: This system splits skills into two categories: adventuring skills and background skills. Characters get a few extra ranks in the latter, allowing them to acquire skills that rarely come up during adventures.

Consolidated Skills: This system reduces the total number of skills from more than 30 to just 12. It also reduces the overall number of skill ranks, making them easier to track.

Grouped Skills: Using this system, a character can gain broad training in a group of skills, while specializing in a few subsets.

Alternate Crafting and Profession: This section expands the Craft and Profession rules, making them more robust parts of the game.

Skill Unlocks: With these rules, a character who reaches 5, 10, 15, or 20 ranks in a skill unlocks various bonuses and abilities unique to that skill. The revised rogue from Chapter 1 uses these rules extensively, but others can gain access to them with a new feat.

Variant Multiclassing: These rules allow characters to dabble in other classes by swapping out feats for a limited selection of class features from their secondary pursuits.

Chapter 3—Gameplay: This chapter deals primarily with combat options, but it also covers alignment and a few other game systems.

Alignment: These rules allow alignment to be a more fluid part of a character, changing over time based on the character's actions and deeds.

Removing Alignment: This section gives guidelines for removing alignment from the game entirely.

Revised Action Economy: This system streamlines the game by giving each character three simple actions per turn and one additional action between turns.

Removing Iterative Attacks: Running a high-level character can involve rolling a lot of dice every turn. This section makes the process simpler, allowing a player to roll to attack only once, while still dealing comparable damage.

Stamina and Combat Tricks: This expansive new rules system offers a wide variety of combat options for martially focused characters.

Sources

References to rules found in other products are marked with the following abbreviations. These rules are also available online for free at **paizo.com/prd**.

Advanced Class Guide	ACG
Advanced Player's Guide	APG
Advanced Race Guide	ARG
Ultimate Combat	UC
Ultimate Equipment	UE
Ultimate Magic	UM

Wound Thresholds: In a normal game, characters can be on the edge of death without suffering any sort of impairment. This system introduces escalating penalties as a character's hit points dwindle.

Diseases and Poisons: More than just ability score damage, the new diseases and poisons in this section include a variety of conditions and a track that leads from healthy to severely impaired.

Chapter 4—Magic: Covering both spellcasting and magic items, the rules in this chapter both enhance and place limits on the power of magic in your game.

Simplified Spellcasting: High-level prepared casters have a lot of work to do each morning. These spellcasters gain flexibility when using this simplified casting system, but pay for it by gaining fewer overall spells per day.

Spell Alterations: This section offers a number of different possibilities for altering how spells work in your game, from limited power to unbridled wild magic.

Esoteric Material Components: More than just bat guano and a live cricket, these components influence the effects of your spells.

Automatic Bonus Progression: Characters come to rely on specific magic items to grant them the bonuses they need to succeed. This system removes these items in favor of bonuses all characters receive as they go up in level.

Innate Item Bonuses: But what if you like your magic items to grant bonuses? With this option, all items grant bonuses in addition to any other powers and abilities they might have.

Scaling Items: Scaling items, an entirely new type of magic item, advance in power as you gain levels, effectively growing with your character.

Dynamic Magic Item Creation: This section adds adventure to the process of creating a magic item—formerly little more than a complex math problem.

Chapter 5—Monsters: Finally, creating monsters for your game is simple with this new, easy-to-use process! With the rules in this chapter, you can create the monster you need in a matter of minutes while still ensuring it's balanced and ready for use at the table.



1 Classes



The dragon roared, a stream of lightning blasting forth to scorch the ground where Sajan had been standing. The monk flew backward, tucking into a flip. "Now, Amiri!"

In response, Amiri burst from behind a rock, bellowing a battle cry. Her massive sword chopped down, shearing through the dragon's forearm. Blood fountained.

"Ha!" Amiri yelled. "Nice distraction. Maybe you monk types are good for something after all."

"Insults are the surest sign of an unsettled mind," Sajan said, and sprinted for the dragon, blade raised high...

Introduction

Since the release of the *Pathfinder RPG Core Rulebook*, countless game sessions have revealed that certain classes have been pushing against their constraints, yearning to break free into something at once familiar and new. This chapter includes unchained versions of the barbarian, monk, rogue, and summoner, as well as subsystems that alter character advancement. These classes can be used alongside their original counterparts (although individual characters must use one version or the other exclusively). Some feats, rage powers, rogue talents, and other rules might not work with the unchained classes, and such rules should be reviewed before being used with the new versions. Finally, with the exception of the monk, these classes should work with any of the archetypes from previous books as long as the classes still have the appropriate class features to replace.

Barbarian: From a game balance perspective, the original barbarian serves her role admirably, but her mechanics require the player to recalculate numerous values once she enters a rage and keep track of a bevy of once-per-rage abilities. She can easily die in a fight due to the way that ending a rage lowers her hit points. The unchained barbarian significantly simplifies the rage bonus calculations, and she gains temporary hit points instead of raising and later decreasing her current and maximum hit points. Finally, she gains stronger versions of some of the weakest rage powers.

Monk: The original monk has many disparate abilities, which don't always work together and are inflexible. The unchained monk loosens up, gaining ki powers that allow greater customization. The unchained monk also has a full base attack bonus and an all-new flurry of blows.

Rogue: The original rogue has a niche thanks to her sneak attack and high number of skill ranks, but she is still somewhat underpowered. The unchained rogue can debilitate her enemies to dramatically alter her ability to hit or dodge them, gains a unique edge when using her favorite skills, and enjoys a significant boost to her rogue talents.

Summoner: The original summoner has plenty of innovative features, but he also lacks focus and theme. The unchained summoner gains an eidolon that fits among existing outsiders, gaining additional abilities and plenty of thematic flavor. Additionally, he has a revised spell list more in line with similar casters.

Fractional Advancement: Every class has a mathematical progression for its base attack bonus and saving throws. Sometimes, multiclassing leads to unusual results, and this system allows you to calculate in detail without rounding.

Staggered Advancement: It can feel a bit strange when a character picks up 10 new skills and a variety of other abilities all in one night. This system allows you to spread out advancement over the course of a level.

Barbarian

For some heroes, the rage that lives within them can't be contained. Whether this fury is a product of heritage or of nature, these adventurers have learned to harness it, turning its power against their foes. The primal warriors known as barbarians transform their rage into a potent weapon on a battlefield. Heedless of their wounds and possessed of unstoppable bloodlust, these savage brutes are the embodiment of war.

Unchained: The unchained barbarian is similar in many regards to its counterpart in the *Core Rulebook*—she still goes into a rage and gains rage powers, but many of the details have been changed. Rage now grants temporary hit points and static bonuses on attack and damage rolls, rather than bonuses to ability scores that force players to recalculate a number of statistics. Additionally, many rage powers now function whenever the barbarian is raging, as opposed to just once per rage. Finally, the overall utility of many of the rage powers has been adjusted to make them more useful and interesting.

Alignment: Any nonlawful.

Hit Die: d12.

Class Skills

The barbarian's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the barbarian.

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

Fast Movement (Ex): A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. At 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. For each level after 1st she possesses, the barbarian can rage for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from *bear's endurance*, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter a rage as a free action. The total number of rounds of

rage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a rage, a barbarian gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, she takes a –2 penalty to Armor Class. She also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the rage ends, and are not replenished if the barbarian enters a rage again within 1 minute of her previous rage. While in a rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting).

A barbarian can end her rage as a free action, and is fatigued for 1 minute after a rage ends. A barbarian can't enter a new rage while fatigued or exhausted, but can otherwise enter a rage multiple times per day. If a barbarian falls unconscious, her rage immediately ends.

Rage Powers (Ex): As a barbarian gains levels, she learns to use her rage in new ways. At 2nd level and every 2 levels thereafter, the barbarian gains a rage power. A barbarian gains the benefits of rage powers only while raging. Some of these powers are always active during a rage, and others require the barbarian to take an action to use them. Unless otherwise noted, a barbarian cannot select an individual power more than once.

Some of the following rage powers are stances. Activating a stance rage power is a move action. A barbarian can't have more than one stance rage power active at a time. If she activates a stance rage power while another one is active, the current stance immediately ends. The stance can be intentionally ended at the beginning of the barbarian's turn as a free action; otherwise, it lasts until the rage ends.

Accurate Stance (Ex): The barbarian can focus her strikes. She gains a +1 competence bonus on melee attack rolls and thrown weapon attack rolls. This bonus increases by 1 for every 4 levels the barbarian has. This is a stance rage power.

Animal Fury (Ex): The barbarian gains a bite attack. This is a primary natural attack that deals 1d4 points of damage (if the barbarian is Medium; 1d3 if the barbarian is Small) plus the barbarian's Strength modifier. If made as part of a full-attack action with manufactured weapons, the bite attack is made at the barbarian's full base attack bonus – 5, and she adds only 1/2 her Strength modifier to the damage roll. The barbarian can make a bite attack as part of the action to maintain or break free from a grapple. If the bite attack hits, grapple checks attempted by the barbarian against the target until the end of the round gain a +2 bonus.

Auspicious Mark (Su): The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. As a swift action, she can call upon the spirits' favor to increase any d20 roll she just made by rolling 1d6 and adding it to the result. This bonus increases by 1 for every 4 levels she has. She can call on the auspicious mark after seeing the result of the d20 roll. This ability can be used only once per day.

Bleeding Blow (Ex): While in the powerful stance, the barbarian can make an attack that causes her enemies to bleed profusely. Once per round, she can have one of her attacks deal an amount of bleed damage equal to 1/2 her bonus damage from powerful stance. This bleed damage bypasses damage reduction. This bleed damage doesn't stack with itself. A barbarian must have the powerful stance rage power and be at least 8th level to select this rage power.

Calm Stance (Ex): The barbarian can enter a state of calm. While in this stance, the barbarian doesn't gain any benefits from rage other than the temporary hit points, but she doesn't take any of the penalties from rage (including the penalty to AC and the restriction on actions she can take).



Table 1–1: Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, rage
2nd	+2	+3	+0	+0	Rage power, uncanny dodge
3rd	+3	+3	+1	+1	Danger sense +1
4th	+4	+4	+1	+1	Rage power
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Danger sense +2, rage power
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Rage power
9th	+9/+4	+6	+3	+3	Danger sense +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/—, rage power
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Danger sense +4, rage power
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15th	+15/+10/+5	+9	+5	+5	Danger sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage power
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Danger sense +6, rage power
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage power

Rounds spent in a calm stance still count against her total number of rounds of rage per day. This is a stance rage power.

Clear Mind (Ex): When the barbarian fails a Will saving throw, she can attempt another Will saving throw at the end of her next turn (using the original DC). If the second saving throw is successful, the barbarian is treated as if she succeeded at the first saving throw, negating or reducing the effect as determined by the spell or effect. If this second saving throw fails, the barbarian suffers the full effects of the spell or effect as normal. A barbarian must be at least 8th level to select this rage power.

Crippling Blow (Ex): Once per day when the barbarian hits with an attack, she can deal 1 point of ability damage to the target's Strength or Dexterity score. This damage increases by 1 point for every 4 levels the barbarian has. A barbarian must be at least 8th level to select this rage power.

Deadly Accuracy (Ex): If the barbarian scores a critical threat while in the accurate stance, she applies double the accurate stance's bonus when rolling to confirm the critical. A barbarian must have the accurate stance rage power and be at least 4th level to select this rage power.

Eater of Magic (Su): When the barbarian succeeds at a saving throw to resist a spell, supernatural ability, or spell-like ability, she gains temporary hit points equal to the spell's level (in the case of spells or spell-like abilities) or 1/2 the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points disappear when the barbarian's rage ends, and they stack with her temporary hit points from rage but not with other temporary hit points gained from this rage power. A barbarian must have the superstition rage power and be at least 10th level to select this rage power.

Elemental Stance (Su): When the barbarian adopts this stance, she chooses an energy type (acid, cold, electricity, or fire). Her melee attacks deal 1 additional point of damage of the chosen type. This damage increases to 1d6 points at 8th level. At 12th level, the barbarian's critical hits deal an additional 1d10 points of energy damage of the same type (2d10 if the weapon deals ×3 damage on a critical hit, 3d10 if the weapon deals ×4 damage on a critical hit). This is a stance rage power. A barbarian must be at least 4th level to select this rage power.

Energy Absorption (Su): Once per day, the barbarian can absorb the energy from a single attack that deals damage of the energy type she resists with the energy resistance rage power. She takes no damage from the attack and doesn't attempt a saving throw. Instead, she increases the temporary hit points from her rage by an amount equal to 1/2 the damage she would have taken (ignoring her energy resistance). If the barbarian is at least 16th level, once before her rage ends, she can unleash the stored energy as a breath weapon in either a 60-foot line or a 30-foot cone. The breath weapon deals an amount of damage equal to the full amount the barbarian would have taken from the absorbed effect. Creatures affected by the breath weapon can attempt a Reflex save for half damage (DC = 10 + 1/2 the barbarian's level + her Constitution modifier). She retains the temporary hit points from this ability even if she unleashes this breath weapon.

A barbarian must have the energy resistance rage power and be at least 12th level to select this rage power.

Energy Resistance (Ex): The barbarian gains resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to 1/2 her barbarian level (minimum 1). At 8th level, she gains limited immunity to the same type of energy, as *protection from energy*. She can absorb 2 points of damage per level, and she applies her energy resistance first. The energy type is chosen when this rage power is selected, and it can't be changed. This rage power can be selected more than once; each time, it applies to a different energy type.

Fearless Rage (Ex): The barbarian is immune to the shaken and frightened conditions (but not the panicked condition). A barbarian must be at least 12th level to select this rage power.

Flesh Wound (Ex): Once per day, the barbarian can avoid serious harm from an attack. She attempts a Fortitude save with a DC equal to the damage that would be dealt by the attack. If she succeeds, she takes no damage from the attack. If she fails, she takes half damage from the attack and the damage is nonlethal. The barbarian must elect to use this ability after the attack roll is made, but before the damage is rolled. A barbarian must be at least 10th level to select this rage power.

Ground Breaker (Ex): The barbarian can attack the floor around her as a full-round action. This attack automatically hits and deals damage normally. If the barbarian deals more damage than the floor's hardness, the space she occupies and all of the squares adjacent to her become difficult terrain. Creatures in those squares, except the barbarian, must succeed at DC 15 Reflex saves or be knocked prone. A barbarian must be at least 6th level to select this rage power.

Ground Breaker, Greater (Ex): When using the ground breaker rage power, the barbarian can extend the radius of the effect by 5 feet. This rage power can be selected up to three times, and its effects stack. A barbarian must be at least 8th level and have the ground breaker rage power to select this rage power.

Guarded Stance (Ex): The barbarian can take on a more defensive posture. This grants her a +1 dodge bonus to her Armor Class for the duration of her current rage. This bonus increases by 1 for every 4 levels the barbarian has. This is a stance rage power.

Increased Damage Reduction (Ex): The barbarian's damage reduction increases by 2/— whenever she is raging. A barbarian can select this rage power up to three times. Its effects stack. A barbarian must be at least 8th level to select this rage power.

Inspire Ferocity (Ex): While in the reckless stance, the barbarian imparts the stance's bonus and penalty to all willing allies within 30 feet of her. A barbarian must have the reckless stance rage power to select this rage power.

Internal Fortitude (Ex): The barbarian is immune to the sickened and nauseated conditions. A barbarian must be at least 8th level to select this rage power.

Intimidating Glare (Ex): The barbarian adds her Strength modifier in place of her Charisma modifier on all Intimidate checks to demoralize a foe. She can attempt an Intimidate check to demoralize an adjacent foe as a move action instead of a standard action. If the barbarian successfully demoralizes an adjacent foe, that foe is shaken for the remainder of the barbarian's current rage.

Knockback (Ex): Once per round, the barbarian can attempt a bull rush against one target in place of a melee attack, using her full CMB regardless of the attack it replaces. If the bull rush is successful, the target takes an amount of damage equal to the barbarian's Strength modifier and is knocked back as normal. The barbarian doesn't move with the target. This bull rush doesn't provoke an attack of opportunity.

Knockdown Stance (Ex): The barbarian can focus on toppling her foes. Once per round, she can make a trip attack against one target in place of a melee attack. If she succeeds, the target is knocked prone. This trip attempt doesn't provoke an attack of opportunity. This is a stance rage power.

Lethal Accuracy (Ex): While in the accurate stance, the barbarian's critical multiplier for damage increases by 1 (a ×2 multiplier becomes ×3, a ×3 multiplier becomes ×4, and a ×4 multiplier becomes ×5). A barbarian must have the accurate stance and deadly accuracy rage powers and be at least 16th level to select this rage power.

Low-Light Vision (Ex): The barbarian's senses sharpen, and she gains low-light vision.

Mighty Swing (Ex): The barbarian automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. This ability can be used only once per day. A barbarian must be at least 12th level to select this rage power.

Night Vision (Ex): The barbarian's senses grow incredibly sharp, and she gains darkvision out to a range of 60 feet. If she already has darkvision, the range of that darkvision increases by 60 feet. A barbarian must have a darkvision racial trait, low-light vision racial trait, or the low-light vision rage power to select this rage power.

No Escape (Ex): The barbarian can move up to double her base speed as an immediate action. She can use this ability only when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement.

Perfect Clarity (Ex): While in the calm stance, the barbarian can roll twice for any miss chances or Will saving throws to disbelieve illusions, taking the better result. A barbarian must have the calm stance rage power to select this rage power.

Powerful Stance (Ex): The barbarian can focus her ferocity. She gains a +1 bonus on melee damage rolls and thrown weapon damage rolls. This bonus increases by 1 for every 4 levels the barbarian has. This is a stance rage power.

Protect Vitals (Ex): While in the guarded stance, the barbarian gains an additional +4 dodge bonus to AC against attack rolls made to confirm critical hits. A barbarian must have the guarded stance rage power and be at least 8th level to select this rage power.

Quick Reflexes (Ex): The barbarian can make one additional attack of opportunity per round.

Raging Climber (Ex): The barbarian gains a climb speed equal to 1/2 her base land speed, taking into account her fast movement class feature. She can't use this climb speed to climb any surface with a DC higher than 20. She also gains a +8 enhancement bonus on Climb checks.

Raging Leaper (Ex): The barbarian is always considered to have a running start when attempting an Acrobatics check to jump. In addition, she gains a +8 bonus on Acrobatics checks to jump. Finally, if the barbarian falls, she halves the total distance fallen for the purposes of determining damage taken from the fall.

Raging Swimmer (Ex): The barbarian gains a swim speed equal to 1/2 her base land speed (taking into account her fast movement class feature). She also gains a +8 enhancement bonus on Swim checks.

Reckless Stance (Ex): The barbarian can attack with abandon at the expense of her defense. She gains a +1 bonus on attack rolls, but takes a –1 penalty to AC. This bonus and penalty increase by 1 at 4th level and every 4 levels thereafter. This is a stance rage power.

Reflexive Dodge (Ex): While in the guarded stance, the barbarian can apply her dodge bonus to AC as a bonus on Reflex saving throws. A barbarian must have the guarded stance rage power and be at least 6th level to select this rage power.

Regenerative Stance (Ex): The barbarian can continually replenish her health. At the start of her turn, she regains 1 temporary hit point for every 4 levels she has (up to 5 hit points per round), but this cannot give her more than her maximum temporary hit points from rage. This is a stance rage power. A barbarian must be at least 4th level to select this rage power.

Renewed Vigor (Ex): As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every 4 levels the barbarian has beyond 4th, the amount healed increases by 1d8 (to a maximum of 5d8 at 20th level). This ability can be used only once per day. The barbarian must be at least 4th level to select this rage power.

Renewed Vitality (Ex): The barbarian ignores the effect of 1 point of ability penalty or ability damage per 2 levels she has (maximum 10). At 6th level, the barbarian can also ignore 1 negative level per 4 levels she has. She takes the full effects of the ability penalties, ability damage, or negative levels once her rage ends.

Roused Anger (Ex): The barbarian can enter a rage even when fatigued. If the barbarian enters a rage while fatigued, she loses the fatigued condition and she does not gain temporary hit points from rage. Once this rage ends, the barbarian is exhausted for 10 minutes.

Scent (Ex): The barbarian gains the scent ability. She can use this ability to locate unseen foes. See page 564 of the *Core Rulebook* for more information.

Sharpened Accuracy (Ex): While in the accurate stance, the barbarian ignores the miss chance for concealment and treats total concealment as concealment. She also ignores cover penalties except those from total cover. A barbarian must have the accurate stance rage power and be at least 8th level to select this rage power.

Shove Aside (Ex): Whenever the barbarian charges, she may push past one of her allies. That ally does not block the path of the charge as long as the ally is not adjacent to the target of the charge. This does not move the ally's position; it simply allows the barbarian to move past.

Shove Aside, Greater (Ex): This functions as shove aside, but it applies to any number of allies, so long as they are not adjacent to the target of the charge. A barbarian must have the shove aside rage power and be at least 8th level to select this rage power.

Smasher (Ex): Whenever the barbarian attempts a sunder combat maneuver or makes an attack against an unattended object, she ignores 1 point of the object's hardness per barbarian level she has.

Sprint (Ex): The barbarian adds 1/2 her speed to the distance she can move when she runs or charges. A barbarian must have the swift foot rage power and be at least 4th level to select this rage power.

Strength Stance (Ex): The barbarian can summon mighty strength. She gains a +1 competence bonus on combat maneuvers and to her CMD. These bonuses increase by 1 for every 4 levels the barbarian has. In addition, she gains a +8 competence bonus on Strength checks to lift, push, bend, or break objects (this does not apply to combat maneuvers). This is a stance rage power.

Superstition (Ex): The barbarian gains a +2 competence bonus on saving throws made to resist spells and spell-like abilities. This bonus increases by 1 for every 4 levels the barbarian has. The barbarian cannot be the willing target of any spell and must attempt saving throws to resist all spells, even those cast by allies.

Swift Foot (Ex): The barbarian gains a 10-foot enhancement bonus to her base speed. A barbarian can select this rage power up to three times; its effects stack.

Taunting Stance (Ex): The barbarian can leave herself open to attacks while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the barbarian while she's in this stance, but every attack against the barbarian provokes an attack of opportunity from her, which is resolved prior to each provoking attack. This is a stance rage power. A barbarian must be at least 12th level to select this rage power.

Terrifying Howl (Ex): The barbarian unleashes a terrifying howl as a standard action. All enemies that have been shaken by the barbarian (usually through the Intimidate skill) within 30 feet must succeed at a Will save (DC = 10 + 1/2 the barbarian's level + her Strength modifier) or be panicked for 1d4+1 rounds. Once an enemy has attempted a save versus this ability (whether successful or not), it's immune to this power for 24 hours. A barbarian must be at least 8th level and have the intimidating glare rage power to select this rage power.

Unexpected Strike (Ex): The barbarian can make an attack of opportunity against a foe that moves into any square threatened by the barbarian, regardless of whether that movement would normally provoke an attack of opportunity. The barbarian can use this ability only when there are no other foes in a square threatened by the barbarian. A barbarian must be at least 8th level to select this rage power.

Witch Hunter (Ex): The barbarian gains a +1 bonus on damage rolls against creatures possessing spells or spell-like abilities. This damage bonus increases by 1 for every 4 levels the barbarian has. In addition, if she confirms a critical hit against a creature affected by an ongoing beneficial spell effect, that effect is suppressed for 1 round (determined randomly if the creature is currently affected by more than one effect). A barbarian must have the superstition rage power to select this rage power.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Danger Sense (Ex): At 3rd level, a barbarian gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (if the barbarian has trap sense from another class).

Improved Uncanny Dodge (Ex): At 5th level, a barbarian can no longer be flanked. This defense denies enemies the ability to sneak attack the barbarian by flanking her, unless the attacker has at least 4 more levels in a class that provides sneak attack than the barbarian has barbarian levels.

If the barbarian also has uncanny dodge from another class, levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the barbarian.

Damage Reduction (Ex): At 7th level, a barbarian gains damage reduction. Each time the barbarian takes damage from a weapon or natural attack, subtract 1 from the damage taken. At 10th level and every 3 levels thereafter, this damage reduction rises by 1 point (up to 5 points at 19th level). Damage reduction can reduce damage to 0, but not below 0.

Greater Rage (Ex): At 11th level, a barbarian's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +3. In addition, the amount of temporary hit points gained when entering a rage increases to 3 per Hit Die.

Indomitable Will (Ex): At 14th level, the barbarian gains a +4 bonus on Will saves to resist enchantment spells while raging. This bonus stacks with all other modifiers, including the morale bonus on Will saves she gains during her rage.

Tireless Rage (Ex): At 17th level, a barbarian is no longer fatigued at the end of her rage. If she enters a rage again within 1 minute of ending a rage, she doesn't gain any temporary hit points from her rage.

Mighty Rage (Ex): At 20th level, a barbarian's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +4. In addition, the amount of temporary hit points gained when entering a rage increases to 4 per Hit Die.

Unmodified Rage Powers

The list of barbarian rage powers includes replacements for everything from the *Core Rulebook*, along with select revised powers based on the rage powers from *Pathfinder RPG Advanced Player's Guide* and *Pathfinder RPG Ultimate Combat*. The following rage powers from the latter two books can be used unaltered.

Advanced Player's Guide: Beast totem, beast totem (greater), beast totem (lesser), boasting taunt, brawler, brawler (greater), chaos totem, chaos totem (greater), chaos totem (lesser), disruptive, ferocious mount, ferocious mount (greater), ferocious trample, ferocious trample (greater), fiend totem, fiend totem (greater), fiend totem (lesser), good for what ails you, guarded life, hurling, hurling (greater), hurling (lesser), hurling charge, liquid courage, overbearing advance, overbearing onslaught, roaring drunk, spirit steed, spirit totem, spirit totem (greater), spirit totem (lesser), staggering drunk.

Ultimate Campaign: Body bludgeon, dragon totem, dragon totem resilience, ghost rager, guarded life (greater), hive totem, hive totem resilience, hive totem toxicity, primal scent, sunder enchantment, world serpent spirit, world serpent totem, world serpent totem unity.

Monk

Physical and mental perfection—that is the life goal of every monk. For these skilled warriors, martial prowess and mental clarity are one and the same. Capable of pummeling foes with both fist and weapon, monks are among the more versatile combatants on the battlefield. Monks are also able to harness their ki, a spiritual life force that resides within, allowing them to perform amazing acts of acrobatics and mystical skill. All of this depends on incredible discipline and focus, and monks spend their entire lives perfecting these arts.

Unchained: Much of the monk has been reworked, including its base attack bonus, Hit Die, saves, and many of its special abilities. The result is a version of the monk that not only is easier to play, but also possesses a great deal more versatility. Flurry of blows is now much simpler to use in play. Many of the higher-level abilities of the monk, such as abundant step and quivering palm, have been incorporated into the new system of ki powers. As a monk advances in level, he can select from a variety of ki powers, allowing the player to truly customize his character.

Alignment: Any lawful.

Hit Die: d10.

Class Skills

The monk's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the monk.

Weapon and Armor Proficiency: Monks are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, short sword, shortspear, shuriken, siangham, sling, spear, and any weapon with the monk special weapon quality.

Monks are not proficient with any armor or shields.

When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses his AC bonus, as well as his fast movement and flurry of blows abilities.

AC Bonus (Ex): When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Bonus Feat: At 1st level, 2nd level, and every 4 levels thereafter, a monk can select a bonus feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Scorpion Style, and Throw Anything. At 6th level, the following feats are added to the list: Gorgon's Fist, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, and Mobility. At 10th level, the following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack. A monk need not have any of the prerequisites normally required for these feats to select them.

Flurry of Blows (Ex): At 1st level, a monk can make a flurry of blows as a full-attack action. When making a flurry of blows, the monk can make one additional attack at his highest base attack bonus. This additional attack stacks with the bonus attacks from *haste* and other similar effects. When using this ability, the monk can make these attacks with any combination of his unarmed strikes and weapons that have the monk special weapon quality. He takes no penalty for using multiple weapons when making a flurry of blows, but he does not gain any additional attacks beyond what's already granted by the flurry for doing so. (He can still gain additional attacks from a high base attack bonus, from this ability, and from *haste* and similar effects).

At 11th level, a monk can make an additional attack at his highest base attack bonus whenever he makes a flurry of blows. This stacks with the first attack from this ability and additional attacks from *haste* and similar effects.

Stunning Fist (Ex): At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, the monk can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature fatigued by Stunning Fist cannot become exhausted if hit by Stunning Fist again), but additional hits do increase the duration.

Unarmed Strike (Ex): At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack

Table 1–2: Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus	Fast Movement
1st	+1	+2	+2	+0	Bonus feat, flurry of blows (bonus attack), stunning fist, unarmed strike	1d6	+0	+0 ft.
2nd	+2	+3	+3	+0	Bonus feat, evasion	1d6	+0	+0 ft.
3rd	+3	+3	+3	+1	Fast movement, ki pool, ki strike (magic)	1d6	+0	+10 ft.
4th	+4	+4	+4	+1	Ki power, still mind	1d8	+1	+10 ft.
5th	+5	+4	+4	+1	Purity of body, style strike (1/round)	1d8	+1	+10 ft.
6th	+6/+1	+5	+5	+2	Bonus feat, ki power	1d8	+1	+20 ft.
7th	+7/+2	+5	+5	+2	Ki strike (cold iron/silver)	1d8	+1	+20 ft.
8th	+8/+3	+6	+6	+2	Ki power	1d10	+2	+20 ft.
9th	+9/+4	+6	+6	+3	Improved evasion, style strike	1d10	+2	+30 ft.
10th	+10/+5	+7	+7	+3	Bonus feat, ki power, ki strike (lawful)	1d10	+2	+30 ft.
11th	+11/+6/+1	+7	+7	+3	Flurry of blows (bonus attack)	1d10	+2	+30 ft.
12th	+12/+7/+2	+8	+8	+4	Ki power	2d6	+3	+40 ft.
13th	+13/+8/+3	+8	+8	+4	Style strike, tongue of the sun and moon	2d6	+3	+40 ft.
14th	+14/+9/+4	+9	+9	+4	Bonus feat, ki power	2d6	+3	+40 ft.
15th	+15/+10/+5	+9	+9	+5	Style strike (2/round)	2d6	+3	+50 ft.
16th	+16/+11/+6/+1	+10	+10	+5	Ki power, ki strike (adamantine)	2d8	+4	+50 ft.
17th	+17/+12/+7/+2	+10	+10	+5	Style strike, timeless body	2d8	+4	+50 ft.
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat, ki power	2d8	+4	+60 ft.
19th	+19/+14/+9/+4	+11	+11	+6	Flawless mind	2d8	+4	+60 ft.
20th	+20/+15/+10/+5	+12	+12	+6	Ki power, perfect self	2d10	+5	+60 ft.

for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

Small or Large Monk Natural Damage

Level	Damage (Small Monk)	Damage (Large Monk)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Evasion (Ex): At 2nd level, a monk can avoid damage from many area-effect attacks. If a monk succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to his land speed, as shown on Table 1–2. A monk in armor or carrying a medium or heavy load loses this extra speed.

Ki Pool (Su): At 3rd level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he can make a ki strike. At 3rd level, ki strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. At 16th level, his unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his ki pool as a swift action, a monk can make one additional unarmed strike at his highest attack bonus when making a flurry of blows attack. This bonus attack stacks with all bonus attacks gained from

flurry of blows, as well as those from *haste* and similar effects. A monk gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Ki Powers (Su): At 4th level and every 2 levels thereafter, a monk can select one ki power. These powers allow the monk to perform amazing feats of mystical power and acrobatic prowess by expending points from his ki pool. Once a ki power is selected, it cannot be changed. Some ki powers require the monk to be of a specific level or higher before they can be chosen. Unless otherwise noted, a monk cannot select an individual ki power more than once.

Abundant Step (Su): A monk with this ki power can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from his ki pool. The monk's caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability. A monk must be at least 8th level before selecting this ki power.



Cobra Breath (Su): Whenever a monk with this ki power uses diamond body to neutralize a poison, he can instead release that poison as a ranged touch attack against a single foe within 30 feet. If the attack hits, the foe must succeed at a saving throw (using the poison's original DC) or suffer the poison's effects, even if it was not originally a contact poison. A monk must be at least 12th level and must possess the diamond body ki power before selecting this ki power.

Diamond Body (Su): By spending 1 point from his ki pool, a monk with this power can remove one toxin from his body as if using *neutralize poison*, using his monk level as his caster level. He can remove only one poison in this way per use of this ability. A monk must be at least 8th level before selecting this ki power.

Diamond Mind (Su): By spending 1 point from his ki pool as a swift action, a monk with this power can suppress a fear effect affecting him as if using *remove fear*, using his monk level as his caster level. He can spend 2 ki points to activate this ability even when frightened or panicked. A monk must be at least 6th level before selecting this ki power.

Diamond Resilience (Ex): By spending 1 ki point as a swift action, the monk gains DR 2/—. At 16th level, the damage reduction increases to 4/—. At 19th level, it increases to DR 6/—. This DR lasts for 1 minute. A monk must be at least 12th level before selecting this ki power.

Diamond Soul (Ex): A monk can spend 2 points from his ki pool as a swift action to gain spell resistance equal to his monk level + 10. This spell resistance lasts for a number of rounds equal to the monk's level. A monk must be at least 12th level before selecting this ki power.

Elemental Fury (Su): A monk who selects this ki power must select one type of energy: acid, cold, electricity, or fire. Once this choice is made, it cannot be changed. The monk can expend 1 point from his ki pool as a swift action to imbue his natural attacks with this energy, causing them to deal 1d6 points of damage of the chosen type for a number of rounds equal to 1/2 his monk level. A monk must be at least 6th level before selecting this ki power.

Elemental Burst (Su): A monk with this ability can spend 4 ki points to unleash a gout of energy in a 30-foot cone. Creatures within the cone take 20d6 points of damage of the same type as the monk's elemental fury ki power. A Reflex save (DC = 10 + 1/2 the monk's level + his Wisdom modifier) halves the damage. A monk must be at least 18th level and must possess the elemental fury ki power before selecting this ki power.

Empty Body (Su): A monk with this ki power gains the ability to assume an ethereal state for 1 minute as though using the spell *etherealness*, using his monk level as his caster

level. Using this ability is a move action that consumes 3 points from the monk's ki pool. This ability affects only the monk and cannot be used to make other creatures ethereal.

Feather Balance (Ex): A monk with this ability can spend 1 ki point as a swift action to achieve perfect balance. While this is active, the monk treats any Acrobatics attempt made to balance as if he had rolled a 20. This ability lasts for 1 minute.

Formless Mastery (Ex): A monk with this ability varies his styles, never repeating the same move twice and capitalizing on the weaknesses of an opponent's style. As long as he does not possess any style feat, the monk can spend 1 point from his ki pool as an immediate action to gain the following against opponents in the stance of a style feat: a +4 dodge bonus to AC, a +4 circumstance bonus on attack rolls, and a bonus equal to his monk level on damage rolls. These bonuses last until the end of the monk's next turn (or his current turn if he uses this ability on his own turn). The monk can activate this ability and the furious defense ki power with the same immediate action for a total cost of 3 ki points. A monk must be at least 7th level before selecting this ki power.

Furious Defense (Ex): By spending 1 point from his ki pool as an immediate action, a monk with this ki power can grant himself a +4 dodge bonus to AC until the end of his next turn. The monk can activate this ability and the formless mastery ki power with the same immediate action for a total cost of 3 ki points. A monk must be at least 7th level before selecting this ki power.

High Jump (Ex): A monk with this ki power adds his level as a bonus on all Acrobatics checks to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when attempting Acrobatics checks to jump. By spending 1 point from his ki pool as a swift action, the monk gains a +20 bonus on Acrobatics checks to jump for 1 round.

Insightful Wisdom (Su): A monk with this ability can spend 2 ki points as an immediate action to give another ally within 30 feet just the right word of advice to prevent disaster. If the ally can hear the monk, she can reroll a single attack roll or saving throw. The ally must take the second result, even if it is worse. A monk must be at least 8th level before selecting this ki power.

Ki Blocker (Su): A monk with this ability can spend 1 ki point as a free action before making an unarmed strike against a foe. If the attack hits, the monk can interrupt the target's flow of ki. If the monk successfully damages the target of his attack, that opponent's cost to activate abilities with ki increases by 1 ki point for 1 hour. If the monk spends 2 points from his ki pool, he can use this ability to affect the target's arcane pool, arcane reservoir, grit points, inspiration, or panache points instead of its ki pool. The effects of this ability do not stack, but multiple hits increase the duration by 1 hour for each hit. A monk must be at least 10th level before selecting this ki power.

Ki Guardian (Su): As an immediate action before he rolls a saving throw against a targeted effect that also targets other allies or an area effect whose area includes other allies, a monk with this ability can spend any number of ki points and designate a number of adjacent allies equal to the number of ki points spent. The monk rolls one saving throw for each designated ally, using his bonus instead of the ally's. For each successful saving throw, the corresponding ally treats the effect as if that ally had succeeded at the saving throw, and for each saving throw failed, the corresponding ally treats the effect as if that ally had failed the saving throw. If the monk fails any of the saving throws (including his own original saving throw), the monk treats the effect as if he had failed the saving throw. A monk must be at least 6th level before selecting this ki power.

Ki Hurricane (Ex): As a full-round action, a monk with this ability can move up to twice his speed. At any point in that movement, the monk can spend 1 ki point to make the first attack in his flurry of blows. He can later spend another ki point to make the next attack in his flurry of blows, and so on, until he either stops spending ki points or has exhausted all the attacks from his flurry of blows. A monk must be at least 10th level and possess the sudden speed ki power before selecting this ki power.

Ki Metabolism (Su): A monk with this ability uses his ki to control his metabolism. As long as he has at least 1 point remaining in his ki pool, the monk needs to eat and drink only 1/4 as often as normal, needs only 2 hours of sleep each night (including to replenish his ki pool), and can hold his breath for up to 1 hour per point of Constitution. As a move action, he can spend 1 ki point to enter a state of suspended animation, falling unconscious and appearing dead to all senses. At the time he enters this state, he indicates a preset period of time or a triggering condition, after which he awakens.

Ki Mount (Su): A monk with this ability can spend 1 ki point as a standard action to grant 2 temporary hit points per monk level he possesses to his mount for 1 hour per monk level. As long as the monk and his mount are adjacent or the monk is mounted, the mount shares the benefits of whichever of the AC bonus, evasion, high jump, improved evasion, ki strike, perfect self, and still mind abilities the monk possesses. A monk must be at least 6th level before selecting this ki power.

Ki Range (Su): A monk with this ability can spend 1 ki point as a swift action to increase the range increment of any thrown monk weapon by 20 feet. Apply this benefit before doubling the range increment with the Far Shot feat.

Ki Visions (Su): A monk with this ability often sees visions of spirits or hears the voice of his departed mentor in his dreams. On any given night during which the monk

dreams, he can use this ability to gain the benefits of a *divination*. If he does, he spends 2 ki points from the next day's total. A monk must be at least 10th level before selecting this ki power.

Ki Volley (Su): When a targeted spell or spell-like ability fails to overcome the monk's spell resistance from diamond soul, he can spend 2 ki points as an immediate action to send that spell back at its caster as *spell turning*. A monk must be 16th level or higher and possess the diamond soul ki power before selecting this ki power.

Light Steps (Ex): A monk with this ki power can move effortlessly across nearly any surface. Whenever the monk activates his feather balance ki power, he can also ignore all difficult terrain. In addition, while active, he can cross any solid surface, even if it would normally not support his weight. This does not allow him to walk on liquids. A monk must be at least 8th level and have the feather balance ki power before selecting this ki power.

One Touch (Ex): As long as he has at least 1 point remaining in his ki pool, as a standard action, a monk with this power can make an unarmed strike against a foe as a touch attack. He adds 1/2 his monk level as a bonus on the damage roll. He can spend 1 ki point to double this bonus for that attack. A monk must be at least 12th level before selecting this ki power.

Qinggong Power (Su): A monk with this power selects any of the qinggong monk ki powers (*Pathfinder RPG Ultimate Magic* 51) for which he qualifies based on his monk level. A monk can select this ability multiple times. Each time, he must select a different qinggong monk ki power.

Quivering Palm (Su): A monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. Using this ability is a standard action that costs 4 ki points, and the monk must announce his intent to use this ability (and spend the ki points) before making the attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the attack hits and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the monk can try to slay the victim at any time within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action); unless the target succeeds at a Fortitude saving throw (DC = 10 + 1/2 the monk's level + the monk's Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it can still be affected by another one at a later time. A monk can have no more than one quivering palm in effect at one time. If a monk uses quivering palm while another is still in effect, the previous one is negated. A monk must be at least 16th level before selecting this ki power.

Slow Fall (Su): A monk within arm's reach of a wall can use it to slow his descent by expending 1 point from his ki pool. When he uses this ability, he takes no damage from the fall (as if using *feather fall*), but he must be adjacent to a wall for the length of the fall (although this can be used to reduce the damage from a fall if only part of it is adjacent to a wall).

Sudden Speed (Su): A monk with this ki power can spend 1 point from his ki pool as a swift action to grant himself a sudden burst of speed. This increases the monk's base land speed by 30 feet for 1 minute.

Water Sprint (Su): A monk with this ki power can spend 1 point from his ki pool as a swift action to gain the ability to walk on water, as if under the effects of *water walk*. Once activated, this ability lasts for 1 minute per monk level. A monk must be at least 6th level before selecting this ki power.

Wind Jump (Su): A monk with this ki power can spend 1 point from his ki pool as a move action to grant himself a fly speed (with perfect maneuverability) equal to his base land speed. He must end his movement each round on solid ground (or some other surface that can support his weight) or fall as normal. Once activated, this ability lasts for 1 minute. A monk must be at least 8th level and have the high jump ki power before selecting this ki power.

Wholeness of Body (Su): A monk with this ki power can heal his own wounds as a standard action. By spending 2 points from his ki pool, he can heal an amount of damage equal to 1d8 + his monk level.

Still Mind (Ex): At 4th level, a monk gains a +2 bonus on saving throws against enchantment spells and effects.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

Style Strike (Ex): At 5th level, a monk can learn one type of style strike. Whenever he makes a flurry of blows, he can designate one of his unarmed strikes as a style strike. This attack is resolved as normal, but it has an additional effect depending on the type of strike chosen. At 9th level, and every 4 levels thereafter, a monk learns an additional style strike. He must choose which style strike to apply before the attack roll is made. At 15th level, he can designate up to two of his unarmed strikes each round as a style strike, and each one can be a different type. The monk can choose from any of the following strikes.

Defensive Spin: The monk spins about, confounding his foe. If the attack hits, the monk gains a +4 dodge bonus to AC against any attacks made by the target of the style strike until the start of his next turn. This bonus does not stack with itself. The monk must attack with a fist to use this style strike.

Elbow Smash: The monk follows up a punch with a strike from his elbow. If the attack hits, the monk can make an additional attack using the same attack bonus as the punch at a –5 penalty. If this second attack hits, it deals damage as normal, but all of the damage is nonlethal. The monk must attack with a fist to use this style strike.

Flying Kick: The monk leaps through the air to strike a foe with a kick. Before the attack, the monk can move a distance equal to his fast movement bonus. This movement is made as part of the monk's flurry of blows attack and does not require an additional action. At the end of this movement, the monk must make an attack against an adjacent foe. This movement may be between attacks. This movement provokes an attack of opportunity as normal. The attack made after the movement must be a kick.

Foot Stomp: The monk stomps on a foe's foot, preventing the opponent from escaping. If the attack hits and the monk ends his turn adjacent to that foe, the foe's movement is restricted. Until the start of the monk's next turn, the target of this attack can move only in such a way that the space it occupies is adjacent to the monk. Alternatively, it can attempt a combat maneuver check (against the monk's CMD) as a standard action to break free. This strike does not work against foes that cannot be tripped. The monk must attack with a kick to use this style strike.

Hammerblow: The monk links his hands together, swinging both arms like a club and dealing tremendous damage. If the attack hits, the monk rolls his unarmed strike damage twice, adding both rolls together before applying Strength and other modifiers to the damage. This bonus damage is not multiplied on a critical hit. The monk must attack with a fist to use this style strike, but must have both hands free.

Head-Butt: The monk slams his head into his enemy's head, leaving his foe reeling. If the attack hits and the foe is of the same size or one size smaller than the monk, the monk can make a free combat maneuver check against the target of this strike (using the base attack bonus of the attack used to hit the foe). If the foe is not of the same creature type as the monk, the monk takes a –8 penalty on this check. If the check is successful, the target is staggered for 1 round. Creatures without a discernible head are not affected by this style strike (subject to GM discretion). The monk must attack with a head-butt to use this style strike.

Knockback Kick: The monk attempts to knock his foe back with a powerful kick. If the attack hits, the monk can attempt a free combat maneuver check against the foe (using the base attack bonus of the attack used to hit the foe). If the check is successful, the foe is knocked 10 feet directly away from the monk. This distance increases by 10 feet for every 5 by which the check exceeds the foe's CMD, to a maximum distance equal to the monk's fast movement bonus. This movement does not provoke an attack of opportunity. The foe stops moving if it strikes another creature, barrier, or otherwise solid object. The creature is not knocked prone by this movement. The monk must attack with a kick to use this style strike.

Leg Sweep: The monk attempts to sweep his foe's leg, knocking the opponent down. If the attack hits, the monk can make a free trip attempt against the target of this strike (using the base attack bonus of the attack used to hit the foe). This trip attempt does not provoke an attack of opportunity. The monk must attack with a kick to use this style strike.

Shattering Punch: The monk delivers a brutal punch that can penetrate defenses. If the attack hits, it bypasses any damage reduction or hardness possessed by the target of that attack. The monk must attack with a fist to use this style strike.

Spin Kick: The monk spins about, delivering a kick his foe did not expect. The monk makes his attack against the foe's flat-footed AC. Creatures with the uncanny dodge class feature or a similar effect cannot be caught flat-footed by this style strike. The monk must attack with a kick to use this style strike.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. He still takes no damage on successful Reflex saving throws against attacks, but henceforth he takes only half damage on failed saves. A helpless monk does not gain the benefit of improved evasion.

Tongue of the Sun and Moon (Ex): At 13th level, a monk can understand and speak with any living creature, as if under a permanent *tongues* effect.

Timeless Body (Ex): At 17th level, a monk no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the monk still dies of old age when his time is up.

Flawless Mind: At 19th level, a monk gains total control over his mental faculties. Whenever he attempts a Will save, he can roll twice and take the better result. If he fails a Will saving throw against a spell or effect that has a duration longer than 1 hour, the monk can attempt a new saving throw at the end of each hour to end the effect.

Perfect Self: At 20th level, a monk becomes a magical creature. He is forevermore treated as an outsider rather than a humanoid (or whatever his original creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/chaotic, which allows him to ignore the first 10 points of damage from any attack made by a nonchaotic weapon. Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type. Finally, the monk gains the ability to enter a state of perfect calm. During this time, the monk can take no actions, but he does regain ki at the rate of 1 point per 10 minutes spent at calm. He cannot use this ability to gain an amount of ki in excess of his maximum.

Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

Rogue

Thief, sneak, charmer, diplomat—all of these and more describe the rogue. When not skulking in the shadows, disarming traps, and stealing from the unaware, rogues may rub shoulders with powerful nobles or plot capers with fellow crooks. The rogue is the master of many faces, using her skills and talents to get herself both into and out of trouble with rakish aplomb. While others may call them charlatans and burglars, even the most larcenous rogues tend to consider themselves consummate professionals, willing to take on any job if the price is right.

Unchained: While much of the unchained rogue will be familiar to those who have played the class from the *Core Rulebook*, there are a number of new class features that greatly enhance the power and flexibility of the rogue. Chief among these is the debilitating injury class feature. A rogue with this ability can severely hamper her foes, giving her a much-needed boost to her offense or defense, depending on the situation. In addition, with finesse training, the rogue now gains Weapon Finesse for free at 1st level. This ability also lets her add her Dexterity to damage rolls with one weapon starting at 3rd level. Finally, the rogue's edge ability ties into a new system presented in Chapter 2 of this book called skill unlocks. With this feature, the rogue can master a small set of chosen skills, outperforming all those characters without access to such talents.

Alignment: Any.

Hit Die: d8.

Class Skills

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

Skill Ranks per Level: 8 + Int modifier.

Class Features

The following are the class features of the rogue.

Weapon and Armor Proficiencies: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, short sword, and shortbow. They are proficient with light armor, but not with shields.

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

The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 2 rogue levels thereafter. Ranged attacks can count as sneak attacks only if the target is within 30 feet. This additional damage is precision damage and is not multiplied on a critical hit.

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

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with total concealment.

Trapfinding: A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Finesse Training (Ex): At 1st level, a rogue gains Weapon Finesse as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the rogue from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The rogue can select a second weapon at 11th level and a third at 19th level.

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

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

Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the attack roll is made.

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

Table 1-3: Rogue

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

creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any damage reduction the creature might possess.

Camouflage (Ex): A rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is effective for the rest of the day or until the rogue fails a saving throw against an area-effect spell that deals acid, cold, or fire damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Certainty (Ex): The rogue chooses one of the skills she selected with rogue's edge (see page 23). Once per day, the rogue can reroll a skill check she just made with the selected skill and take the better result. She can use this reroll with the selected skill one additional time per day at 10th level and every 5 levels thereafter. A rogue can select this talent multiple times. Each time, the rogue must choose a different skill. A rogue must have the rogue's edge class feature before selecting this talent.

Coax Information (Ex): A rogue with this talent can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward her. When the duration of the attitude shift ends, that opponents' attitude toward the rogue returns to its previous level, rather than dropping one level.

Combat Swipe: A rogue with this talent gains Improved Steal as a bonus feat. At 6th level, she is treated as if she met all the prerequisites for Greater Steal (although she must take the feat as normal).

Combat Trick: A rogue who selects this talent gains a bonus combat feat.

Esoteric Scholar (Ex): A rogue with this talent can attempt any Knowledge skill check, even if she is not trained in that Knowledge skill.

Expert Leaper (Ex): When using the Acrobatics skill to jump, a rogue with this talent is always considered to have a running start and adds her rogue level to the check result. Whenever she deliberately falls, a successful DC 15 Acrobatics check allows her to ignore the first 20 feet fallen. For every 5 by which she exceeds the DC of this check, she can ignore an additional 10 feet of distance fallen.

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

Follow Clues (Ex): A rogue with this talent can use Perception to follow tracks as per the Survival skill.

Hold Breath (Ex): A rogue with this talent doubles the amount of time she can hold her breath.

Lasting Poison (Ex): A rogue with this talent can apply poison to a weapon in such a way that it is effective for a number of successful attacks equal to her Dexterity

modifier (minimum two) instead of one. This poison has a reduced effect, however, and saves made against the poison gain a +2 circumstance bonus. Applying poison in this way is a full-round action, or a standard action if the rogue has the swift poison rogue talent.

Ledge Walker (Ex): This ability allows a rogue to move along narrow, uneven, or slippery surfaces (such as ice) at full speed using the Acrobatics skill without penalty. In addition, a rogue with this talent is not flat-footed when using Acrobatics to move along such surfaces, and retains her Dexterity bonus to AC.

Major Magic (Sp): A rogue with this talent gains the ability to cast a 1st-level spell from the sorcerer/wizard spell list once per day as a spell-like ability for every 2 rogue levels she possesses. The rogue's caster level for this ability is equal to her rogue level. The save DC for this spell is 11 + the rogue's Intelligence modifier. A rogue must have the minor magic rogue talent and an Intelligence score of at least 11 to select this talent.

Minor Magic (Sp): A rogue with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast at will as a spell-like ability. The rogue's caster level for this ability is equal to her rogue level. The save DC for this spell is 10 + the rogue's Intelligence modifier. A rogue must have an Intelligence score of at least 10 to select this talent.

Multitalented (Ex): The rogue can use her rogue talents more often. Once per day, she can use a rogue talent that is normally only usable once per day one additional time. At 10th level and 18th level, she can use this talent one additional time per day (for a maximum total of 3 additional uses of a rogue talent that can normally only be used once per day). The uses of this talent do not have to be spent on the same rogue talent. This ability cannot be used with an advanced talent.

Nimble Climber (Ex): Whenever the rogue fails a Climb check by 5 or more, she can attempt a Reflex save (using the same DC as the Climb check) to catch herself and avoid falling.

Powerful Sneak (Ex)*: Whenever a rogue with this talent takes a full-attack action, she can take a –2 penalty on all attack rolls until the start of her next turn. If she does, she can reroll any sneak attack damage dice that result in 1s. She can reroll multiple dice, but she can't reroll any individual die more than once per attack.

Quick Disable (Ex): It takes a rogue with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round). When she uses Disable Device to open a lock that would normally take a full-round action to open, she reduces the duration to a standard action.

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

Rogue Crawl (Ex): While prone, a rogue with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A rogue with this talent can take a 5-foot step while crawling, and she reduces her attack roll and AC penalties for being prone by 2.

Slow Reactions (Ex)*: Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Stand Up (Ex): A rogue with this ability can stand up from a prone position as a swift action without provoking attacks of opportunity, or as a free action that provokes attacks of opportunity.

Surprise Attack (Ex): During the surprise round, a rogue with this ability always considers opponents flat-footed, even if they have already acted. A rogue with this ability adds 1/2 her rogue level to her sneak attack damage rolls made during the surprise round.

Terrain Mastery (Ex): A rogue with this talent gains a favored terrain, as the ranger class feature of the same name (*Core Rulebook* 65), but the bonus does not increase with her level. A rogue can select this talent multiple times, each time applying it to a new terrain.

Trap Spotter (Ex): Whenever a rogue with this talent comes within 10 feet of a trap, she can attempt an immediate Perception check to notice the trap. This check should be made in secret by the GM.

Weapon Training: A rogue who selects this talent gains Weapon Focus as a bonus feat.

Danger Sense (Ex): At 3rd level, a rogue gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 rogue levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (from another class).

Debilitating Injury (Ex): At 4th level, whenever a rogue deals sneak attack damage to a foe, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by a rogue talent or other special ability). The rogue can choose to apply any one of the following penalties when the damage is dealt.

Bewildered: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by the rogue. At 10th level

and 16th level, the penalty to AC against attacks made by the rogue increases by –2 (to a total maximum of –8).

Disoriented: The target takes a –2 penalty on attack rolls. In addition, the target takes an additional –2 penalty on all attack rolls it makes against the rogue. At 10th level and 16th level, the penalty on attack rolls made against the rogue increases by –2 (to a total maximum of –8).

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional attacks that deal sneak attack damage extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Uncanny Dodge (Ex): At 4th level, a rogue can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A rogue with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a rogue already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Rogue's Edge (Ex): At 5th level, a rogue has mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. She gains the skill unlock powers (see page 82) for that skill as appropriate for her number of ranks in that skill. At 10th, 15th, and 20th levels, she chooses an additional skill and gains skill unlock powers for that skill as well.

Improved Uncanny Dodge (Ex): At 8th level, a rogue can no longer be flanked.

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

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

Advanced Talents: At 10th level and every 2 levels thereafter, a rogue can choose one of the following advanced talents in place of a rogue talent.

Crippling Strike (Ex)*: A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Cutting Edge (Ex): A rogue with this ability immediately selects two additional skills with her rogue's edge ability. She can select this advanced talent multiple times.

Deadly Sneak (Ex)*: When a rogue with this talent uses the powerful sneak talent, she rerolls all sneak attack dice that resulted in 1s or 2s. She can reroll multiple dice, but she can't reroll any individual die more than once per attack. A rogue must have the powerful sneak talent before selecting this talent.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. When she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If she succeeds, the rogue takes only half damage from the blow; if she fails, she takes full damage. She must be aware of the attack and able to react to it in order to



Unmodified Rogue Talents

The rogue talents in this chapter include replacements for all of those in the *Core Rulebook*, along with selected revised rogue talents from other sources. The following rogue talents can be used without modification.

Rogue Talents: Assault leader[APG], black market connections[UC], canny observer[APG], cunning trigger[APG], deft palm[UC], distracting attack[APG]*, fast getaway[APG], firearm training[UC], getaway artist[UC], grit[UC], iron guts[UC], ninja trick[UC], positioning attack[APG], quick disguise[APG], quick trapsmith[APG], rope master[UC], strong impression[APG], strong stroke[UC], survivalist[APG], swift poison[APG], underhanded[UC], wall scramble[UC].

Advanced Rogue Talents: Another day[APG], confounding blades[UC]*, deadly cocktail[APG], familiar[UC], fast tumble[APG], frugal trapsmith[APG], getaway master[UC], hide in plain sight[UC], hunter's surprise[APG], knock-out blow[APG], redirect attack[APG], rumormonger[UC], stealthy sniper[APG], unwitting ally[UC], weapon snatcher[UC].

execute her defensive roll; if she is denied her Dexterity bonus to AC, she can't use this ability. Since such damage would not normally allow a character to attempt a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Dispelling Attack (Su)*: An opponent that is dealt sneak attack damage by a rogue with this ability is affected by a targeted *dispel magic* affecting the lowest-level spell effect active on the target. The caster level for this ability is equal to the rogue's level. A rogue must have the major magic rogue talent to select this advanced talent.

Double Debilitation (Ex)*: Whenever the rogue inflicts a penalty against a target using the debilitating injury class feature, she can select two penalties to inflict. The target can never be subject to more than two penalties in this way at one time. If any additional penalties are inflicted, any previous penalties immediately end. Any effect that heals damage to the target negates both of the penalties.

Feat: A rogue can gain any feat that she qualifies for in place of a rogue talent.

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

Light Walker (Ex): The rogue can move at full speed through difficult terrain and can take 5-foot steps into difficult terrain. A rogue must have the ledge walker rogue talent before choosing light walker.

Master of Disguise (Ex): Once per day, a rogue with this talent can don a disguise as a standard action. While wearing that disguise, she gains a +10 bonus on all Disguise checks. A rogue must have the Quick Disguise talent to select this talent.

Multitalented, Greater (Ex): A rogue with this talent can use the multitalented rogue talent to gain additional uses of advanced talents. A rogue must have the multitalented talent to select this talent.

Opportunist (Ex): The rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round and can't be used more than once per round.

Skill Mastery: The rogue becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions. The rogue selects a number of skills equal to her Intelligence modifier. When making a skill check with one of the selected skills (or any of the skills selected through the rogue's edge class feature), she can take 10 even if stress and distractions would normally prevent her from doing so. A rogue can gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

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

Quick Shot (Ex): Whenever the rogue rolls initiative, she can also make a single attack with a ranged weapon as a swift action. She can use this ability only if she has a weapon in hand and it is loaded (if applicable). If more than one rogue has this talent, their initiative check results determine the order in which they make their attacks. After these attacks are resolved, the round proceeds as normal.

Terrain Mastery, Greater (Ex): A rogue with this talent can select a single favored terrain. Her bonuses in that terrain increase to +4. At 13th level and 18th level, they increase by an additional +2 (to a maximum of +8). A rogue must have the terrain mastery talent to select this advanced talent.

Master Strike (Ex): At 20th level, a rogue becomes incredibly deadly when dealing sneak attack damage. Each time the rogue deals sneak attack damage, she can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target can attempt a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the rogue's level + the rogue's Dexterity modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is successful, that creature is immune to that rogue's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

Summoner

There are those who take a different path when pursuing the arcane arts, reaching across the boundaries of the world to the far-flung planes to call forth all manner of creatures to do their bidding. Known as summoners, these arcane practitioners form close bonds with particular outsiders, known as eidolons, which increase in power along with their callers. In the end, summoners and their eidolons become linked, sharing shards of the same souls.

Unchained: Most of the summoner's class features are the same as those of the class's original design—the biggest change comes to the eidolon. The unchained summoner selects a subtype for his eidolon (such as angel, demon, or protean), which determines a number of its evolutions and helps to shape the eidolon's general attitude and appearance. In addition, some of the evolutions are now tied to one or more subtypes and base forms, to make eidolons that better match the expected appearances and abilities of such creatures. Finally, the summoner spell list has been greatly revised, removing a number of imbalances.

Alignment: Any.

Hit Die: d8.

Class Skills

The summoner's class skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the summoner.

Weapon and Armor Proficiency: Summoners are proficient with all simple weapons and light armor. A summoner can cast summoner spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a summoner wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A summoner still incurs the normal arcane spell failure chance for arcane spells granted by other classes.

Spells: A summoner casts arcane spells drawn from the summoner spell list. (The unchained summoner's spell list on page 39 is different from that presented in the *Advanced Player's Guide*.) He can cast any spell he knows without preparing it ahead of time.

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

A summoner can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table 1–4: Summoner. In addition, he gains bonus spells per day if he has a high Charisma score (see Table 1–3: Ability Modifiers and Bonus Spells on page 17 of the *Core Rulebook*).

A summoner's selection of spells is limited. A summoner begins play knowing four 0-level spells and two 1st-level spells of the summoner's choice. At each new summoner level, he gains one or more new spells as indicated on Table 1–5: Summoner Spells Known. (Unlike spells per day, the number of spells a summoner knows is not affected by his Charisma score. The numbers on Table 1–5 are fixed.)

Upon reaching 5th level, and at every third summoner level thereafter (8th, 11th, and so on), a summoner can choose to learn a new spell in place of one he already knows. In effect, the summoner "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level summoner spell the summoner can cast. A summoner can swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known.

A summoner doesn't need to prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the level.

Cantrips: A summoner learns a number of cantrips, or 0-level spells, as noted on Table 1–5. These spells are cast like any other spell, but they do not consume any slots and may be used again. Cantrips prepared using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Eidolon: A summoner begins play with the ability to summon to his side a powerful outsider called an eidolon. The eidolon forms a link with the summoner, who forever after summons an aspect of the same creature. Each eidolon has a subtype, chosen when the eidolon is first summoned, that determines its origin and many of its abilities. An eidolon must be within one alignment step of the summoner who calls it (so a neutral good summoner can call a neutral, lawful good, or chaotic good eidolon) and can speak all of his languages. An eidolon is treated as a summoned creature, except it is not sent back to its home plane until reduced to a number of negative hit points equal to or greater than its Constitution score. In addition, due to its tie to its summoner, an eidolon can touch and attack creatures warded by *protection from evil* and similar effects that prevent contact with summoned creatures.

A summoner can summon his eidolon in a ritual that takes 1 minute to perform. When summoned in this way, the eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if the eidolon was

Table 1-4: Summoner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Cantrips, eidolon, life link, *summon monster I*	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Bond senses	2	—	—	—	—	—
3rd	+2	+1	+1	+3	*Summon monster II*	3	—	—	—	—	—
4th	+3	+1	+1	+4	Shield ally	3	1	—	—	—	—
5th	+3	+1	+1	+4	*Summon monster III*	4	2	—	—	—	—
6th	+4	+2	+2	+5	Maker's call	4	3	—	—	—	—
7th	+5	+2	+2	+5	*Summon monster IV*	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Transposition	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	*Summon monster V*	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Aspect	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	*Summon monster VI*	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Greater shield ally	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	*Summon monster VII*	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Life bond	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	*Summon monster VIII*	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Merge forms	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	*Summon monster IX*	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Greater aspect	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	*Gate*	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Twin eidolon	5	5	5	5	5	5

slain, in which case it returns with half its normal hit points. The eidolon does not heal naturally. The eidolon remains until dismissed by the summoner (a standard action). If the eidolon is sent back to its home plane due to death, it cannot be summoned again until the following day. The eidolon cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* function normally. If the summoner is unconscious, asleep, or killed, his eidolon is immediately banished.

The eidolon takes a form shaped by the summoner's desires. The eidolon's Hit Dice, saving throws, skills, feats, and abilities are tied to the summoner's class level and increase as the summoner gains levels. In addition, each eidolon gains a pool of evolution points based on the summoner's class level that can be used to give the eidolon different abilities and powers. Whenever the summoner gains a level, he must decide how these points are spent, and they are set until he gains another level of summoner.

The eidolon's physical appearance is up to the summoner, but it always appears as some sort of fantastical creature appropriate to its subtype. This control is not fine enough to make the eidolon appear like a specific creature. The eidolon also bears a glowing rune that is identical to a rune that appears on the summoner's forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

Life Link (Su): At 1st level, a summoner forms a close bond with his eidolon. Whenever the eidolon takes enough damage to send it back to its home plane, as a reaction to the damage, the summoner can sacrifice any number of hit points he has without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the eidolon. This can prevent the eidolon from being sent back to its home plane.

In addition, the eidolon and the summoner must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the eidolon gets closer to its summoner, but its maximum hit point total does climb to the levels indicated and eventually returns to normal.

Summon Monster I (Sp): At 1st level, a summoner can cast *summon monster I* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. Drawing on this ability uses up the same power that the summoner uses to call his eidolon. As a result, he can use this ability

Table 1-5: Summoner Spells Known

	Spells Known						
Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

only when his eidolon is not summoned. He can cast this spell as a standard action, and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level, and every 2 levels thereafter, the power of this ability increases by 1 spell level, allowing him to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level). At 19th level, this ability can be used as *gate* or *summon monster IX*. If used as *gate*, the summoner must pay any required material components. A summoner cannot have more than one *summon monster* or *gate* spell active in this way at one time. If this ability is used again, any existing *summon monster* or *gate* from this spell-like ability immediately ends. These summon spells are considered to be part of the summoner's spell list for the purposes of spell trigger and spell completion items. In addition, the summoner can expend uses of this ability to fulfill the construction requirements of any magic item he creates, so long as he can use this ability to cast the required spell.

Bond Senses (Su): At 2nd level, a summoner can, as a standard action, share the senses of his eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability a number of rounds per day equal to his summoner level. There is no maximum range to this effect, but the eidolon and the summoner must be on the same plane. The summoner can end this effect as a free action.

Shield Ally (Ex): At 4th level, whenever a summoner is within his eidolon's reach, the summoner gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Maker's Call (Su): At 6th level, as a standard action, a summoner can call his eidolon to his side. This functions as *dimension door*, using the summoner's caster level. When this ability is used, the eidolon appears adjacent to the summoner (or as close as possible if all adjacent spaces are occupied). If the eidolon is out of range, the ability is wasted. The summoner can use this ability once per day at 6th level, plus one additional time per day for every four levels beyond 6th.

Transposition (Su): At 8th level, a summoner can use his maker's call ability to swap locations with his eidolon. If the eidolon occupies more squares than the summoner, the summoner can appear in any square occupied by the eidolon. The eidolon must occupy the square that was occupied by the summoner if able, or as close as possible if it is not able.

Aspect (Su): At 10th level, a summoner can divert up to 2 points from his eidolon's evolution pool to add evolutions to himself. He cannot select any evolution that the eidolon could not possess, and he must be able to meet the requirements as well (except for subtype requirements, so long as his eidolon meets the subtype requirement). He cannot select the ability increase evolution through this ability. Any points spent in this way are taken from the eidolon's evolution pool (reducing the total number available to the eidolon). The summoner can change the evolutions granted by these points anytime he can change the eidolon's evolutions.

Greater Shield Ally (Su): At 12th level, whenever an ally is within reach of the summoner's eidolon, the ally gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the summoner, these bonuses increase to +4. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Life Bond (Su): At 14th level, the summoner's life becomes linked to his eidolon's. As long as the eidolon has 1 or more hit points, the summoner is protected from harm. Damage in excess of that which would reduce the summoner to 0 hit points is instead transferred to the eidolon. This damage is transferred 1 point at a time, meaning that as soon as the eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner. Effects that cause death but don't deal damage are unaffected by this ability. This ability does not affect spells such as *baleful polymorph*, *flesh to stone*, *imprisonment*, or other spells that don't deal damage.

Merge Forms (Su): At 16th level, as a full-round action, a summoner can touch his eidolon and the two can merge forms. This transformation includes all of the summoner's gear. While merged in this way, the summoner is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting the summoner are

suspended until the summoner emerges from the eidolon (although durations continue to expire).

The summoner can cast spells while inside the eidolon by taking control of the eidolon for the duration of the casting. Any material components used for these spells are taken from the summoner's gear, even though they are otherwise inaccessible. The summoner can direct all of the eidolon's actions while merged, can perceive through its senses, and can speak through its voice.

The summoner can use this ability for a number of rounds per day equal to his summoner level. He can end this effect at any time as a swift action. The summoner emerges in a square adjacent to the eidolon if able. If the eidolon is returned to its home plane while the summoner is merged with it, the summoner is immediately ejected, takes 4d6 points of damage, and is stunned for 1 round.

Greater Aspect (Su): At 18th level, a summoner can divert more of his eidolon's evolutions to himself. This ability functions as the aspect ability, but the maximum number of evolution points the summoner can divert increases to 6. In addition, the eidolon loses 1 point from its evolution pool for every 2 points (or fraction thereof) diverted to the summoner instead of losing 1 point from the evolution pool for each point diverted.

Twin Eidolon (Su): At 20th level, a summoner and his eidolon share a true connection. As a standard action, the summoner can assume the shape of his eidolon, copying all of its evolutions, form, and abilities. His Strength, Dexterity, and Constitution scores change to match the base scores of his eidolon. He can choose to have any gear that he carries become absorbed by his new form, as with spells from the polymorph subschool. Items with continuous effects continue to function while absorbed in this way. The summoner loses his natural attacks and all racial traits (except bonus feats, skills, and languages) in favor of the abilities granted by his eidolon's evolutions. The summoner retains all of his class features. The summoner can keep this form for a number of minutes per day equal to his summoner level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The summoner can end this effect as a free action.

Eidolons

An eidolon's abilities are determined by the summoner's level and by the choices made using its evolution pool. Table 1–6: Eidolon Base Statistics determines many of the base statistics of the eidolon. Each eidolon possesses a base form that modifies these base statistics. Eidolons are outsiders for the purpose of determining which spells affect them.

Class Level: This is the character's summoner level.

HD: This is the total number of 10-sided (d10) Hit Dice the eidolon possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the eidolon's base attack bonus. An eidolon's base attack bonus is equal to its Hit Dice. Eidolons do not gain additional attacks using their natural weapons for a high base attack bonus.

Good Saves and Poor Save: These are the eidolon's base saving throw bonuses. An eidolon possesses two good saving throws and one poor saving throw, determined by the creature's base form.

Skills: This lists the eidolon's total skill ranks. An eidolon can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Eidolons with Intelligence scores above the base value modify these totals as normal (an eidolon gains a number of skill ranks equal to 6 + its Intelligence modifier per Hit Die). An eidolon cannot have more ranks in a skill than it has Hit Dice. Eidolon skill ranks are set once chosen, even if the creature's evolutions change when the summoner gains a new level.

Feats: This is the total number of feats possessed by an eidolon. Eidolons can select any feat they qualify for, but they must possess the appropriate appendages to use some feats. Eidolon feats are set once chosen, even if the creature changes when the summoner gains a new level. If, due to such changes, the eidolon no longer qualifies for a feat, the feat has no effect until the eidolon once again qualifies for the feat.

Armor Bonus: The number noted here is the eidolon's base total armor bonus. This bonus can be split between an armor bonus and a natural armor bonus, as decided by the summoner. This number is modified by the eidolon's base form and some options available through its evolution pool. An eidolon cannot wear armor of any kind, as the armor interferes with the summoner's connection to the eidolon.

Str/Dex Bonus: Add this modifier to the eidolon's Strength and Dexterity scores, which are determined by its base form. Some options available through the eidolon's evolution pool might modify these scores.

Evolution Pool: The value given in this column is the total number of points in the eidolon's evolution pool. Points in this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the eidolon. Whenever the summoner gains a level, the number of points in this pool increases and the summoner can spend these points to change the abilities of the eidolon. These choices are not set—the summoner can change them whenever he gains a level (and through the *transmogrify*[APG] spell).

Max. Attacks: This indicates the maximum number of attacks that the eidolon is allowed to possess at the given level. If the eidolon is at its maximum, it cannot take evolutions that grant additional attacks. Attacks made with weapons, including those granted by a high base attack bonus, are counted against this maximum.

Special: This includes a number of abilities gained by all eidolons as they increase in power (see Table 1–6: Eidolon Base Statistics). Each of these bonuses is described below.

Darkvision (Ex): The eidolon has darkvision with a range of 60 feet.

Link (Ex): A summoner and his eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time. In addition, magic items interfere with the summoner's connection to his eidolon. As a result, the summoner and his eidolon share magic item slots. For example, if the summoner is wearing a ring, his eidolon can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the eidolon become dormant. The eidolon must possess the appropriate appendages to use a magic item.

Share Spells (Ex): The summoner can cast a spell with a target of "you" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner can cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow the eidolon to share abilities that are not spells, even if they function like spells.

Evasion (Ex): If the eidolon is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it succeeds at its saving throw.

Ability Score Increase (Ex): The eidolon adds 1 to one of its ability scores.

Devotion (Ex): An eidolon gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An eidolon gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks (or it is reduced to fewer than three attacks), the eidolon instead gains a second attack with one of its natural weapons, albeit at a –5 penalty. If the eidolon later gains three or more natural attacks, it loses this additional attack and instead gains Multiattack.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, an eidolon takes no damage if it succeeds at its saving throw and only half damage if it fails.

Eidolon Skills

The following skills are class skills for eidolons: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the summoner can choose four additional skills to be class skills for his eidolon. Note that eidolons with a fly speed gain Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

Eidolon Subtypes

The first time a summoner calls his eidolon, he must decide on its subtype. The eidolon's subtype determines a number of its base statistics and abilities, as well as its overall look and theme. The subtype also determines what sort of evolutions the summoner can select for his eidolon using the evolution pool. Once the choice of subtype is made, it cannot be changed.

As a summoner gains levels, his eidolon gains specific evolutions based on its subtype. Each subtype entry below includes the following information.

Name: This is the name of the eidolon's subtype. The eidolon gains this as a subtype, but unless otherwise noted, it does not gain any of the features, abilities, or weaknesses of that subtype.

Description: This gives a basic overview of eidolons of this subtype, including general guidelines on appearance and personality.

Alignment: The eidolon is a creature of this alignment. If its alignment is chaotic, evil, lawful, or good, it gains that subtype.

Base Form: Eidolons of some subtypes are restricted in their choice of base form. Restrictions are spelled out here. The evolutions listed here are gained automatically, and do not cost points from the eidolon's evolution pool. (See page 34.)

Base Evolutions: This describes the base evolutions possessed by all eidolons of this subtype. Following the entry is a list of evolutions gained as the summoner gains levels; these evolutions are gained automatically, and do not cost points from the eidolon's evolution pool. In some cases, eidolons of certain subtypes will gain abilities that are not evolutions. Unless otherwise noted, such abilities function as described in the Universal Monster Rules section beginning on page 297 of the *Pathfinder RPG Bestiary*. (See page 34.)

Agathion

Patient and enlightened liaisons of the good-aligned Outer Planes, agathion eidolons seek to vanquish evil and protect that which is good. Agathion eidolons always have aspects of a single animal or creature, rather than a hodgepodge of several. Though they have patience for summoners with unorthodox methods and even those who stray from the path of good, they will not brook their powers being used for evil ends. An agathion eidolon seeks to bring its summoner closer to its own enlightenment.

Alignment: Neutral good.

Base Form: Biped (claws, limbs [arms], limbs [legs]) or quadruped (limbs [legs, 2], bite).

Base Evolutions: Starting at 1st level, agathion eidolons gain the resistance (electricity) evolution. They also gain a +4 bonus on saving throws against poison and petrification.

At 4th level, agathion eidolons gain cold resistance 10 and sonic resistance 10.

At 8th level, agathion eidolons gain lay on hands as paladins with levels equal to their Hit Dice.

At 12th level, agathion eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the agathion subtype on page 306 of *Pathfinder RPG Bestiary 2*).

At 16th level, agathion eidolons lose the resistance (electricity) evolution, and instead gain the immunity (electricity) evolution. They also gain the agathion's speak with animals ability (see the agathion subtype on page 306 of *Bestiary 2*).

At 20th level, agathion eidolons gain *detect thoughts* as a spell-like ability at will and also increase their damage reduction to DR 10/evil.

Angel

Hailing from the higher planes, angel eidolons are creatures of exquisite beauty. They usually appear in idealized humanoid forms, with smooth skin, shining hair, and bright eyes. Angel eidolons are impeccably honorable, trustworthy, and diplomatic, but they do not shy away from confrontation when facing off against evil and its minions.

Alignment: Any good.

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions: At 1st level, angel eidolons gain the resistance (acid) and resistance (cold) evolutions. They also gain a +4 bonus on saving throws against poison.

At 4th level, angel eidolons gain electricity resistance 10 and fire resistance 10.

At 8th level, angel eidolons grow large, feathery wings, gaining the flight evolution.

At 12th level, angel eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the angel subtype on page 310 of the *Bestiary*).

At 16th level, angel eidolons lose the resistance (acid) and resistance (cold) evolutions, and instead gain the immunity (acid) and immunity (cold) evolutions.

At 20th level, angel eidolons gain the protective aura ability (see the angel subtype on page 310 of the *Bestiary*).

Archon

Summoned from heaven, archon eidolons are the embodiments of righteousness. They often take on powerful, graceful forms, rippling with muscles but refined in their movements. Archon eidolons are totally dedicated to the cause of good, and have little patience for those who violate their oaths and ideals—including the summoner who called them. Archons will do whatever it takes to stop the advance of evil and protect the innocent.

Alignment: Lawful good.

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions: At 1st level, archon eidolons gain the resistance (electricity) evolution and the skilled (Intimidate) evolution. They also gain a +4 bonus on saving throws against poison.

At 4th level, archon eidolons add 1 point to their evolution pools.

At 8th level, archon eidolons gain the ability increase evolution, applied to an ability score the summoner chooses.

At 12th level, archon eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the archon subtype on page 310 of the *Bestiary*).

At 16th level, archon eidolons lose the resistance (electricity) evolution and skilled (Intimidate) evolution, and instead gain the immunity (electricity) evolution. In addition, they gain the aura of menace ability (see the archon subtype on page 310 of the *Bestiary*).

At 20th level, archon eidolons gain the ability to use *greater teleport* at will, as the spell (caster level 14th), except they can teleport only themselves and up to 50 pounds of carried objects.

Azata

Embodiments of the untamable beauty and noble passion of Elysium, azata eidolons have wild and beautiful features. They often take graceful forms reminiscent of elves or fey, but they occasionally appear like lillends, with serpentine tails. Azata eidolons are flighty and independent, and they often have their own ideas about how to defeat evil or have a good time. Thus, an azata eidolon is likely to balk if its summoner commands it to perform offensive or nefarious actions. On the other hand, an azata eidolon in sync with its summoner is a passionate and devoted companion.

Alignment: Chaotic good.

Base Form: Biped (limbs [arms], limbs [legs]) or serpentine (limbs [arms], tail, tail slap).

Base Evolutions: At 1st level, azata eidolons gain the resistance (electricity) evolution and the 4-point weapon training evolution (proficiency in martial weapons).

At 4th level, azata eidolons gain cold resistance 10 and fire resistance 10.

At 8th level, azata eidolons grow large, feathery wings, gaining the flight evolution.

At 12th level, azata eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the azata subtype on page 311 of the *Bestiary*).

At 16th level, azata eidolons lose the resistance (electricity) evolution, and instead gain the immunity (electricity) evolution. They also gain the ability increase evolution, applied to an ability score of the summoner's choice.

At 20th level, an azata eidolon gains the ability to switch between its normal form and an energy form as a standard action. In its energy form, an azata eidolon is incorporeal and doubles its fly speed, but it can't make natural or manufactured weapon attacks; it can, however, activate any spell-like ability evolutions it possesses.

Table 1-6: Eidolon Base Statistics

Class Level	HD	BAB	Good Saves	Poor Save	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max. Attacks	Special
1st	1	+1	+2	+0	4	1	+0	+0	1	3	Darkvision, link, share spells
2nd	2	+2	+3	+0	8	1	+2	+1	2	3	Evasion
3rd	3	+3	+3	+1	12	2	+2	+1	3	3	—
4th	3	+3	+3	+1	12	2	+2	+1	3	4	—
5th	4	+4	+4	+1	16	2	+4	+2	4	4	Ability score increase
6th	5	+5	+4	+1	20	3	+4	+2	5	4	Devotion
7th	6	+6	+5	+2	24	3	+6	+3	6	4	—
8th	6	+6	+5	+2	24	3	+6	+3	6	4	—
9th	7	+7	+5	+2	28	4	+6	+3	7	5	Multiattack
10th	8	+8	+6	+2	32	4	+8	+4	8	5	Ability score increase
11th	9	+9	+6	+3	36	5	+8	+4	9	5	—
12th	9	+9	+6	+3	36	5	+10	+5	9	5	—
13th	10	+10	+7	+3	40	5	+10	+5	10	5	—
14th	11	+11	+7	+3	44	6	+10	+5	11	6	Improved evasion
15th	12	+12	+8	+4	48	6	+12	+6	12	6	Ability score increase
16th	12	+12	+8	+4	48	6	+12	+6	12	6	—
17th	13	+13	+8	+4	52	7	+14	+7	13	6	—
18th	14	+14	+9	+4	56	7	+14	+7	14	6	—
19th	15	+15	+9	+5	60	8	+14	+7	15	7	—
20th	15	+15	+9	+5	60	8	+16	+8	15	7	—

Daemon

The agents of horrible deaths, daemon eidolons desire the utter annihilation of all things. Their forms vary wildly depending on which type of death they embody, and daemon eidolons sometimes represent a more obscure kind of death than the most famous daemons. Daemon eidolons wish to sow death and misery through a variety of means. Most are capable of seeing the big picture, and will obediently follow even a neutral summoner. Ending lives is a typical part of an adventurer's career, so following along with a summoner gives a daemon eidolon many opportunities to gather mortal soul energy for its own dark and inscrutable purposes.

Alignment: Neutral evil.

Base Form: Biped (claws, limbs [arms], limbs [legs]), quadruped (limbs [legs, 2], bite), or serpentine (bite, reach [bite], reach [sting], sting, tail).

Base Evolutions: Starting at 1st level, daemon eidolons gain the resistance (acid) evolution as well as a +4 bonus on saving throws against death effects, disease, and poison.

At 4th level, daemon eidolons gain cold resistance 10, electricity resistance 10, and fire resistance 10.

At 8th level, daemon eidolons add 1 point to their evolution pools.

At 12th level, daemon eidolons gain DR 5/good. They also gain immunity to death effects, disease, and poison.

At 16th level, daemon eidolons lose the resistance (acid) evolution, and instead gain the immunity (acid) evolution. They also gain telepathy (*Bestiary* 305).

At 20th level, as a standard action, a daemon eidolon can devour a portion of the soul of a dying creature or a creature that died no earlier than 1 round ago. This kills the creature and provides the daemon eidolon a profane bonus on attack rolls, saving throws, and skill checks for 24 hours. The bonus is equal to +1 per 5 Hit Dice the slain creature possessed. A creature whose soul was devoured in this way requires *resurrection* or more powerful magic to return from the dead.

Demon

Raw destruction given material substance, demon eidolons form out of the Abyss's stew of soul energy, leading some scholars to speculate that the summoner's arts are related to the magical tampering that gave rise to the first demons. Demon eidolons revel in causing destruction and inflicting suffering, and they will do so for their summoners without question, taking pleasure in whatever havoc they can create. For a demon eidolon, the means justify the ends.

Alignment: Chaotic evil.

Base Form: Biped (claws, limbs [arms], limbs [legs]), quadruped (limbs [legs, 2], bite), or serpentine (bite, improved damage [bite], reach [bite], tail, tail slap).

Base Evolutions: Starting at 1st level, demon eidolons gain the resistance (electricity) and resistance (fire) evolutions as well as a +4 bonus on saving throws against poison.

At 4th level, demon eidolons gain acid resistance 10 and cold resistance 10.

At 8th level, demon eidolons lose the +4 bonus on saving throws against poison and gain immunity to poison. They also add 1 point to their evolution pools.

At 12th level, demon eidolons gain DR 5/good. They also gain the ability increase evolution in an ability score of the summoner's choice.

At 16th level, demon eidolons lose the resistance (electricity) evolution, and instead gain the immunity (electricity) evolution. They also gain telepathy (*Bestiary* 305).

At 20th level, demon eidolons gain *true seeing* as a constant spell-like ability.

Devil

Corruptors, tempters, and despoilers, devil eidolons often serve their summoners obediently and efficiently, all in a long-term attempt to damn the summoner's soul to the deepest depths of Hell. While some types of devils have truly unusual forms, devil eidolons have found that the more traditional bipedal form allows them to build up a strong rapport with their summoners—and consequently to corrupt them—more easily than if they possessed a more monstrous appearance.

Alignment: Lawful evil.

Base Form: Biped (claws, limbs [arms], limbs [legs]).

Base Evolutions: Starting at 1st level, devil eidolons gain the resistance (fire) evolution and the skilled (Bluff) evolution. They also gain a +4 bonus on saving throws against poison.

At 4th level, devil eidolons gain acid resistance 10 and cold resistance 10.

At 8th level, devil eidolons gain the skilled (Diplomacy) evolution and gain immunity to poison.

At 12th level, devil eidolons gain DR 5/good. They also gain see in darkness (see the devil subtype on page 311 of the *Bestiary*).

At 16th level, devil eidolons lose the resistance (fire) evolution, and instead gain the immunity (fire) evolution. They also gain telepathy (*Bestiary* 305).

At 20th level, devil eidolons gain regeneration 5 (good weapons, good spells). They are still banished to Hell as normal for eidolons if they take enough damage.



Div

Formed of hatred and spite, div eidolons seek to despoil and ruin all things beautiful and joyous. Div eidolons particularly resent having mortal masters, and seek to doom their summoners to existences full of suffering and loss. Each div eidolon has a unique compulsion it must follow—usually something similar to the doru's obsession with secrets—that leads it to bargain its loyalty for something the summoner provides. The div's summoner uses his eidolon's compulsion to entrap and control the eidolon. Still, div eidolons never fully give in, and continue to plot ways they might corrupt that which their masters hold dearest.

Alignment: Neutral evil.

Base Form: Biped (claws, limbs [arms], limbs [legs]).

Base Evolutions: Starting at 1st level, div eidolons gain the resistance (fire) evolution. They also gain a +4 bonus on saving throws against poison.

At 4th level, div eidolons gain acid resistance 10 and electricity resistance 10.

At 8th level, div eidolons add 1 point to their evolution pools and immunity to poison.

At 12th level, div eidolons gain DR 5/good. They also gain see in darkness (see the div subtype on page 305 of *Pathfinder RPG Bestiary 3*).

At 16th level, div eidolons lose the resistance (fire) evolution, and instead gain the immunity (fire) evolution. They also gain telepathy (*Bestiary* 305).

At 20th level, div eidolons gain the ability to use *greater teleport* at will, as per the spell (caster level 14th), except they can teleport only themselves and up to 50 pounds of carried objects.

Elemental

Pulled in from one of the four elemental planes, these eidolons are linked to one of the four elements: air, earth, fire, or water. Generally, an elemental eidolon appears as a creature made entirely of one element, but there is some variation. Elemental eidolons are decidedly moderate in their views and actions. They tend to avoid the conflicts of others when they can and seek to maintain balance. The only exception is when facing off against emissaries of their opposing elements, which they hate utterly.

Alignment: Neutral.

Base Form: Biped (limbs [arms], limbs [legs], slam), quadruped (limbs [legs, 2], bite), or serpentine (bite, improved natural armor, reach [bite], tail, tail slap).

Base Evolutions: The base evolutions of an elemental eidolon depend entirely on its chosen element. When first summoning an elemental eidolon, the summoner must select air, earth, fire, or water. Once made, this choice cannot be changed. The eidolon gains the following evolutions and abilities, which can vary depending on its element.

At 1st level, all elemental eidolons gain immunity to paralysis and sleep. In addition, air elemental eidolons gain the immunity (electricity) evolution. Earth elemental eidolons gain the immunity (acid) evolution. Fire elemental eidolons gain the immunity (fire) evolution. Water elemental eidolons gain the immunity (cold) evolution.

At 4th level, all elemental eidolons add 1 point to their evolution pools.

At 8th level, air elemental eidolons gain the flight evolution (using magic) with a speed equal to their base speed. Earth elemental eidolons gain the burrow evolution. Fire elemental eidolons increase their base speed by 20 feet. Water elemental eidolons gain the swim evolution twice, gaining a swim speed equal to their base speed + 20 feet. They also gain the gills evolution, which allows them to breathe underwater.

At 12th level, all elemental eidolons gain immunity to bleed, poison, and stun. In addition, they can no longer be flanked.

At 16th level, all elemental eidolons gain immunity to critical hits and do not take additional damage from precision-based attacks, such as sneak attack.

At 20th level, an air elemental eidolon gains the whirlwind ability (*Bestiary* 306), with a maximum height of 15 feet (30 feet for a Large air elemental) and dealing 1d6 points of damage (1d8 for a Large air elemental). Earth elemental eidolons gain the earth mastery ability (*Bestiary* 122) and DR 5/—. Fire elemental eidolons gain the energy attacks (fire) evolution and the burn ability (*Bestiary* 298). Water elemental eidolons gain the drench and vortex abilities (*Bestiary* 126). The vortex ability works as the air elemental eidolon's whirlwind ability (except as noted in the vortex ability's description).

Inevitable

Implacable and ceaseless in their fight against chaos and those who break natural laws, inevitables make loyal, if literal-minded, companions for lawful summoners. Summoners of inevitables generally get along well with axiomites, who share their understanding of the process of forging and modifying an inevitable. Inevitable eidolons appear as a mixture between clockwork constructs and idealized humanoid statues.

Alignment: Lawful neutral.

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions: At 1st level, inevitable eidolons count as both constructs and outsiders for the purpose of effects such as the *bane* weapon special ability and the favored enemy class feature. They gain a +4 bonus on saving throws against death effects, disease, necromancy effects, paralysis, poison, sleep, and stun.

At 4th level, inevitable eidolons gain a +4 bonus on saving throws against mind-affecting effects and immunity to nonlethal damage, fatigue, and exhaustion.

At 8th level, inevitable eidolons gain immunity to death effects, disease, and poison.

At 12th level, inevitable eidolons gain DR 5/chaotic. They also gain immunity to sleep, as well as the true speech ability (see the inevitable subtype on page 307 of *Bestiary* 2).

At 16th level, inevitable eidolons lose the +4 bonus on saving throws against necromancy effects and gain immunity to ability damage, ability drain, energy drain, and necromancy effects.

At 20th level, inevitable eidolons gain immunity to paralysis, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects).

Protean

Serpentine beings of pure chaos, proteans seek to reshape reality. Protean eidolons appreciate creative summoners who often rebuild their forms and make liberal use of the *transmogrify* spell. Beyond that, protean eidolons are happy to work with their summoners for any purpose, though they are quick to remind their summoners that while they have a mutually beneficial relationship, they are not servants.

Alignment: Chaotic neutral.

Base Form: Serpentine (bite, grab [tail slap], tail, tail slap).

Base Evolutions: At 1st level, protean eidolons gain the resistance (acid) evolution as well as the grab evolution, tied to an attack type of the summoner's choice. Whenever the

summoner changes the protean eidolon's evolutions, he can also change the attack type for grab.

At 4th level, protean eidolons gain electricity resistance 10 and sonic resistance 10.

At 8th level, protean eidolons gain the constrict evolution.

At 12th level, protean eidolons gain DR 5/lawful. They also gain the blindsense evolution and the ability to fly without wings with perfect maneuverability, as the flight evolution with 4 points spent.

At 16th level, protean eidolons lose the resistance (acid) evolution and instead gain the immunity (acid) evolution. They also gain the amorphous anatomy ability (see the protean subtype on page 308 of *Bestiary 2*).

At 20th level, protean eidolons gain constant *freedom of movement* and the protean version of the change shape (*greater polymorph*) ability (see the protean subtype on page 308 of *Bestiary 2*).

Psychopomp

Stewards, chroniclers, and guides of all things that die, psychopomps make dispassionate yet loyal eidolons. When they deal with the world of mortals, psychopomp eidolons nearly always wear masks. They do not tolerate summoners who traffic with daemons, undead, and other entities that interfere with the transmigration of souls, but otherwise they are comfortable with most actions on the summoner's part. When the summoner dies, a psychopomp eidolon personally escorts him to the afterlife and serves as an expert witness when it is time for him to be judged.

Alignment: Neutral.

Base Form: Biped (limbs [arms], limbs [legs], slam), quadruped (bite, limbs [legs, 2]), or serpentine (bite, pull [bite], reach [bite], tail, tail slap).

Base Evolutions: Starting at 1st level, psychopomp eidolons gain immunity to death effects, disease, and poison.

At 4th level, psychopomp eidolons gain cold resistance 10 and electricity resistance 10.

At 8th level, psychopomp eidolons gain the spirit touch ability (see the psychopomp subtype on page 308 of *Pathfinder RPG Bestiary 4*) and add 1 point to their evolution pools.

At 12th level, psychopomp eidolons gain DR 5/adamantine. They also gain the spiritsense ability (see the psychopomp subtype on page 308 of *Bestiary 4*).

At 16th level, psychopomp eidolons gain the ability increase evolution, applied to an ability score of the summoner's choice. They also gain the ability to cast *invisibility* (self only) as a spell-like ability at will.

At 20th level, psychopomp eidolons increase their damage reduction to 10/adamantine and gain the immunity (cold) and immunity (electricity) evolutions.

Base Forms

Each eidolon has one of three base forms that determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the eidolon's full base attack bonus unless otherwise noted (such as in the case of secondary attacks). An eidolon's attacks add the eidolon's Strength modifier to the damage rolls, unless the eidolon has only one attack, in which case the attack adds 1-1/2 times the eidolon's Strength modifier.

Alternatively, any one of these base forms can be used to make a Small eidolon. If the eidolon is Small, it gains a +2 bonus to Dexterity. It takes a –4 penalty to Strength and a –2 penalty to Constitution. It also has a +1 size bonus to AC and on attack rolls, a –1 penalty on combat maneuver checks and to CMD, a +2 bonus on Fly checks, and a +4 bonus on Stealth checks. Reduce the damage of all of its attacks by one step (for example, 1d6 becomes 1d4, and 1d4 becomes 1d3). If this choice is made, the eidolon can be made Medium whenever the summoner can change the eidolon's evolution pool (which causes it to lose these modifiers for being Small). Likewise, a Medium eidolon can be made Small whenever the summoner can change the eidolon's evolution pool.

Biped

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (poor), Will (good); **Attack** 2 claws (1d4); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11.

Quadruped

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (poor); **Attack** bite (1d6); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11.

Serpentine

Starting Statistics: **Size** Medium; **Speed** 20 ft., climb 20 ft.; **AC** +2 natural armor; **Saves** Fort (poor), Ref (good), Will (good); **Attack** bite (1d6), tail slap (1d6); **Ability Scores** Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11.

EVOLUTIONS

Each eidolon gains a number of evolution points that can be spent to give the eidolon new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the summoner gains a new level, but they are otherwise set. Some evolutions require that the eidolon have a specific base form or the summoner be of a specific level before they can be chosen. A number of evolutions grant the eidolon additional natural attacks. Natural attacks listed as primary are made using the eidolon's full base attack bonus and add the eidolon's Strength modifier on

damage rolls. Natural attacks listed as secondary are made using the eidolon's base attack bonus – 5 and add 1/2 the eidolon's Strength modifier on damage rolls (if positive). If the eidolon has only a single natural attack, the attack is made using its full base attack bonus, and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

Evolutions are grouped by their cost in evolution points. Evolution points cannot be saved. All of the points must be spent whenever the summoner gains a level. Unless otherwise noted, each evolution can be selected only once.

1-Point Evolutions

The following evolutions cost 1 point from the eidolon's evolution pool.

Bite (Ex): The eidolon's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the eidolon already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite. *Requirements*: Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Claws (Ex): The eidolon has a pair of vicious claws at the ends of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must have the limbs evolution to take this evolution. This evolution can be selected more than once, up to the number of limbs evolutions the eidolon possesses. This evolution can be applied to any number of limbs (arms) evolutions, but no more than one limbs (legs) evolution. *Requirements*: Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Climb (Ex): The eidolon becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the eidolon's climb speed by 20 feet.

Gills (Ex): The eidolon has gills and can breathe underwater indefinitely.

Improved Damage (Ex): One of the eidolon's natural attacks is particularly deadly. Select one natural attack form and increase the damage die by one step. This evolution can be selected more than once. Its effects do not stack. Each time the eidolon selects this evolution, it applies to a different natural attack.

Improved Natural Armor (Ex): The eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This evolution can be taken once, plus one additional time for every 5 levels the summoner possesses. Each additional time it's taken, the bonus increases by 2.

Magic Attacks (Su): The eidolon is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction.

Eidolons and Alignment

Generally, the summoner controls the actions of his eidolon, even during combat, either through verbal commands or through the link ability, but this does not mean that the eidolon is a puppet that follows every command without question. Eidolons have been known to refuse actions that are against their ethoses or alignments (subject to the GM's discretion) and are quick to chide the summoner about such requests. In addition, should the action of the summoner cause a shift in alignment such that the summoner's alignment is more than one step away from the eidolon's, the eidolon refuses the call of the summoner (although the summoner can still use his summon monster class feature). If the summoner manages to restore his alignment, the eidolon returns to his service.

If the summoner is 10th level or higher, all of the eidolon's natural attacks are treated as the alignment of the eidolon for the purpose of overcoming damage reduction.

Mount (Ex): The eidolon is properly skilled and formed to serve as a combat-trained mount. The eidolon must be at least one size category larger than its rider. *Requirements*: Daemon, demon, devil, elemental, or protean subtype; quadruped or serpentine base form.

Pincers (Ex): An eidolon grows large pincers at the ends of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). Eidolons with the grab evolution linked to their pincers gain a +2 bonus on combat maneuver checks to grapple. The eidolon must have the limbs (arms) evolution to take this evolution. Alternatively, the eidolon can replace the claws from its base form with pincers (this still costs 1 evolution point). This evolution can be selected more than once, up to the number of limbs (arms) evolutions the eidolon possesses. *Requirements*: Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Pull (Ex): The eidolon gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the eidolon succeeds at this check, it pulls the target of the attack 5 feet closer to it. This ability works only on creatures of a size category equal to or smaller than the eidolon. Creatures pulled in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack. *Requirements*: Reach of 10 feet or more.

Push (Ex): The eidolon gains the ability to push creatures away with a successful attack. Select one type of

natural attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the eidolon succeeds at this check, it pushes the target of the attack 5 feet directly away from it. This ability works only on creatures of a size category equal to or smaller than the eidolon. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

Reach (Ex): One of the eidolon's attacks is capable of striking foes at a distance. Select one attack. The eidolon's reach with that attack increases by 5 feet.

Resistance (Ex): The eidolon's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (ashen hide for fire, icy breath for cold, and so on). Select one energy type (acid, cold, electricity, fire, or sonic). The eidolon gains resistance 5 against that energy type. This resistance increases by 5 for every 5 levels the summoner possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time the eidolon selects this evolution, it applies to a different energy type.

Scent (Ex): The eidolon's sense of smell becomes quite acute. The eidolon gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, the range drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the eidolon to precisely locate the creature, only to detect its presence. It can detect the direction as a move action. The eidolon can pinpoint the creature's location if it is within 5 feet. The eidolon can use scent to track creatures.

Skilled (Ex): The eidolon becomes especially adept at a specific skill, gaining a +8 racial bonus on that skill. This evolution can be selected more than once. Its effects do not stack. Each time the eidolon selects this evolution, it applies to a different skill.

Slam (Ex): The eidolon can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). The eidolon must have the limbs (arms) evolution to take this evolution. Alternatively, the eidolon can replace the claws from its base form with this slam attack (this still costs 1 evolution point). This evolution can be selected more than once, up to the number of the eidolon's limbs (arms) evolutions.

Sting (Ex): The eidolon possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the eidolon possesses. *Requirements*: Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype; tail evolution.

Swim (Ex): The eidolon gains webbed hands, webbed feet, or powerful flippers, giving it a swim speed equal to its base speed. This evolution does not give the eidolon the ability to breathe underwater. This evolution can be selected more than once. Each additional time it is selected, increase the eidolon's swim speed by 20 feet.

Tail (Ex): The eidolon grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks to balance on a surface. This evolution can be selected more than once. *Requirements*: Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Tail Slap (Ex): The eidolon can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the eidolon possesses. *Requirements*: Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype; tail evolution.

Tentacle (Ex): The eidolon possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once. *Requirements*: Daemon, demon, or protean subtype.

Wing Buffet (Ex): The eidolon learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). *Requirements*: Flight (wings) evolution.

2-Point Evolutions

The following evolutions cost 2 points from the eidolon's evolution pool.

Ability Increase (Ex): The eidolon grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the eidolon's ability scores by 2. This evolution can be selected more than once. It can be applied only once to an individual ability score, plus one additional time for every 6 levels the summoner possesses.

Constrict (Ex): The eidolon gains powerful muscles that allow it to crush those it grapples. Whenever the eidolon successfully grapples a foe using the grab evolution, it deals additional damage equal to the amount of damage dealt by the attack the grab evolution is tied to. *Requirements*: Serpentine base form, grab evolution.

Energy Attacks (Su): The eidolon's attacks become charged with energy. Select one energy type: acid, cold, electricity, or fire. All of the eidolon's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. *Requirements*: Summoner level 5th.

Flight (Ex or Su): The eidolon grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The eidolon gains a fly speed equal to its base speed. The eidolon's maneuverability depends on its size. Medium or smaller eidolons have good maneuverability. Large eidolons have average maneuverability, while Huge eidolons have poor maneuverability. For 2 additional evolution points, the eidolon flies by means of magic. It loses its wings, but its maneuverability increases to perfect. If the eidolon flies by magic, this is a supernatural ability. The eidolon can increase its fly speed by spending additional evolution points, gaining a 20-foot increase to its fly speed for each additional point spent. *Requirements*: Summoner level 5th.

Gore (Ex): The eidolon grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). *Requirements*: Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Grab (Ex): The eidolon becomes adept at grappling foes, gaining the grab ability. Select one of the following attacks: bite, claw, pincers, slam, tail slap, or tentacle. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the eidolon grapples the target. This ability works only on creatures at least one size category smaller than the eidolon. Eidolons with this evolution gain a +4 bonus on combat maneuver checks to grapple.

Immunity (Su): The eidolon's body becomes extremely resilient to one energy type. Select one energy type: acid, cold, electricity, fire, or sonic. The eidolon gains immunity to that energy type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. *Requirements*: Summoner level 7th.

Limbs (Ex): The eidolon grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the eidolon's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The eidolon does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or slam). Arms that have hands can be used to wield weapons, if the eidolon is proficient. This evolution can be selected more than once.

Poison (Ex): The eidolon secretes toxic venom, gaining a poison attack. Select one bite or sting attack. Whenever the selected attack hits, the target is poisoned.

Eidolon Poison: Injury; *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save.

The save DC is equal to 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be used no more than once per round. *Requirements*: Summoner level 7th; daemon, demon, devil, elemental, or protean subtype; bite or sting evolution.

Rake (Ex): The eidolon grows dangerous claws on its feet, allowing it to make two rake attacks against foes it is grappling. These attacks are primary attacks. The eidolon can make these additional attacks each time it succeeds at a grapple check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution counts as one natural attack toward the eidolon's maximum. *Requirements*: Summoner level 4th, quadruped base form.

Rend (Ex): The eidolon learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the eidolon makes two successful claw attacks against the same target in 1 round, its claws latch on to the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the eidolon's Strength modifier. *Requirements*: Summoner level 6th, claws evolution.

Trample (Ex): The eidolon gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the eidolon can overrun any creature that is at least one size category smaller than itself. This works like the overrun combat maneuver, but the eidolon does not need to attempt a check; it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the eidolon's Strength modifier. Targets of the trample can make attacks of opportunity at a –4 penalty. If a target forgoes this attack of opportunity, it can attempt a Reflex save for half damage. The DC of this save is 10 + 1/2 the eidolon's Hit Dice + the eidolon's Strength modifier. A trampling eidolon can deal trampling damage to a specific creature only once per round. *Requirements*: Biped or quadruped base form.

Tremorsense (Ex): The eidolon becomes attuned to vibrations in the ground, gaining tremorsense with a range of 30 feet. This works like the blindsense evolution, but only if both the eidolon and the creature to be pinpointed are in contact with the ground. *Requirements*: Summoner level 7th.

Trip (Ex): The eidolon becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the eidolon makes a successful bite attack, it can attempt a free combat maneuver check. If the eidolon succeeds at this check, the target is knocked prone. If the eidolon fails, it is not tripped in return. This ability works only on creatures of a size category equal to or smaller than the eidolon. *Requirements*: Daemon, demon, devil, elemental, or protean subtype; bite evolution.

Weapon Training (Ex): The eidolon learns to use a weapon, gaining Simple Weapon Proficiency as a bonus feat. If 2 additional evolution points are spent, it gains proficiency with all martial weapons as well.

3-Point Evolutions

The following evolutions cost 3 points from the eidolon's evolution pool.

Blindsense (Ex): The eidolon's senses become incredibly acute, giving it blindsense with a range of 30 feet. This ability allows the eidolon to pinpoint the location of creatures that it can't see without having to attempt a Perception check, but such creatures still have total concealment from the eidolon. Visibility still affects the eidolon's movement, and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. *Requirements*: Summoner level 9th.

Burrow (Ex): The eidolon grows thick and gnarled claws, allowing it to move through the earth. The eidolon gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through clay, dirt, earth, and sand. It does not leave a hole behind, nor is its passage marked on the surface. *Requirements*: Summoner level 9th.

Damage Reduction (Su): The eidolon's body becomes more resistant to harm. Increase the damage reduction granted by the eidolon's subtype by 5. *Requirements*: Summoner level 15th, damage reduction granted by the eidolon's subtype.

Frightful Presence (Ex): The eidolon becomes unsettling to its foes, gaining the frightful presence ability. The eidolon can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the eidolon must succeed at a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the eidolon's Hit Dice + the eidolon's Charisma modifier. If the eidolon has at least 4 more Hit Dice than an opponent that fails this save, that opponent becomes frightened instead. Foes with more Hit Dice than the eidolon are immune to this effect. *Requirements*: Summoner level 11th.

Pounce (Ex): The eidolon gains quick reflexes, allowing it to make a full attack after a charge. *Requirements*: Summoner level 7th, quadruped base form.

Swallow Whole (Ex): The eidolon gains the swallow whole ability, giving it the ability to consume its foes. If the eidolon begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt a combat maneuver check to swallow the creature. The creature must be at least one size category smaller than the eidolon. Swallowed creatures take an amount of bludgeoning damage equal to the eidolon's bite damage each round + 1d6 points of damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light piercing or slashing weapon. The amount of damage needed to cut free is equal to 1/10 the eidolon's total hit points. The eidolon's AC against these attacks is equal to 10 + 1/2 its natural armor bonus. If a swallowed creature cuts its way out, the eidolon loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the eidolon's mouth, where it can attempt to escape or can be swallowed again. *Requirements*: Summoner level 9th; agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype; grab (bite) evolution.

Web (Ex): The eidolon gains a pair of spinnerets, giving it the ability to spin webs. The eidolon can use these webs to support itself plus one creature of up to the same size. It can throw webbing as a ranged touch attack up to eight times per day, entangling a creature up to one size larger than the eidolon. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with a successful Escape Artist check, or with a Strength check at a –4 penalty. The DC of these checks is equal to 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier. The webs have a hardness of 0 and a number of hits points equal to the eidolon's total Hit Dice. The eidolon can climb its own webs at its climb speed and can pinpoint the location of any creature touching its webs. *Requirements*: Summoner level 7th; daemon, demon, or protean subtype; climb evolution.

4-Point Evolutions

The following evolutions cost 4 points from the eidolon's evolution pool.

Blindsight (Ex): The eidolon's senses sharpen even further, granting it blindsight with a range of 30 feet. The eidolon can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. *Requirements*: Summoner level 11th, blindsense evolution.

Breath Weapon (Su): The eidolon learns to exhale a cone or line of magical energy, gaining a breath weapon. Select acid, cold, electricity, or fire. The eidolon can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per Hit Dice it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier. The eidolon can use this ability once per day. The eidolon can gain additional uses of this ability per day by spending 1 evolution point per additional use (to a maximum of three total uses per day). *Requirements*: Summoner level 9th.

Fast Healing (Su): The eidolon's body gains the ability to heal wounds very quickly, giving it fast healing 1. The eidolon heals 1 point of damage per round, just like via natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the eidolon to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the eidolon is alive. This fast healing does not function when the eidolon is not on the same plane as its summoner. This healing can

be increased by 1 point per round for every 2 additional evolution points spent (to a maximum of 5 points per round). *Requirements*: Summoner level 11th.

Large (Ex): The eidolon grows in size, becoming Large. The eidolon gains a +4 bonus to Strength, a +2 bonus to Constitution, and a +2 bonus to its natural armor. It takes a –2 penalty to Dexterity. This size change also gives the creature a –1 size penalty to AC and on attack rolls, a +1 bonus on combat maneuver checks and to CMD, a –2 penalty on Fly checks, and a –4 penalty on Stealth checks. If the eidolon has the biped base form, it also gains a reach of 10 feet. Any reach evolutions the eidolon possesses are added to this total.

If 6 additional evolution points are spent, the eidolon instead becomes Huge. The eidolon gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +5 bonus to its natural armor. It takes a –4 penalty to Dexterity. This size change also gives the creature a –2 size penalty to AC and on attack rolls, a +2 bonus on combat maneuver checks and to CMD, a 10-foot reach, a –4 penalty on Fly checks, and a –8 penalty on Stealth checks. If the eidolon has the biped base form, its reach increases to 15 feet instead of 10 feet. Any reach evolutions the eidolon possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large.

The ability increase evolution costs twice as much (4 evolution points) when adding to the Strength or Constitution scores of a Large or Huge eidolon. *Requirements*: Summoner level 8th (13th for Huge), Medium size.

Spell Resistance (Ex): The eidolon is protected against magic, gaining spell resistance. The eidolon's spell resistance is equal to 11 + the summoner's level. This spell resistance does not apply to spells cast by the summoner. *Requirements*: Summoner level 9th.

Summoner Spell List

Summoners gain access to the following spells. While most of these spells are found in the *Core Rulebook*, those found in other sources are marked with superscripted abbreviations as defined on page 5.

Because they aren't always allowed for every type of character, spells from *Pathfinder RPG Advanced Race Guide*, *Pathfinder RPG Monster Codex*, and *Pathfinder RPG Mythic Adventures* aren't included in these lists. Such spells are cast at the levels indicated in those sources.

0-Level Summoner Spells—*acid splash, arcane mark, daze, detect magic, guidance, light, mage hand, mending, message, open/close, read magic, resistance.*

1st-Level Summoner Spells—*alarm, ant haul*[APG], *blurred movement*[ACG], *compel hostility*[UC], *corrosive touch*[UM], *daze monster, endure elements, enlarge person, expeditious retreat, feather fall, glue seal*[ACG], *grease, icicle dagger*[UM], *identify, jump, jury-rig*[UC], *life conduit*[UC], *long arm*[ACG], *mage armor, magic fang, magic mouth, mount, obscuring mist, protection from chaos/evil/good/law, ray of sickening*[UM], *reduce person, rejuvenate eidolon (lesser)*[APG], *shield, summon minor monster*[UM], *summon monster I, unfetter*[APG], *unseen servant, ventriloquism.*

2nd-Level Summoner Spells—*alter self, ant haul (communal)*[UC], *barkskin, bear's endurance, blood armor*[ACG], *blur, bull's strength, cat's grace, create pit*[APG], *cushioning bands*[UM], *detect thoughts, eagle's splendor, evolution surge (lesser)*[APG], *fog cloud, fox's cunning, glide*[APG], *glitterdust, invisibility, levitate, misdirection, mount (communal)*[UC], *owl's wisdom, phantom steed, protection from arrows, protection from chaos/evil/good/law (communal)*[UC], *resist energy, restore eidolon (lesser)*[UM], *see invisibility, spider climb, summon eidolon*[APG], *summon monster II, summon swarm, time shudder*[ACG], *twisted space*[UC], *warding weapon*[UC], *web shelter*[UM], *whip of spiders*[ACG].

3rd-Level Summoner Spells—*ablative barrier*[UC], *aqueous orb*[APG], *devolution*[APG], *control summoned creature*[UM], *dispel magic, displacement, evolution surge*[APG], *fly, haste, heroism, invisibility sphere, life conduit (improved)*[UC], *mad monkeys*[UM], *magic circle against chaos/evil/good/law, magic fang (greater), marionette possession*[UM], *minor creation, nondetection, pellet blast*[UC], *phantom steed (communal)*[UC], *protection from arrows (communal)*[UC], *protection from energy, rain of frogs*[UM], *rage, rejuvenate eidolon*[APG], *resist energy (communal)*[UC], *restore eidolon*[UM], *seek thoughts*[APG], *shield companion*[ACG], *slow, spider climb (communal)*[UC], *spiked pit*[APG], *stinking cloud, summon monster IV, tongues, water breathing, wind wall.*

4th-Level Summoner Spells—*acid pit*[APG], *adjustable polymorph*[ACG], *agonize*[UM], *black tentacles, charm monster, creeping ice*[ACG], *daze (mass)*[UM], *dimension door, dimensional anchor, enlarge person (mass), evolution surge (greater)*[APG], *fire shield, invisibility (greater), locate creature, major creation, obsidian flow*[UC], *protection from energy (communal)*[UC], *purified calling*[APG], *reduce person (mass), solid fog, stoneskin, summon monster V, summoner conduit*[UC], *tongues (communal)*[UC], *transmogrify*[APG], *vitriolic mist*[UM], *wall of fire, wall of ice.*

5th-Level Summoner Spells—*baleful polymorph, cloudkill, conjure black pudding*[UM], *contact other plane, dismissal, dispel magic (greater), hold monster, hostile juxtaposition*[UC], *hungry pit*[APG], *insect plague, life conduit (greater)*[UC], *mage's faithful hound, magic jar, overland flight, planar adaptation*[APG], *planar binding (lesser), rejuvenate eidolon (greater)*[APG], *sending, stoneskin (communal)*[UC], *summon monster VI, teleport, wall of stone, whip of centipedes*[ACG], *wreath of blades*[UC].

6th-Level Summoner Spells—*acid fog, banishment, bear's endurance (mass), bull's strength (mass), cat's grace (mass), create demiplane (lesser)*[UM], *creeping doom, dimensional bounce*[ACG], *eagle aerie*[UM], *eagle's splendor (mass), ethereal jaunt, fox's cunning (mass), heroism (greater), ice crystal teleport*[UM], *invisibility (mass), owl's wisdom (mass), planar adaptation (mass)*[APG], *planar binding, plane shift, repulsion, sequester, spell turning, summon monster VII, tar pool*[UC], *teleport (greater), true seeing, wall of iron, whip of ants*[ACG].

Fractional Base Bonuses

Multiclass characters in the core rules are at a slight disadvantage when it comes to their statistics. This fractional base bonuses variant is designed to help multiclass characters fulfill their true potential and stand tall among their single-class peers. It is ideal for campaigns featuring many multiclass characters, particularly if those characters take levels in many different classes or prestige classes.

Base attack bonuses and base save bonuses in the *Core Rulebook* progress at a fractional rate, but those fractions are eliminated because of rounding; it doesn't make sense to distinguish a base attack bonus of +6-1/2 from a base attack bonus of +6 when a character with either bonus would hit AC 17 on a roll of 11 and miss on a 10. For ease of reference, the values in the class tables are rounded this way since it never makes a difference for single-class characters. However, for multiclass characters, this rounding often results in a base attack bonus that's too low, as well as base save bonuses that are imbalanced. The following variant results in more accurate base bonuses for multiclass characters, based on the formulas behind the class progression tables rather than on the tables themselves.



For example, a character who's a 1st-level wizard and a 1st-level rogue has a base attack bonus (BAB) of +0 from each class, resulting in a total BAB of +0—worse than a 2nd-level wizard or 2nd-level rogue. But that's only because each fraction was rounded down to 0 before adding them together; the character theoretically has a BAB of +3/4 from her rogue level and +1/2 from her wizard level. If the rounding was done after adding the fractional values together rather than before, the character would have a BAB of +1 (rounded down from +1-1/4)—the same as a 2nd-level wizard or rogue.

Base Attack Bonus

There are three base attack bonus progressions. For classes with a d6 Hit Die, their BAB increases by 1/2 per level. For classes with a d8 Hit Die, their BAB increases by 3/4 per level. For classes with a d10 or d12 Hit Die, their BAB increases by 1 per level (so it's not necessary to round the BAB for these classes). A multiclass character's base attack bonus will only ever improve using this variant.

For example, a character who's a 2nd-level rogue and a 9th-level wizard would have a BAB of +5 in the core rules: +1 from her rogue levels and +4 from her wizard levels. Using the fractional system, that character's BAB would be +6, with +1-1/2 from her rogue levels and +4-1/2 from her wizard levels—enough for her to gain a second attack at a +1 bonus.

Base Save Bonuses

There are only two base saving throw progressions: good and poor. Good saves progress at a rate of +1/2 per level, while poor saves progress at +1/3 per level. Additionally, saving throw bonuses with a good saving throw progression start higher, effectively incorporating an additional +2 bonus. Under the core rules, this additional bonus stacks between classes, letting a character who's a 1st-level barbarian and a 1st-level fighter have a +4 Fortitude save bonus while his Reflex and Will saves stagnate. However, this higher initial saving throw bonus is intended to act like the +3 bonus received on a class skill: you should get it only once for a particular type of saving throw, regardless of the number of classes in which you have levels. Under this variant, the +2 bonus at 1st level to a good save no longer stacks between classes, so a character's strongest saves are sometimes decreased. However, the improvements to that character's weakest saves usually make up the difference, and such characters

Table 1–7: Fractional Bonuses by Class Level

Class Level	Base Save Bonus (Good)*	Base Save Bonus (Poor)	Base Attack Bonus (d10 or d12)	Base Attack Bonus (d8)	Base Attack Bonus (d6)
1st	+1/2	+1/3	+1	+3/4	+1/2
2nd	+1	+2/3	+2	+1-1/2	+1
3rd	+1-1/2	+1	+3	+2-1/4	+1-1/2
4th	+2	+1-1/3	+4	+3	+2
5th	+2-1/2	+1-2/3	+5	+3-3/4	+2-1/2
6th	+3	+2	+6	+4-1/2	+3
7th	+3-1/2	+2-1/3	+7	+5-1/4	+3-1/2
8th	+4	+2-2/3	+8	+6	+4
9th	+4-1/2	+3	+9	+6-3/4	+4-1/2
10th	+5	+3-1/3	+10	+7-1/2	+5
11th	+5-1/2	+3-2/3	+11	+8-1/4	+5-1/2
12th	+6	+4	+12	+9	+6
13th	+6-1/2	+4-1/3	+13	+9-3/4	+6-1/2
14th	+7	+4-2/3	+14	+10-1/2	+7
15th	+7-1/2	+5	+15	+11-1/4	+7-1/2
16th	+8	+5-1/3	+16	+12	+8
17th	+8-1/2	+5-2/3	+17	+12-3/4	+8-1/2
18th	+9	+6	+18	+13-1/2	+9
19th	+9-1/2	+6-1/3	+19	+14-1/4	+9-1/2
20th	+10	+6-2/3	+20	+15	+10

*If at least one of the character's classes has a good saving throw progression for the save in question, add 2 to the total save bonus.

are much less likely to leap ahead of (or fall dramatically behind) their single-class peers.

When calculating each saving throw bonus, first determine whether each class you have levels in grants a good or poor saving throw progression for that type of save. To tell whether a class has a good or poor save progression for a particular saving throw, look at the 1st-level saving throw bonus it receives for that save in the core rules. If the bonus is +2, the class has a good save progression for that type of save. If it's +0, the class has a poor save progression for that type of save. Next, for each class, find the value in Table 1–7: Fractional Bonuses by Level corresponding to your level in that class and whether the saving throw progression is good or poor. Add the values from all your classes; if you have a good saving throw progression from at least one class, add 2 to the total (this is a one-time increase and doesn't stack).

For example, in a standard game, a character who's a 5th-level cleric and a 2nd-level fighter would have a Fortitude base save bonus of +7, a Reflex base save bonus of +1, and a Will base save bonus of +4. In this variant, the same character would have a Fortitude base save bonus of +5 (rounded down from +5-1/2), a Reflex base save bonus of +2 (rounded down from +2-1/3), and a Will base save bonus of +5 (rounded down from +5-1/6).

In the core Pathfinder rules, prestige classes advance at the same rate as base classes but have different class bonuses. These adjusted bonuses were meant to compensate for the leftover fractions from the character's base classes, since the only way to gain a prestige class is via multiclassing—taking levels in both your original class and the prestige class—or racial Hit Dice. Because fractional base bonuses already account for those fractions, instead use the base save bonuses from Table 1–7 just as you would for any other class. To tell whether a prestige class has a good or poor save progression for a saving throw, look at the 1st-level saving throw bonuses it receives for that save. If the bonus is +1, it has a good save progression. If it's +0, it has a poor save progression.

Bonuses by Level

The table above presents fractional values for the base save and base attack bonuses. To determine the total base save bonus or base attack bonus of a multiclass character, calculate the fractional values for each of the character's classes using the table and add them together.

This rule affects only multiclass characters, and such characters will have a number of attacks depending on their combined base attack bonuses from several classes. For this reason, the table does not list the multiple attacks gained by characters with a BAB of +6 or greater. Just remember that a second attack is gained when a character's total BAB reaches +6, a third at +11, and a fourth at +16, just as normal. For a character who's an 11th-level fighter and a 9th-level rogue, adding a BAB of +11 to a BAB of +6-3/4 yields a BAB of +17 (rounded down from +17-3/4), with additional attacks with BABs of +12, +7, and +2, respectively.

Staggered Advancement

When increasing in level, characters often gain new abilities and powers seemingly overnight. The following advancement variant allows you to add some verisimilitude to the way in which your characters grow in power.

Instead of gaining all your new abilities when you advance to the next level, you divide them among four XP tiers: 25%, 50%, 75%, and 100%. Each XP tier represents a specific percentage of the XP required to advance to the next level.

Using Staggered Advancement

First, select the class in which you'll gain your next level. You must meet all the prerequisites for that class level. Whenever you reach a new XP tier, gain the appropriate universal abilities and skill ranks for that class as detailed in Table 1–8: Staggered Advancement. Your feat, ability score, and spell progressions remain unchanged.

Universal Abilities: Universal abilities include your selected class's base attack bonus, hit points (hp), and saving throw bonuses. At the 25%, 50%, and 75% XP tiers, you can select one of the following options.

Base Attack Bonus: Increase your selected class's base attack bonus (if applicable).

Hit Points: Determine the number of hit points you would gain for advancing to the next level in your class and add 50% of those hit points (rounding down) to your hit point maximum. When you advance fully to the next level of your selected class, add the remaining hit points.

Saving Throw Bonuses: Increase your class's saving throw bonuses (if applicable).

Each of the above options can only be selected once per level. Additionally, the base attack bonuses and saving throw bonuses of some classes don't increase each time they advance in level. If only one universal ability is applicable, incorporate it at the 75% tier. If two are applicable, incorporate one at the 50% tier and the other at the 75% tier (your choice).

Class Features: Characters gain all class features upon reaching the next level.

Skill Ranks: Determine the total number of skill ranks you would gain for advancing to the next level in your selected class, and allocate 50% of the skill ranks (rounding down) when you reach the 50% XP tier. When you advance fully to the next level, you can spend the remaining skill ranks.

The following table assumes you are using the medium XP advancement track. If you use the fast or slow XP advancement track, you can use this table as a model from which to extrapolate the XP requirements for each XP tier.

Table 1-8: Staggered Advancement

Character Level	XP	XP Tier	Universal Abilities	Class Abilities	Skill Ranks
1st	0	—	As standard rules for a 1st-level character		
	500	25%	BAB, 50% hp, or saves	—	—
	1,000	50%	BAB, 50% hp, or saves	—	50%
	1,500	75%	BAB, 50% hp, or saves	—	—
2nd	2,000	—	Remaining 50% of hp	All	Remaining 50%
	2,750	25%	BAB, 50% hp, or saves	—	—
	3,500	50%	BAB, 50% hp, or saves	—	50%
	4,250	75%	BAB, 50% hp, or saves	—	—
3rd	5,000	—	Remaining 50% of hp	All	Remaining 50%
	6,000	25%	BAB, 50% hp, or saves	—	—
	7,000	50%	BAB, 50% hp, or saves	—	50%
	8,000	75%	BAB, 50% hp, or saves	—	—
4th	9,000	—	Remaining 50% of hp	All	Remaining 50%
	10,500	25%	BAB, 50% hp, or saves	—	—
	12,000	50%	BAB, 50% hp, or saves	—	50%
	13,500	75%	BAB, 50% hp, or saves	—	—
5th	15,000	—	Remaining 50% of hp	All	Remaining 50%
	17,000	25%	BAB, 50% hp, or saves	—	—
	19,000	50%	BAB, 50% hp, or saves	—	50%
	21,000	75%	BAB, 50% hp, or saves	—	—
6th	23,000	—	Remaining 50% of hp	All	Remaining 50%
	26,000	25%	BAB, 50% hp, or saves	—	—
	29,000	50%	BAB, 50% hp, or saves	—	50%
	32,000	75%	BAB, 50% hp, or saves	—	—

7th	35,000	—	Remaining 50% of hp	All	Remaining 50%
	39,000	25%	BAB, 50% hp, or saves	—	—
	43,000	50%	BAB, 50% hp, or saves	—	50%
	47,000	75%	BAB, 50% hp, or saves	—	—
8th	51,000	—	Remaining 50% of hp	All	Remaining 50%
	57,000	25%	BAB, 50% hp, or saves	—	—
	63,000	50%	BAB, 50% hp, or saves	—	50%
	69,000	75%	BAB, 50% hp, or saves	—	—
9th	75,000	—	Remaining 50% of hp	All	Remaining 50%
	82,500	25%	BAB, 50% hp, or saves	—	—
	90,000	50%	BAB, 50% hp, or saves	—	50%
	97,500	75%	BAB, 50% hp, or saves	—	—
10th	105,000	—	Remaining 50% of hp	All	Remaining 50%
	117,500	25%	BAB, 50% hp, or saves	—	—
	130,000	50%	BAB, 50% hp, or saves	—	50%
	142,500	75%	BAB, 50% hp, or saves	—	—
11th	155,000	—	Remaining 50% of hp	All	Remaining 50%
	171,250	25%	BAB, 50% hp, or saves	—	—
	187,500	50%	BAB, 50% hp, or saves	—	50%
	203,750	75%	BAB, 50% hp, or saves	—	—
12th	220,000	—	Remaining 50% of hp	All	Remaining 50%
	243,750	25%	BAB, 50% hp, or saves	—	—
	267,500	50%	BAB, 50% hp, or saves	—	50%
	291,250	75%	BAB, 50% hp, or saves	—	—
13th	315,000	—	Remaining 50% of hp	All	Remaining 50%
	347,500	25%	BAB, 50% hp, or saves	—	—
	380,000	50%	BAB, 50% hp, or saves	—	50%
	412,500	75%	BAB, 50% hp, or saves	—	—
14th	445,000	—	Remaining 50% of hp	All	Remaining 50%
	492,500	25%	BAB, 50% hp, or saves	—	—
	540,000	50%	BAB, 50% hp, or saves	—	50%
	587,500	75%	BAB, 50% hp, or saves	—	—
15th	635,000	—	Remaining 50% of hp	All	Remaining 50%
	698,750	25%	BAB, 50% hp, or saves	—	—
	762,500	50%	BAB, 50% hp, or saves	—	50%
	826,250	75%	BAB, 50% hp, or saves	—	—
16th	890,000	—	Remaining 50% of hp	All	Remaining 50%
	992,500	25%	BAB, 50% hp, or saves	—	—
	1,095,000	50%	BAB, 50% hp, or saves	—	50%
	1,197,500	75%	BAB, 50% hp, or saves	—	—
17th	1,300,000	—	Remaining 50% of hp	All	Remaining 50%
	1,425,000	25%	BAB, 50% hp, or saves	—	—
	1,550,000	50%	BAB, 50% hp, or saves	—	50%
	1,675,000	75%	BAB, 50% hp, or saves	—	—
18th	1,800,000	—	Remaining 50% of hp	All	Remaining 50%
	1,987,500	25%	BAB, 50% hp, or saves	—	—
	2,175,000	50%	BAB, 50% hp, or saves	—	50%
	2,362,500	75%	BAB, 50% hp, or saves	—	—
19th	2,550,000	—	Remaining 50% of hp	All	Remaining 50%
	2,812,500	25%	BAB, 50% hp, or saves	—	—
	3,075,000	50%	BAB, 50% hp, or saves	—	50%
	3,337,500	75%	BAB, 50% hp, or saves	—	—
20th	3,600,000	—	Remaining 50% of hp	All	Remaining 50%



2 Skills and Options



"You said you could sneak us in safely!" Valeros yelled.

"And you said you'd refrain from stabbing anything until I told you to. Hey, look!" Quinn pointed off into the distance. When the troglodyte turned to follow the gesture, the investigator brought his sword cane around in a vicious underhand arc, sending blood and scales pattering into the water below.

"Not exactly the brightest, are they?" Valeros slashed, opening another reptilian chest.

Quinn looked toward the city, where alarm bells were beginning to ring. "They might say the same thing about us..."

Introduction

Skills and feats are key components you can use to customize a character in the Pathfinder RPG. This chapter unchains skills from their foundations, presenting new optional rules that simplify and streamline skills, as well as rules that enhance the use of non-adventuring skills. The chapter's final section introduces an alternative approach to multiclassing, in which you trade out some of your feats to customize your character with powers from a secondary class of your choice.

Background Skills: Adventuring-oriented skills such as Perception are usually more important for your character's survival than background skills such as Profession, but these background skills are invaluable for fleshing out characters. This system separates skills into adventuring and background skills, so you don't have to sacrifice your character's life expectancy for her to have a rich background or engage in downtime activities.

Consolidated Skills: In many circumstances, the Pathfinder RPG's breadth of skills is a strength, but some groups prefer the simplicity of having fewer, more general skills. This system reduces the number of skills from 35 to 12 and handles the implications of this change.

Grouped Skills: This system is perfect for groups that feel the granularity of skill points requires too much bookkeeping. Using grouped skills decreases the complexity of allocating skill points and broadens a character's ability to participate in skill-based interactions while narrowing his area of true expertise.

Craft and Profession: The Craft and Profession skill rules in the *Pathfinder RPG Core Rulebook* don't provide much variety or flexibility for characters who want to launch crafting or professional enterprises. This section introduces new rules that help characters who enjoy their side jobs as much as fighting monsters take charge of those aspects of play, and also provides flavorful suggestions on how characters can take their professions on the road.

Skill Unlocks: In this new system, characters unlock additional abilities when they attain 5, 10, 15, and 20 ranks in a skill. The skill unlocks system interfaces with the unchained rogue to make the rogue the true master of skills.

Variant Multiclassing: This optional system allows a character to trade out half her feats in order to gain the benefits of a secondary class. These rules enable characters to gain many of the benefits of multiclassing without sacrificing advancement in their primary classes, and creates opportunities to explore novel character concepts, such as a barbarian whose rage stems from being afflicted by the gods with an oracle's curse and revelations.

Background Skills

The skill system presented in the *Core Rulebook* has a lot of versatility. It allows characters to overcome various challenges related to their diverse talents, with simple rules for dealing with beneficial or adverse conditions. Though many players simply spend their skill ranks on the same skills at every level, it is also possible for a character to diversify his investment in order to gain access to more skills overall or to remedy a shortcoming.

However, not all skills provide the same benefit to characters. It's difficult to argue that a high bonus in a Profession skill has the same value as a high bonus in a more general skill such as Perception. Yet Profession is an important skill for nonplayer characters, as well as for players who wish to show that adventuring isn't the only thing their characters care about.

The background skills system recognizes that skills such as Craft, Knowledge, and Profession serve an important role in the game. Though these skills don't directly affect the careers of typical adventurers the same way that Bluff, Perception, and Stealth do, they are useful means for characters to interact with and explore the world outside of combat. You shouldn't have to choose between having the knowledge to understand the world and the ability to survive in it!

These skills are called background skills because they reflect the non-adventuring interests and passions of a player character, or the skills more important to NPCs. All other skills are called adventuring skills.

In a campaign that uses the background skills system, each character gains an additional 2 skill ranks per level, which must be spent on background skills. More details appear in the Gaining Background Skills section on page 47. These new rules make characters and their skills more versatile, but because they boost non-adventuring skills, they're unlikely to unbalance a campaign.

Skill Changes

Appraise, Craft, Handle Animal, Linguistics, Perform, Profession, and some Knowledge specialties are all background skills. While all of these skills can be useful, or even necessary, in certain types of campaigns (such as Profession [sailor] in a nautical-themed campaign) or for certain types of characters (such as Handle Animal for a druid or ranger), they are often of less immediate value than sneaking up on a foe using Stealth or journeying through the wilderness using Survival.

This system also adds two new background skills: Artistry and Lore. A counterpart to Craft and Perform, Artistry is about developing a creative work that isn't necessarily an object or a discrete performance. This skill can be used

to write plays, musical compositions, poems, and all sorts of other works. Lore, on the other hand, functions like an especially specific Knowledge skill. A character might know Lore (elven history) without being trained more generally in Knowledge (history), or could be well versed in Lore (artistic masterpieces) without having ranks in Appraise, Artistry, or Craft.

New skill descriptions can be found on the following pages. These include entries on the new skills and expanded entries on existing skills that are now background skills.

The table below lists the new and redefined skills, separated into adventuring and background skills.

Adventuring Skills
Acrobatics
Bluff
Climb
Diplomacy
Disable Device
Disguise
Escape Artist
Fly
Heal
Intimidate
Knowledge (arcana)
Knowledge (dungeoneering)
Knowledge (local)
Knowledge (nature)
Knowledge (planes)
Knowledge (religion)
Perception
Ride
Sense Motive
Spellcraft
Stealth
Survival
Swim
Use Magic Device

Background Skills
Appraise
Artistry
Craft
Handle Animal
Knowledge (engineering)
Knowledge (geography)
Knowledge (history)
Knowledge (nobility)
Linguistics
Lore
Perform
Profession
Sleight of Hand

Gaining Adventuring Skills

Adventuring skills are those skills that are most relevant for characters while they're actively adventuring. Adventuring skills are purchased with the standard skill ranks each character class receives, modified by a character's Intelligence (and sometimes by race or other factors). No adjustments need to be made to these skills when using the background skills system.

Most adventuring skills are related to training and practice, and each has a clear and specific application to the everyday challenges that face a professional adventurer. Adventuring skills get used for the majority of skill checks, so most skill ranks should be devoted to those skills.

Gaining Background Skills

In addition to their normal allotment of regular skill ranks, all characters gain 2 background skill ranks each time they gain a level in a PC class. The character's Intelligence



modifier doesn't adjust this value. Background skill ranks can be used to gain ranks only in background skills, not adventuring skills. Characters can expend their regular skill ranks on background skills if they desire.

Even the most dedicated adventurers have other things they enjoy doing in their spare time. Some pursue business interests during their downtime between adventures, and though these can be modeled with the downtime rules in *Pathfinder RPG Ultimate Campaign,* players who aren't interested in such a robust system still might wish to include elements of those interests on their character sheets.

Class Skills

In the background skills system, classes use their standard class skill lists. Any class that gains Craft or Perform as a class skill also counts Artistry as a class skill. Lore is always considered a class skill for all characters.

For example, a wizard has Appraise on his class skill list normally, so a wizard has the Appraise background skill as a class skill. Craft is also on his class skill list, so Artistry is a class skill for him as well (even though Perform isn't on his class skill list).



Monsters and NPCs

Typically, monsters don't gain access to the background skills system from their racial Hit Dice. The Game Master might decide that certain types of monsters might have extensive lives as workers and crafters (such as storm giants, for example) and therefore gain background skills, but this is optional.

NPCs gain background skills in the same fashion PCs do, but only for PC classes they possess. This also applies to monsters with levels in PC classes. NPCs don't have to spend their background skill ranks, and these skills rarely affect combat. Characters with only NPC classes—especially aristocrats, commoners, and experts—often spend their adventuring skill ranks on background skills.

New Skills

The section presents full entries for two new skills: Artistry and Lore. Even if you're not using the background skills system, you can still incorporate these skills into your game as normal skills.

Artistry (Int)

You are skilled in the creative arts, following your aesthetic sensibilities to bring to life the wonders of your imagination. Like Craft, Perform, and Profession, Artistry is actually a number of separate skills. You could have several Artistry skills, each with its own ranks. The most common Artistry skills are choreography, criticism, literature (including poetry), musical composition, philosophy, and playwriting.

Like Craft, an Artistry skill is focused on creating something. However, what it creates is not necessarily a physical object; it could be a pattern or blueprint for an item, or a better method for crafting a type of item. Thus, an Artistry (musical composition) check could be used to create a new song, but the important act of creation is the song itself, not the paper on which it is written or even the performance. An artist is not necessarily a skilled performer, though she might be. An artist's province is the creation of ideas and concepts, and the realization of those ideas in a way that can be enjoyed by others and contribute to the broader culture of the arts. Some art forms (such as painting or sculpture) skirt the line between Artistry and Craft. It's up to the GM to rule whether certain Craft skills can be taken as Artistry skills instead.

Check: You can create works of art and try to earn a living by impressing possible patrons with your talent and ideas.

Artistry DC	Workmanship
10	Pedestrian work. No one buys your original work, but you get a few odd jobs using your skills—often just repairing or copying someone else's work. You earn 1d10 cp per day.

15	Pleasing work. In a prosperous city, you find a few who wish to purchase your work, and earn 1d10 sp per day.
20	Impressive work. In a prosperous city, you earn 3d10 sp per day, and may receive an artistic commission from a wealthy or public figure. As a result, you gain a local reputation.
25	Memorable work. In a prosperous city, you earn 1d6 gp per day, and you are likely to attract the attention of wealthy patrons and to develop a national reputation.
30	Masterful work. In a prosperous city, you earn 3d6 gp per day. In time, you may draw attention from distant patrons, or even from extraplanar beings.

Since works of art are products of imagination, masterwork tools are of no use in their creation.

Creating a Commissioned Work: If you are creating a specific commissioned work, determine the value of the work you wish to create by looking at the table below, then follow the listed steps. You must have a patron willing to pay this value to attempt to create a commissioned work. The amount earned from trying to make a living using Artistry is for works that are distributed among many people and publications, not bought by one patron.

Quality of Work	DC	Commission Fee
Pedestrian work	10	1 sp
Pleasing work	15	25 gp (250 sp)
Impressive work	20	50 gp (500 sp)
Memorable work	25	100 gp (1,000 sp)
Masterful work	30	200 gp (2,000 sp)

To determine how much time and money it takes to complete a work of art, follow these steps.

Step 1: Find the DC and price corresponding to the quality of the work you intend to create.

Step 2: Spend 1/4 the price of the work you intend to create. This represents buying supplies such as parchment and ink, hiring the services of musicians, paying for research materials, and the like.

Step 3: Attempt an Artistry check with the appropriate DC, representing 1 week's worth of work. If you succeed, multiply your check result by the DC. If the resulting value equals the price of the item in sp, then you have completed the work of art and gain your commission fee. (If the resulting value equals double or triple the price of the work in silver pieces, then you've completed the task in half or one-third of the time. Other multiples of the DC reduce the completion time in the same manner.) If the resulting value doesn't equal the price, then it represents the progress you've made this week in sp. If the check fails, you make no progress.

Converting Characters

Implementing background skills in an established campaign is easy. To convert a character's skill ranks into this system, first determine the total number of background skill ranks she has—this is equal to 2 × the PC's character level. Next, find out how many ranks she has already spent on skills that are background skills under this system. The character gains that number of regular skill ranks to spend on *any* skills—essentially refunding the regular skill ranks spent on background skills. Finally, subtract this number from the character's total number of background skill ranks to determine how many background skill ranks she still has to spend. For example, a 5th-level rogue would have 10 background skill ranks. If she had already put 5 ranks into skills that are now background skills, she would spend 5 of her background skill ranks on those skills, freeing up the original 5 ranks to spend on any skills, and she would still have 5 background skill ranks left to spend on background skills.

The GM might want to allow some amount of retraining to factor in the new background skills. A character who took Profession (poet) might prefer to put those ranks in Artistry (poetry) instead, or a character who took Knowledge (geography) to represent the time she spent traveling a specific river might take Lore in that river instead.

Step 4: If you didn't complete the work of art, you can either continue working or call it done and cut your losses. If you continue working, you must spend 1/4 the price again for each week you work. Record the result of your check from the first week, and add your progress for each subsequent week to the total until you either complete the item or cut your losses. If you decide to cut your losses, you gain the commission of the highest-quality level that your total could have completed. For instance, if you were trying to create a memorable work (a commission price of 1,000 sp) and have made only 600 sp worth of progress, you can cut your losses to gain a commission fee for an impressive work (500 sp, or 50 gp). You can't earn the value for a higher quality than you were aiming for, so if you aimed to create a memorable work but ended up creating a masterful work, you couldn't gain a commission price higher than 100 gp. When you cut your losses, you don't gain back any money you spent on supplies and services. So if you spent 250 sp when trying to create a memorable work, selling an impressive work would net you only 250 sp total if you spent 1 week of work, and would cause you to break even if you spent 2 weeks. It's possible to lose money working on a commission.

Action: Varies. Trying to earn money by creating minor works of art typically involves a full week's work. If you work less than 1 week, you earn the daily average amount appropriate for your level of workmanship. Creating a commissioned work typically takes a week or more.

Try Again: Yes. Retries are allowed, but they don't negate previous failures. If you're trying to earn a living as an artist in a city where the public hasn't been impressed with your work (because you failed a DC 15 Artistry check in the previous week), you have a hard time breaking into the marketplace with future artwork (increase the DC by 2 for each previous failure). If you leave the area for a month or more before trying again, this increase resets to 0.

Lore (Int; Trained Only)

You possess a specialized area of knowledge, generally narrower than that of a full-fledged scholar. Lore acts as a catchall skill for information, similar to how Craft handles artisanal skills and Profession handles professional skills.

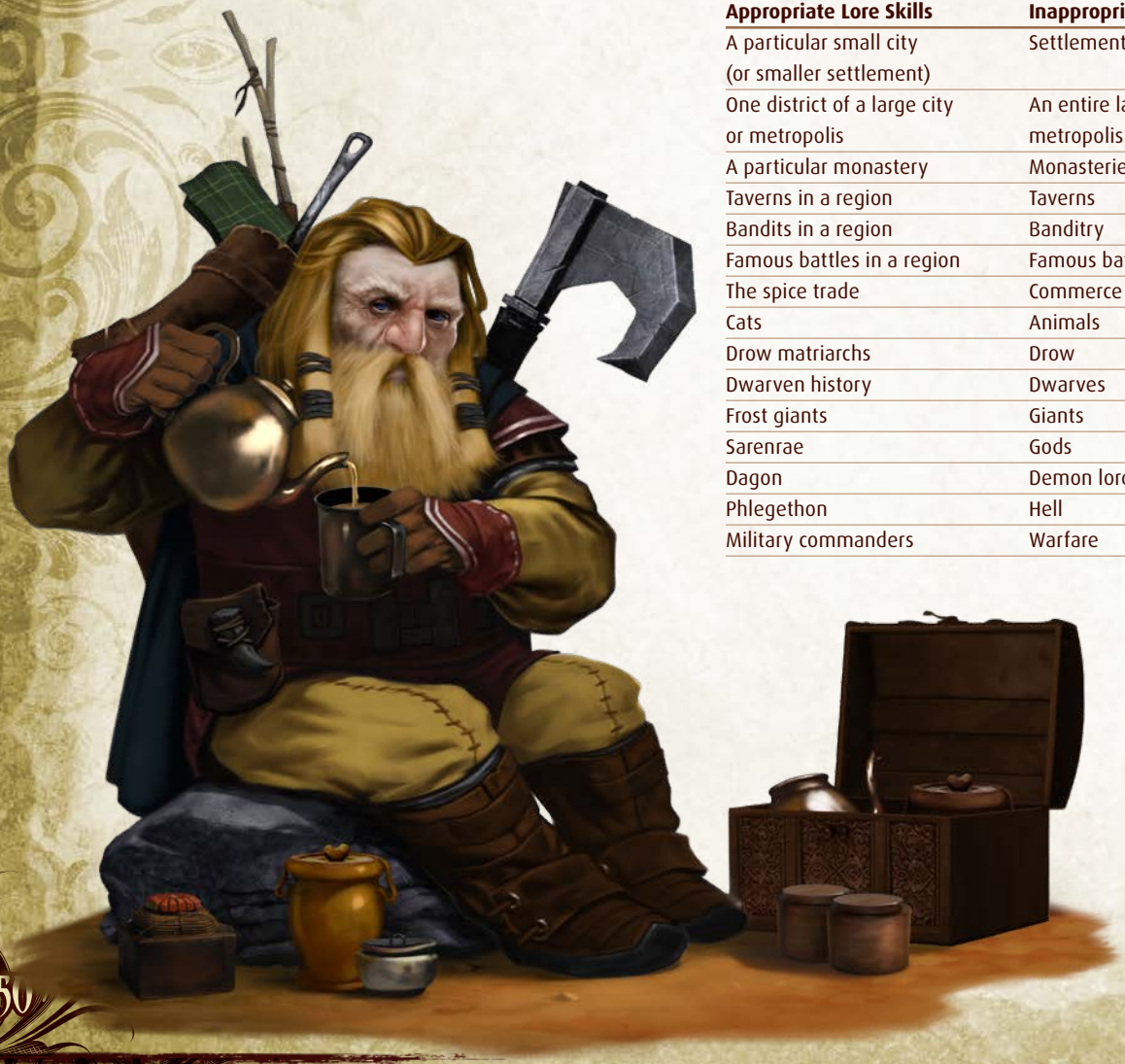
The category of a Lore skill can vary widely from that of another Lore skill. It could be regional (such as a city or country), about a discipline (such as cryptography), or related to a narrow set of people (such as famous musicians). The scope of region-based Lore skills can also refer to specific subcategories, such as taverns in a particular region.

A Lore skill must be narrow—far narrower than the most relevant Knowledge skill. The broader the scope of a given category of Lore, the shallower your knowledge is on that topic. If you know about taverns in a wide region, you know less about each of them than you would if you had Lore in taverns of a specific city. Lore skills normally can't be used to identify monsters the way Knowledge skills can, unless they refer to a specific type of monster (such as owlbears or vampires). If Lore involves a common, broad category of race or monster, it needs to be more specific. Lore (elves) would be too broad, as would Lore (dragons).

Check: Lore skills use the same DC scale as Knowledge skills: DC 10 to answer easy questions, DC 15 for basic questions, and DC 20 to 30 for really tough questions. In many cases, Lore can substitute for a Knowledge skill, such as Lore (elven history) filling in for Knowledge (history) in a check involving elves. At the GM's discretion, a player might be able to apply a Lore skill that's only partially related to a subject with a –5 penalty, such as using a Lore skill about a region to recall information about a particular city in that region or applying knowledge of distilling to winemaking.

The table below describes some examples of Lore skills alongside examples of skills that would be too broad. This is by no means a comprehensive list, and the GM has final say on whether a particular Lore skill is appropriate.

Appropriate Lore Skills	Inappropriate Choices
A particular small city (or smaller settlement)	Settlements
One district of a large city or metropolis	An entire large city or metropolis
A particular monastery	Monasteries
Taverns in a region	Taverns
Bandits in a region	Banditry
Famous battles in a region	Famous battles
The spice trade	Commerce
Cats	Animals
Drow matriarchs	Drow
Dwarven history	Dwarves
Frost giants	Giants
Sarenrae	Gods
Dagon	Demon lords
Phlegethon	Hell
Military commanders	Warfare



Famous singers	Music
Infernal contracts	Devils
Evocations	Spells
Silver and mithral	Metals
Tea	Beverages
Trees	Plants
Tattoos	Art

Bards: Lore is treated as a Knowledge skill for the purposes of bardic knowledge and lore master, as well as similar abilities found in other classes, creatures, and archetypes. This applies only to Lore skills in which a character is trained. In other circumstances, use the more relevant Knowledge skill.

Expanded Skill Uses

Skills such as Craft, Perform, and Profession already include basic uses, such as crafting objects and making money. However, they can also be useful for other tasks related to practicing those skills. Further uses are expanded upon here, with sample DCs for common tasks. These expansions are meant to include additional uses to help these skills work into the framework of a regular game, and can be used separately from the background skills system if desired. These uses, particularly those that allow you to aid another at a lower DC, are at the GM's discretion. For more in-depth subsystems to replicate crafting and running a business, see "Alternate Crafting and Profession Rules" on page 72.

Expanded Craft

An understanding of the properties and quality of an object comes part and parcel with the ability to craft it. Some of these checks could take extended periods of time, especially involved tasks like restoring a mural, as determined by the GM.

This entry also includes two useful Craft skills not specifically listed in the *Core Rulebook*: Craft (blacksmithing) and Craft (musical instruments).

Task	Craft Skill	DC
Determine what culture (e.g., elves, frost giants, etc.) made an item	By item type	15
Identify a famous maker's mark	By item type	10
Identify an obscure maker's mark[1]	By item type	20
Identify the creator of an item with no mark[1]	By item type	30
Determine the hardness and hit points of an item[1]	By item type	20
Determine the items an alchemist makes with substances from his lab[1]	Alchemy	15
Etch metal armor plates with decorative designs	Armor or paintings	15
Identify a suit of masterwork armor on sight	Armor	15
Determine what type of environment a basket's material came from	Baskets	10
Determine the specific region a basket's material came from	Baskets	20
Smelt ore and refine the metal	Blacksmithing	15
Create armor spikes or shield spikes without Craft (armor)[1]	Blacksmithing	+5
Determine a book's approximate age	Books	10
Identify a composite bow on sight	Bows	10
Identify a masterwork bow on sight	Bows	15
Determine a writer's experience level and handedness[1]	Calligraphy	10
Write an invitation that matches appropriate social conventions	Calligraphy	10
Create a makeshift barrel or crate	Carpentry	10
Create a rudimentary raft from found materials	Carpentry or ships	15
Carve fine woodworking	Carpentry or sculptures	15
Create wooden armor[UE] or a wooden shield without Craft (armor)	Carpentry	+5
Correctly dye a garment or bolt of cloth	Cloth	10
Mend a sail	Cloth, clothing, or ships	15
Tailor a garment to another size or body shape	Clothing	10
Create temporary cold-weather gear (grants a +2 bonus)	Clothing	20
Create padded armor without Craft (armor)	Clothing	+5
Locate or identify naturally formed glass	Glass	10
Identify the work of famous jewelers	Jewelry	15
Create a fake gemstone[1]	Jewelry	Opposed[2]
Identify the sort of creature from which a piece of leather came[1]	Leather	10[3]
Skin an animal and tan the hide	Leather	15
Create a high-quality item from the hide of a nonstandard creature[1]	Leather	20
Create leather, studded leather, or hide armor without Craft (armor)	Leather	+5
Aid another on a Disable Device check to open a lock[1]	Locks	5
Tune a musical instrument	Musical instruments	10
Create paint or other pigments from scratch	Paintings	10
Re-create someone's likeness from memory	Paintings	15
Re-create someone's likeness from an eyewitness account	Paintings	20
Create a temporary or makeshift kiln	Pottery	20

Make a mold of an object or part of a body	Sculptures	10
Alter shoes to a different size or foot shape[1]	Shoes	10
Recognize a famous ship and where it likely came from	Ships	10
Identify whether a stone wall is entirely stone or a veneer	Stonemasonry	10
Create a temporary stone support or small rampart with found supplies	Stonemasonry	15
Determine the age of a mechanical trap	Traps	15
Identify a masterwork weapon on sight	Weapons	15

[1] A character must be trained in the listed skill to attempt this task.
[2] With a successful opposed Perception or Craft (jewelry) check, a character identifies the work as a fake.
[3] This DC is for items made from the hides of common animals, such as cattle, and increases by 5 for other types of creatures.

The table below lists which craft skills to use for certain prominent items and adventuring tools. The list omits obvious items—outfits are made with Craft (clothing), keelboats with Craft (ships), and so on. More specific skills can also be used instead of the listed skill, such as using Craft (tattoos) instead of Craft (paintings) for a tattoo.

Item	Craft Skill
Alchemist's lab	Alchemy
Artisan's tools	Blacksmithing or carpentry
Backpack	Clothing or leather
Barding	Armor
Bedroll	Cloth or leather
Caltrops	Weapons
Cart or carriage	Carpentry
Chain	Blacksmithing or traps
Chest	Carpentry or locks
Climber's kit	Blacksmithing
Disguise kit	Alchemy or paintings
Flint and steel	Blacksmithing or stonemasonry
Grappling hook	Blacksmithing or weapons
Gunslinger's kit[UE]	Alchemy or blacksmithing
Harrow deck[UE]	Paintings
Healer's kit	Alchemy or cloth
Hemp rope	Baskets or cloth
Lamp	Blacksmithing or glass
Manacles	Blacksmithing or locks
Masterwork tool	Blacksmithing
Musical instrument	Musical instruments
Saddle	Leather
Scroll case[UE]	Carpentry or leather
Signet ring	Jewelry
Silk rope	Cloth
Silver holy symbol	Blacksmithing or sculpture
Skeleton key[UE]	Locks
Spell component pouch	Leather
Spyglass	Glass
Tattoo[UE]	Paintings
Tent	Cloth or leather
Thieves' tools	Blacksmithing or locks
Waterskin	Leather
Wood holy symbol	Carpentry or sculpture

The following table indicates which Craft skills are typically used to create common worn items. While the normal system for creating magic items doesn't incorporate Craft skills, such skills could reasonably be used while creating a magic item to make it appear especially ornate.

Worn Item	Craft Skill
Amulet	Jewelry
Belt	Leather or clothing
Bracelet	Blacksmithing or jewelry
Bracer	Armor or leather
Brooch	Jewelry
Cape or cloak	Cloth or clothing
Circlet	Blacksmithing or jewelry
Crown	Blacksmithing or jewelry
Gauntlet	Armor
Girdle	Clothing or leather
Glasses or goggles	Glass
Glove	Clothing or leather
Hat	Clothing or leather
Headband	Cloth or clothing
Helm	Armor
Mask	Clothing or leather
Necklace	Blacksmithing or jewelry
Periapt	Jewelry
Phylactery	Leather or carpentry
Ring	Jewelry
Robe	Clothing
Vestments	Clothing

Expanded Perform

In addition to being able to put on a show, a performer knows the prominent works of her chosen type of performance.

Task	Perform Skill	DC
Mimic the style of a famous performer	Varies	15
Recall or recognize all the notes, lyrics, or lines of a popular work	Varies	15
Recall or recognize all the notes, lyrics, or lines of an obscure work	Varies	20
Improvise a routine on a specific subject	Act, comedy, oratory, or sing	20

Expanded Profession

A profession often encompasses many smaller areas of expertise, and these auxiliary skills can come in handy in situations beyond just making money or answering trade-specific questions. Below are some sample additional uses for Profession skills, and GMs are encouraged to create their own.

Task	Profession Skill	DC
Determine hardness and hit points of a structure	Architect or engineer	20
Prepare trail rations (takes 1 hour per day's worth of rations)	Baker or cook	10
Obtain a legal permit	Barrister or clerk	15
Get someone released from jail who has been imprisoned for a minor crime[1]	Barrister	20
Ask a special favor from a judge (such as arresting someone)	Barrister	30
Brew alcohol of exceptional quality	Brewer	20
Notice poison in a beverage	Brewer	25
Skin an animal and tan the hide	Butcher, shepherd, or tanner	10
Slaughter and butcher an animal	Butcher, cook, or shepherd	15
Reduce a legal fine or tax by half the result of the check in gp[2]	Clerk	20+
Cook a meal of exceptional quality	Cook	20
Notice poison in food	Cook	25
Find potential clients within an establishment or large group	Courtesan	10
Assess a social hierarchy	Courtesan	15
Continue steering a vehicle when you take damage	Driver or sailor	5
Take cover (as the Ride skill) while steering a vehicle	Driver or sailor	15
Identify a non-creature plant	Farmer or gardener	10
Rejuvenate dying plants	Farmer or gardener	15
Provide 1 day's worth of food for yourself and others in the wild	Fisherman or trapper	15[3]
Recall the rules of a game of chance	Gambler	10
Get a hunch regarding whether a game is rigged	Gambler	20
Reduce an average or lower cost of living by 50%	Innkeeper	15[3]
Sate hunger or thirst for 1 day	Herbalist	10
Identify common medicinal herbs	Herbalist	10
Identify rare medicinal herbs	Herbalist	15
Aid another on a Knowledge check using reference material	Librarian	5
Recall the name of a rare book	Librarian	15
Determine where an item was manufactured	Merchant	10[4]
Recall where a common good fetches a higher price	Merchant	15
Safely deliver a child	Midwife	15
Safely deliver a child despite complications	Midwife	20
Grind a small piece of a nonmagical substance into powder	Miller	10 + hardness
Identify common metal or semiprecious stone	Miner	5
Identify rare metal or precious gem	Miner	15
Ignore half hardness when attacking a stone or metal object	Miner	20
Increase carrying capacity for 8 hours as if Strength were 2 higher	Porter	15
Unload a vessel in half the normal time	Porter	20
Navigate a ship in fair conditions	Sailor	20
Pilot a ship safely through a hazardous seaway	Sailor	25+
Determine which scribe wrote a document	Scribe	10[4]
Copy a document (30 minutes per page; requires a blank book)	Scribe	10
Illuminate a manuscript (1 hour per page)	Scribe	20
Determine the quality of woolen textiles	Shepherd	10
Determine whether a weapon or armor is of masterwork quality	Soldier	10
Estimate the size of a military force	Soldier	15
Identify advantages and disadvantages of a military formation	Soldier	20
Keep horses fed in the wild	Stable master	10
Fit or remove barding in half the normal time	Stable master	15
Recognize damaged or sabotaged horse tack	Stable master	20
Determine the quality of leatherwork (and tell if it's masterwork quality)	Tanner	10
Aid another on an Escape Artist check to get out of a trap or snare	Trapper	5
Reset a trap in half the normal amount of time	Trapper	20
Scavenge wood suitable for campfire or shelter	Woodcutter	5
Ignore half hardness when attacking wooden object	Woodcutter	20

[1] A major crime typically requires a trial involving a series of Bluff, Diplomacy, Intimidate, Profession (barrister), and Sense Motive skill checks, as well as appropriate Knowledge checks.

[2] To a minimum of 25% of the original value.

[3] Provide this benefit for yourself plus one other person for every 2 points by which your skill check exceeds the DC.

[4] Increase the DC by 5 if the item is from a region the character is unfamiliar with, and by another 5 if it's more than 20 years old. Exceptionally rare or ancient pieces can't usually have their origin identified in this way.

Consolidated Skills

The skills in the *Core Rulebook* allow for complex specialization. In some games, the GM might wish to use a smaller list to make characters more broadly talented, to group skills that characters typically choose together, and to speed up the leveling-up process. The consolidated skills system reduces the number of skills by combining related skills. In many cases, the new skills have been renamed to highlight the nature of the consolidated skill. This variant system makes each skill rank matter more. Even after reducing the number of skill ranks granted, characters will be somewhat more skilled. Character classes that are highly skilled, such as the bard or rogue, get the biggest boost.

The consolidated skills system reduces the number of skills from 35 to 12. Many knowledge skills have been placed into larger categories with a similar theme. Knowledge (arcana), for example, is combined with Use Magic Device under Spellcraft. The list of new skills appears on Table 2–1: Consolidated Skills, along with the key ability for each consolidated skill and the core skills it replaces. Several skills are removed and not replicated by this system, as indicated by a dash (—) on Table 2–2: Converting Core Skills. These are typically skills that are less important for adventuring, but can be put back into your game using the background skills variant described on page 46. Skills can be converted to and from the consolidated skills system using Table 2–2. This is most helpful when running published adventures or using monsters built using the core system.



Skill Descriptions

This section describes each consolidated skill, its functions in the game, and a list of the core skills it replaces. Use these descriptions instead of those in the *Core Rulebook*, though many of the entries refer back to the skill descriptions on pages 87–109 of that book for more detailed explanations. Each skill listed below is broken down into its different functions, each of which is described in further detail. These details list the action needed to use the skill function, whether you can try again after a failed check, special benefits that apply to the function, and special circumstances that affect whether you can use that function untrained.

Acrobatics (Dex; Armor Check Penalty)

You have a talent for balance and coordination, including aerial maneuvers, gymnastics, and tumbling.

Functions: Balance, escape from restraints, execute flying maneuvers, ride mounts, soften falls, squeeze, tumble.

Core Skills: Acrobatics (except jumping), Escape Artist, Fly, Ride.

Acrobatics Modifiers: The circumstances listed on the table below apply modifiers to Acrobatics check DCs. Although modifiers from different categories (such as slippery, sloped, etc.) stack with each other, only the most severe modifier from each particular category applies.

Acrobatics Circumstances	Acrobatics DC Modifier
Slightly obstructed (gravel, sand)	+2
Severely obstructed (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (<45°)	+2
Severely sloped (>45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10

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

Table 2-1: Consolidated Skills

New Skill	Untrained	Ability	Core Skills Included
Acrobatics	Yes	Dex*	Acrobatics (except jumping), Escape Artist, Fly, Ride
Athletics	Yes	Str*	Acrobatics (jumping), Climb, Swim
Finesse	No	Dex*	Disable Device, Sleight of Hand
Influence	Yes	Cha	Bluff, Diplomacy, Intimidate
Nature	No	Int	Handle Animal, Knowledge (dungeoneering, geography, nature)
Perception	Yes	Wis	Perception, Sense Motive
Performance	Yes	Cha	Disguise, Perform
Religion	No	Int	Knowledge (planes, religion)
Society	No	Int	Knowledge (history, local, nobility), Linguistics
Spellcraft	No	Int	Knowledge (arcana), Spellcraft, Use Magic Device
Stealth	Yes	Dex*	Stealth
Survival	Yes	Wis	Heal, Survival

*Armor check penalty applies.

Balance

You can attempt an Acrobatics check to keep your balance while crossing narrow surfaces or treacherous ground. If you fail, you fall or are knocked prone. You move at half speed while balancing, but you can move at full speed if you increase the DC by 5. You're considered flat-footed while balancing. You need to attempt a check to balance only once per round, but if you take damage, you must attempt another check with the same DC. You don't need to attempt a check if the DC is lower than 10, but modifiers might raise a low DC to 10 or higher.

Action: None.

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

Escape from Restraints

Getting free of restraints, a grapple, or an entanglement requires an Acrobatics check. You can attempt an Acrobatics check instead of a combat maneuver check to escape a grapple or pin.

Table 2-2: Converting Core Skills

Core Skill	Consolidated Skill
Acrobatics (except jumping)	Acrobatics
Acrobatics (jumping)*	Athletics
Appraise	—
Bluff	Influence
Climb	Athletics
Craft	—
Diplomacy	Influence
Disable Device	Finesse
Disguise	Performance
Escape Artist	Acrobatics
Fly	Acrobatics
Handle Animal*	Nature
Heal	Survival
Intimidate	Influence
Knowledge (arcana)	Spellcraft
Knowledge (dungeoneering)	Nature
Knowledge (engineering)	—
Knowledge (geography)	Nature
Knowledge (history)	Society
Knowledge (local)	Society
Knowledge (nature)	Nature
Knowledge (nobility)	Society
Knowledge (planes)	Religion
Knowledge (religion)	Religion
Linguistics	Society
Perception	Perception
Perform	Performance
Profession	—
Ride	Acrobatics
Sense Motive	Perception
Sleight of Hand	Finesse
Spellcraft	Spellcraft
Stealth	Stealth
Survival	Survival
Swim	Athletics
Use Magic Device*	Spellcraft

*This skill's key ability changes under the consolidated skills system.

Restraint	Acrobatics DC
Rope/bindings	Binder's CMB + 20
Net, *animate rope*	20
Snare	23
Manacles	30
Masterwork manacles	35
Grappler	Grappler's CMD

Action: 1 minute for restraints, full-round action for a net or a listed spell, standard action for a grapple or pin.

Try Again: Yes. You can even take 20 if you're not being actively opposed.

Execute Flying Maneuvers

This use of Acrobatics functions as the Fly core skill (*Core Rulebook* 96). The skill alone doesn't give you the ability to fly.

Action: None.

Ride Mounts

This use of Acrobatics functions as the Ride core skill (*Core Rulebook* 103).

Action: Varies. Mounting or dismounting is normally a move action.

Soften Falls

When you deliberately fall any distance, even as a result of a missed jump, you can attempt a DC 15 Acrobatics check to ignore the first 10 feet fallen. You still end up prone if you take damage from the fall.

Action: None.

Squeeze

A successful DC 30 Acrobatics check allows you to squeeze through a gap through which your head fits but your shoulders don't. You can't fit through spaces smaller than your head.

Action: 1 minute or longer, possibly requiring multiple checks.

Try Again: Yes. You can even take 20 if you're not being actively opposed.

Tumble

You can attempt an Acrobatics check to avoid provoking an attack of opportunity when moving through a threatened square. If you fail, your movement ends and you provoke an attack of opportunity from the threatening opponent. You move at half speed when you tumble, but you can move at full speed if you increase the DC by 10. If you try to tumble past multiple opponents in the same round, attempt an Acrobatics check against each of them. The DC increases by 2 for each opponent beyond the first.

Action: None.

Intended Movement	Acrobatics DC
Move through a threatened area	Opponent's CMD
Move through an enemy's space	5 + opponent's CMD

Loads: You can't tumble when carrying a medium or heavy load or wearing medium or heavy armor unless an ability allows you to move at full speed in such conditions.

Prone: You can tumble while prone, but this is a full-round action to move 5 feet, and the DC increases by 5.

Athletics (Str; Armor Check Penalty)

You are skilled at deeds of physical prowess such as leaping, scaling walls, and swimming. Raw lifting ability uses a Strength check rather than an Athletics check.

Functions: Catch, climb, jump, swim.

Core Skills: Acrobatics (jumping only), Climb, Swim.

Catch

You can attempt an Athletics check to catch yourself while falling along a wall or slope. The DC is equal to the wall's climb DC + 20 or the slope's climb DC + 10 (see Climb, below).

To catch another character that falls while within your reach, you must succeed at a melee touch attack (the target can forgo her Dexterity bonus to AC). If you hit, you then attempt an Athletics check with a DC equal to the wall's climb DC + 10. If you succeed, you catch the falling character, but if her total weight (with equipment) exceeds your heavy load limit, you fall. If you fail by 4 or less, you don't stop the character's fall but don't lose your grip. If you fail by 5 or more, you fail to stop her fall and you begin falling as well.

Action: None.

Climb

Using Athletics, you can advance up, down, or across a slope, wall, or other steep incline (or a ceiling if it has handholds). You move at one-quarter your speed, though you can move at half your speed if you take a –5 penalty. If you fail the check by 4 or less, you make no progress. If you fail by 5 or more, you fall. A perfectly smooth vertical (or inverted) surface can't be climbed.

You need both hands free to climb, but can cling with one hand while using the other to cast a spell or take some other action. You can't use a shield while climbing. You lose your Dexterity bonus to AC while climbing. If you take damage while climbing, you must succeed at an Athletics check against the DC of the surface or fall.

Surface or Activity	Athletics DC
Slope too steep to walk up	0
Knotted rope with a wall to brace against	0
Knotted rope or rope affected by *rope trick*	5
Rope with a wall to brace against	5
Surface with ledges to hold on to or stand on	10
Pull yourself up when dangling	15
Surface with handholds and footholds	15
Unknotted rope	15
Uneven surface with handholds (dungeon wall)	20
Rough surface (natural rock or brick wall)	25
Overhang or ceiling with handholds only	30

Climbing Modifiers: The circumstances listed on the table modify Athletics DCs. They stack with each other.

Climbing Circumstances	Athletics DC Modifier
Bracing against two opposite walls (chimney)	–10
Bracing against perpendicular walls (corner)	–5
Surface is slippery	+5

Action: None. Each move action you take requires a separate Athletics check.

Making Handholds and Footholds: You can pound pitons into a wall to change the wall's base DC to 15. This takes 1 minute per piton, and one piton is needed per 5 feet of distance. You can cut your own handholds into an ice wall for the same purpose if you have a handaxe or similar implement.

Climb Speeds: A creature with a climb speed gains a +8 racial bonus on Athletics checks to climb. See page 91 of the *Core Rulebook* for more information on climb speeds.

Hauling: You can haul a character up or down on a rope by sheer strength so that character doesn't need to attempt Athletics checks. You can lift double your maximum load in this manner.

Jump

You can make jumps using Athletics. The DC is equal to the distance crossed (in feet) for a long jump or four times the height to be reached (in feet) for a high jump. If you don't have a running start of at least 10 feet, double the DC. If you fail an Athletics check to jump across a horizontal gap by 4 or less, you can attempt a DC 20 Reflex save to grab hold of the other side. If you fail by 5 or more, you fall (or land prone if you were attempting a high jump).

The DC for a jump uses the same modifiers as the DC of an Acrobatics check (see page 54), depending on the surface from which you're jumping. For example, the DC for a jump that begins on a sandy surface would increase by 2.

You can't exceed your maximum movement for a round by jumping.

Long Jump	Athletics DC
5 feet	5
10 feet	10
15 feet	15
Greater than 15 feet	+5 per 5 feet

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

Action: None.

Acrobatics: You can attempt to use Acrobatics instead of Athletics to jump, at a –5 penalty.

Speed Bonus: If your base land speed is 40 feet or more, you gain a +4 racial bonus on Athletics checks to jump for every 10 feet by which your base land speed exceeds 30 feet. Likewise, you take a –4 racial penalty for every 10 feet your speed is below 30 feet.

Swim

A successful Athletics check while you're in the water allows you to swim at either half your speed as a full-round action or one-quarter your speed as a move action. If you fail by 4 or less, you make no progress. If you fail by 5 or more, you go underwater. Attempt one Athletics check to swim each round.

Water	Athletics DC
Calm water	10
Rough water	15
Stormy water	20*

*You can't take 10 on an Athletics check to swim in stormy water.

Action: Move action at one-quarter your speed or full-round action at half your speed.

Holding Your Breath: When you're underwater, you can hold your breath for a number of rounds equal to twice your Constitution score. If you take a standard or full-round action, reduce the duration you can continue to hold your breath by 1 round. After you run out of rounds, you must succeed at a DC 10 Constitution check each round or begin to drown. Each round, the DC to resist drowning increases by 1. See page 445 of the *Core Rulebook* for the complete rules on drowning.

Extended Swimming: Each hour you swim, you must succeed at a DC 20 Swim check or take 1d6 points of nonlethal damage.

Swim Speeds: A creature with a swim speed gains a +8 racial bonus on Athletics checks to swim. See page 108 of the *Core Rulebook* for more information on swim speeds.



Finesse (Dex; Armor Check Penalty; Trained Only)

Your deft hands allow you to perform tasks that require fine manipulation.

Functions: Conceal objects on your body, disarm traps or devices, open locks, palm objects, pilfer objects from creatures.

Core Skills: Disable Device, Sleight of Hand.

Conceal Objects on Your Body

Hiding a small object on your person (such as a light weapon or easily concealed ranged weapon such as a dart, sling, or hand crossbow) requires a Finesse check opposed by the Perception check of anyone observing or frisking you (see page 61). You gain a +2 bonus on this check if you're concealing a dagger. Someone frisking you gains a +4 bonus on this Perception check. The type of item you conceal and the nature of your attire can modify your check. These modifiers are cumulative.

Circumstance	Finesse DC
Dagger	+2
Extraordinarily small object (coin, ring, shuriken)	+4
Heavy or baggy clothing	+2

Action: Standard, or move at a –20 penalty.

Try Again: Yes, but a second attempt against the same target increases the DC by 10.

Drawing Weapons: Drawing a hidden weapon is a standard action that doesn't provoke attacks of opportunity.

Disarm Traps or Devices

The GM rolls this type of Finesse check in secret so you don't know whether you're successful. If you succeed, you disable the device. If you fail by 4 or less, you don't disable it, but can try again. If you fail to disable a trap by 5 or more, the trap triggers. If you fail to sabotage a different type of device by 5 or more, you think you succeeded but the device actually functions normally.

You can attempt to leave no trace of your tampering, but this increases the DC by 5. You can rig simple devices (such as saddles and wagon wheels) to function normally and break after some period of time (usually 1d4 rounds or minutes of use).

Device	Time	Finesse DC	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm or reset a trap
Extreme	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

Action: Varies (see table). Beginning or continuing the process of disarming is a full-round action.

Try Again: Yes, but only if you fail by 4 or less.

Open Locks

The DC for opening a lock depends on the lock's quality.

Lock Quality	Finesse DC
Simple	20
Average	25
Good	30
Superior	40
Lacking thieves' tools	+10

Action: Full-round.

Try Again: Yes.

Palm Objects

Performing a minor feat of legerdemain or palming a coin-sized, unattended object requires a successful DC 10 Finesse check. If you're under close observation, the observer notices your action if it succeeds at an opposed Perception check against your Finesse check (see page 61).

Action: Standard, or move at a –20 penalty.

Try Again: Yes, but a second attempt against the same target increases the DC by 10.

Pilfer Objects from Creatures

Surreptitiously stealing an item from a creature requires a successful DC 20 Finesse check. The opponent attempts an opposed Perception check against the result of your Finesse check. If she succeeds, she notices your attempt regardless of whether you got the item. You can't attempt to pilfer an object during combat from a creature that's aware of your presence.

Action: Standard, or move at a –20 penalty.

Try Again: Yes, but a second attempt against the same target increases the DC by 10.

Influence (Cha)

You can manipulate other people through negotiation, deceit, or intimidation.

Functions: Change others' attitudes, create diversions, demoralize, feint in combat, gather information, intimidate, lie, make requests, pass secret messages.

Core Skills: Bluff, Diplomacy, Intimidate.

Change Others' Attitudes

You can use Influence to change the attitudes of NPCs. The DC is determined by the target's starting attitude plus its Charisma modifier. If you succeed, you improve the target's attitude toward you by one step, plus one more step if you beat the DC by 5 or more. You can't shift an attitude by more than two steps with a single check. If you fail by 4 or less, the target's attitude is unchanged, and if you fail by 5 or more, the target's attitude decreases by one step. An attitude shift typically lasts 1d4 hours. You can use Influence to make a request of a creature whose attitude toward you is indifferent or better.



You can't change the attitude of a creature that doesn't understand you or that has an Intelligence score of 3 or lower. This function of Influence is generally ineffective in combat.

Starting Attitude	Influence DC
Hostile	25 + target's Cha modifier
Unfriendly	20 + target's Cha modifier
Indifferent	15 + target's Cha modifier
Friendly	10 + target's Cha modifier
Helpful	0 + target's Cha modifier

Action: 1 minute of continuous interaction.

Try Again: You can't attempt to change a creature's attitude more than once per 24-hour period.

Create Diversions

You can create a diversion to hide. You attempt an Influence check against the viewer's opposed Perception check to sense motive. If you succeed, you can attempt a Stealth check. When applicable, use the same modifiers from the lie function.

Action: Standard.

Try Again: Yes.

Demoralize

You can cause an opponent to become shaken. The DC equals 10 + the target's Hit Dice + the target's Wisdom modifier. If you succeed, the target is shaken for 1 round, plus 1 round for every 5 by which you exceeded the DC. Your target must be within 30 feet and able to clearly see and hear you. Demoralizing the same creature again extends the duration; it doesn't cause a stronger fear condition.

Action: Standard.

Try Again: Yes, but each additional check against the same target increases the DC by 5. This increase resets after 1 hour.

Size Bonus: You gain a +4 bonus on checks to demoralize creatures smaller than you and take a –4 penalty on checks to demoralize creatures larger than you.

Feint in Combat

Feinting in combat is described on page 201 of the *Core Rulebook*. You use Influence instead of the Bluff core skill, and your opponent uses Perception instead of the Sense Motive core skill.

Action: Standard.

Try Again: Yes.

Gather Information

By canvassing people at local taverns, markets, and gathering places, you can attempt to learn about a specific topic or individual. The GM might rule that some topics are unknown to common folk.

Information Sought	Influence DC
Common facts or rumors	10
Obscure or secret knowledge	20 or higher

Action: 1d4 hours.

Try Again: Yes.

Intimidate

You can force an opponent to act friendly toward you for 1d6 × 10 minutes with a successful Influence check. The DC of this check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If you succeed, the target gives you the information you desire, takes actions that don't endanger it, and otherwise offers limited assistance. Once the intimidation expires, the target becomes unfriendly and might report you to the authorities. If you fail by 5 or more, the target attempts to deceive you or otherwise hinder your activities.

Action: 1 minute of conversation.

Try Again: Yes, but each additional check increases the DC by 5. This increase resets after 1 hour.

Size Bonus: You gain a +4 bonus on checks to intimidate creatures smaller than you and take a –4 penalty on checks to intimidate creatures larger than you.

Lie

You can try to fool someone by attempting an Influence check. The DC of this check is the result of your opponent's Perception check to sense motive. Apply the appropriate modifiers from the table below. These modifiers stack with each other, but apply only one modifier related to the believability of the lie—the more outlandish the lie, the harder it is to make others believe it. The GM might rule that attempts to tell extremely improbable lies automatically fail.

Lie Circumstances	Influence Check Modifier
Target wants to believe you	+5
Lie is believable	+0
Lie is unlikely	–5
Lie is far-fetched	–10
Lie is impossible	–20
Target is drunk or impaired	+5
You have convincing proof	Up to +10

Action: 1 round, or longer if the lie is elaborate.

Try Again: Yes. Further checks against the same target take a –10 penalty.

Make Requests

You can make a request of a creature if its attitude toward you is indifferent or better. Use the DC from the table in the Change Attitudes section, with one of the following modifiers. A creature that's helpful typically gives in to most requests without a check unless the request is against its nature or puts it in serious peril. The GM might rule that some requests automatically fail if they're against a creature's values or nature.

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

Action: 1 or more rounds, depending on the complexity of the request.

Try Again: No, though you can make other requests of the same target.

Pass Secret Messages

You can use innuendo to pass a hidden message to another character. If you succeed, the target automatically understands you if you're communicating in a language it understands. If you fail by 5 or more, you deliver the wrong message. Other creatures that receive the message can decipher it by succeeding at opposed Perception checks to sense motive (see page 62) against your result. See the discern secret message function of Perception to determine when a secret message is intercepted.

Secret Message	Influence DC
Simple message	15
Complex message	20

Action: Twice as long as it would take to convey the message normally.

Try Again: Yes.

Nature (Int; Trained Only)

You know a great deal about the natural world, and have the ability to command and train wild creatures.

Functions: Handle animals, identify monsters (aberrations, animals, fey, monstrous humanoids, oozes, plants, vermin), recall knowledge (about dungeons, geography, or nature).

Core Skills: Handle Animal, Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature).

Handle Animals

This use of Nature functions as the Handle Animal core skill (*Core Rulebook* 97), but uses Intelligence instead of Charisma.

Action: Varies. Handling an animal is a move action, while "pushing" an animal is a full-round action.

Try Again: Yes, except for rearing an animal.

Identify Monsters

Nature can be used to identify monsters of the aberration, animal, fey, monstrous humanoid, ooze, plant, and vermin types. See the Monster Identification sidebar.

Recall Knowledge

Nature can be used to recall knowledge on the subjects of animals, climate, plants, seasons and cycles, spelunking, terrain, and weather. See the Recall Knowledge sidebar on page 63 for details. Use the following DCs for certain tasks.

Task	Nature DC
Identify a common plant or animal	10
Identify mineral, stone, or metal	10
Determine slope	15
Identify unnatural weather phenomenon	15
Recognize regional terrain features	15
Identify a natural or an underground hazard	15 + hazard's CR
Determine the artificial nature of a feature	20
Determine depth underground	20
Know the location of the nearest noteworthy site	20

Perception (Wis)

The acuity of your senses allows you to notice fine details, see danger coming, and tell when people are lying or otherwise behaving suspiciously.

Functions: Discern secret messages, get hunches, notice creatures and details, search locations, sense enchantments, sense motives.

Core Skills: Perception, Sense Motive.

Discern Secret Messages

You can use Perception to detect that a secret message is being transmitted by someone using the Influence skill. Your Perception check is opposed by the sender's Influence check. You take a –2 penalty for each piece of information you lack relating to the message. If you succeed by 4 or less, you know there's a hidden message but don't know its content. If you exceed the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you might infer false information. See the pass secret message function of Influence on page 60 for rules on sending a secret message.

Action: None. This function is included in the time spent receiving the message.

Monster Identification

You can use certain skills to identify monsters and their special powers or vulnerabilities. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Monster Rarity	Skill Check DC
Common (goblin)	5 + monster's CR
Most monsters	10 + monster's CR
Rare (tarrasque)	15 + monster's CR

The list of creature types below indicates which skill to use for each monster type.

Creature Type	Skill
Aberration	Nature
Animal	Nature
Construct	Spellcraft
Dragon	Spellcraft
Fey	Nature
Humanoid	Society
Magical beast	Spellcraft
Monstrous humanoid	Nature
Ooze	Nature
Outsider	Religion
Plant	Nature
Undead	Religion
Vermin	Nature

Action: None.

Try Again: No, though you can attempt a check against another hidden message.

Get Hunches

You can make a gut assessment of a social situation with a successful DC 20 Perception check. You get a feeling that indicates whether something is wrong or if a person is generally untrustworthy, though you don't receive specific information. To attempt to determine whether a particular statement is a lie, use the sense motive function (see page 62).

Action: 1 minute.

Notice Creatures and Details

You can detect a creature that is using Stealth if you succeed at an opposed Perception check. You can also notice sights, sounds, and other stimuli detectable by your senses. Use the search function of Perception (see below) to find hidden objects, traps, secret doors, and other things that take time to detect.

Stimulus	Perception DC
Hear a battle	–10
Smell rotting garbage	–10
Hear details of a conversation	0
See a visible creature	0
Smell smoke	0
Determine whether food is spoiled	5
Hear a creature walking	10
Hear details of a whispered conversation	15
Identify powers of a potion by taste	15 + potion's CL
Hear a key being turned in a lock	20
Hear a bow being drawn	25
Sense a burrowing creature underneath you	25
Notice a pickpocket	Opposed by Finesse
Notice a creature using Stealth	Opposed by Stealth

The DCs of Perception checks to notice (and to search) are modified as indicated in the table below.

Notice Modifiers	Perception DC Modifier
Distance to the source, object, or creature	+1 per 10 feet
Through a closed door	+5
Through a wall	+10 per foot of thickness
Favorable conditions	–2
Unfavorable conditions	+2
Terrible conditions	+5
Creature attempting the check is distracted	+5
Creature attempting the check is asleep	+10
Source, object, or creature is invisible	+20

Action: None. This function is largely reactive in response to observable stimuli.

Try Again: Yes.

Conditions: Favorable, unfavorable, and terrible conditions depend on the sense being used. Bright light might be a favorable condition if the check involves sight, while dimmer conditions such as torchlight or moonlight could be unfavorable. Background noise could increase the DC for a check involving hearing, and competing odors could increase the DC of a scent-based check. Terrible conditions could include candlelight impeding a sight check, a dragon's roar drowning out other sounds, or an overpowering stench occluding a subtler smell.

Search Locations

You can thoroughly comb an area, looking for hidden traps, doors, and the like. The same modifiers that apply to Perception DCs to notice (see above) also apply to Perception DCs to search.

Hidden Object	Perception DC
Find an average concealed door	15
Find an average secret door	20
Find a hidden trap	Varies by trap

Action: Move. Each move action spent allows you to search a 10-foot-by-10-foot area.

Try Again: Yes.

Sense Enchantments

Determining that a creature's behavior is influenced by enchantment magic requires succeeding at a DC 25 Perception check (DC 15 if the creature is dominated).

Action: 1 minute.

Sense Motives

With an opposed Perception check, you can tell when a creature is lying to you. See the lie function of the Influence skill.

Action: None.

Try Again: No, though you can attempt a Perception check against each lie.

Performance (Cha)

You can compel an emotional reaction through a musical, oratory, or physical performance. Your ability to act convincingly and use stagecraft also makes you better at disguising yourself. This skill applies to performances of any type (unlike in the *Core Rulebook*).

Functions: Disguise yourself, impress audiences.

Core Skills: Disguise, Perform (all).

Disguise Yourself

This use of Performance functions as the Disguise core skill (*Core Rulebook* 95).

Action: 1d3 × 10 minutes. Using magic (such as *disguise self*) reduces this to the time required to cast the spell or trigger the effect.

Try Again: Yes, though if others know a disguise was attempted, they'll be more suspicious.

Impress Audiences

By performing a speech, song, play, or other artistic work, you can impress an audience. If you're in a prosperous city, you gain money for spending a day at this task. The amount depends on the result of your Performance check.

Performance Quality	Performance DC	Money Earned
Routine (akin to begging)	10	1d10 cp per day
Enjoyable	15	1d10 sp per day
Great	20	3d10 sp per day
Memorable	25	1d6 gp per day
Extraordinary	30	3d6 gp per day

Action: Anywhere between one evening and a full day.

Try Again: Yes, though the DC increases by 2 for each previous routine performance the same audience has witnessed you make.

Masterwork Instrument: A masterwork instrument grants a +2 bonus on Performance checks to impress an audience.

Religion (Int; Trained Only)

The secrets of deities, holy lore, and the extraplanar realms are open to you.

Functions: Identify monsters (outsiders and undead), recall knowledge (about the planes or religions).

Core Skills: Knowledge (planes), Knowledge (religion).

Identify Monsters

Religion can be used to identify monsters of the outsider and undead types. See Monster Identification on page 61.

Recall Knowledge

Religion can be used to recall knowledge on the subjects of gods, ecclesiastic tradition, holy symbols, mythic history, the planes, and planar magic. See the Recall Knowledge sidebar for details. Use the following DCs for certain tasks.

Task	Religion DC
Know the names of the planes	10
Recognize a common deity's symbol or clergy	10
Know common mythology and tenets	15
Recognize the current plane	15
Identify a creature's planar origin	20
Recognize an obscure deity's symbol or clergy	20

Society (Int; Trained Only)

You understand the people and systems that make civilization run, and you know the historical events that made societies what they are today. Part of this expertise includes a greater understanding of languages.

Functions: Create or detect forgeries, decipher writing, identify monsters (humanoids), learn languages, recall knowledge (about history, locales, or nobility).

Core Skills: Knowledge (history), Knowledge (local), Knowledge (nobility), Linguistics.

Create or Detect Forgeries

You must have the proper writing materials to create a forgery. If the handwriting doesn't need to be specific to a person, you need only to have seen a similar document before, and you gain a +8 bonus on the check. To forge a signature, you need an autograph of that person to copy, which grants a +4 bonus on the check. You need a larger handwriting sample to forge a longer document in that person's script.

The GM rolls a Society check to create a forgery secretly, so you're not sure how good your forgery is until someone examines the work. The examiner attempts an opposed Society check, modified by any applicable bonuses or penalties listed under the decipher writing function of Society.

Action: 1 minute to 1d4 minutes per page to create a forgery, or 1 round per page to detect a forgery.

Try Again: Yes, though examiners who encounter forged documents will be more cautious of future documents.

Decipher Writing

A Society check can allow you to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. If you succeed at your check, you understand the general content of about one page worth of writing. If you fail, you must succeed at a DC 5 Wisdom check or draw a false conclusion about the text. Both checks are rolled by the GM in secret, so you don't know whether the conclusion you drew is true or false.

Unfamiliar Message	Society DC
Simple message	20
Standard text	25
Intricate, exotic, or very old writing	30

Action: 1 minute per page.

Try Again: Yes.

Identify Monsters

Society can be used to identify monsters of the humanoid type. See the Monster Identification sidebar on page 61.

Learn Languages

Each time you put a rank in Society, you learn to speak and read a new language. See page 101 of the *Core Rulebook* for a list of common languages.

Action: None. Unlike with other skill uses, you gain this benefit at all times.

Recall Knowledge

Society can be used to recall knowledge on the inhabitants of a region, important personalities, royalty, noble lineages,

Recall Knowledge

Some skills have the recall knowledge function. This lets you answer questions about the subjects in question. This has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Action: Usually none. Using a library (see Untrained, below) takes 1d4 hours.

Untrained: You can't attempt an untrained knowledge check with a DC higher than 10 unless you have access to an extensive library on the subject.

historical events, customs, legends, and laws. See the Recall Knowledge sidebar on page 63 for details. Use the following DCs for certain tasks.

Task	Society DC
Know laws, rulers, and popular locations	10
Know of a recent or historically significant event	10
Determine the approximate date of specific event	15
Know a common rumor or tradition	15
Know proper etiquette	15
Know hidden organizations, rulers, and locations	20
Know a line of succession	20
Know an obscure or ancient historical event	20

Spellcraft (Int; Trained Only)

You know how spells and magic items work, and have picked up numerous bits of magical lore. Regardless of whether you're a spellcaster, you can use magic items even if you wouldn't normally be able to.

Functions: Activate magic items (that you would normally be unable to use), craft magic items, identify magic, identify monsters (constructs, dragons, and magical beasts), learn or borrow spells (from spellbooks and scrolls), recall knowledge (about arcana).



Core Skills: Knowledge (arcana), Spellcraft, Use Magic Device.

Specialist Wizards: If you're a specialist wizard, you gain a +2 bonus on Spellcraft checks to identify, learn, and prepare spells from your chosen school. However, you take a –5 penalty on similar checks concerning spells from your opposition schools.

Activate Magic Items

This use of Spellcraft functions as the Use Magic Device core skill (*Core Rulebook* 108), but uses Intelligence instead of Charisma.

Action: None.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, you can't try to activate that item again for 24 hours.

Craft Magic Items

You must attempt a Spellcraft check as part of the process of crafting a magic item. The DC varies by the item. See page 548 of the *Core Rulebook* for the full rules on creating magic items.

Action: None.

Identify Magic

By succeeding at a Spellcraft check, you can determine specific types of spells as they're being cast or while they are in effect. You can also pinpoint magical auras in this manner, or decipher the magical writing on scrolls without casting *read magic*.

Task	Spellcraft DC
Identify auras while using *detect magic*	15 + spell level
Identify properties of a magic item using *detect magic*	15 + item's caster level
Identify a spell as it is being cast	15 + spell level
Decipher a scroll without using *read magic*	20 + spell level
Identify a spell effect that is in place	20 + spell level
Identify a spell that just targeted you	25 + spell level

Action: None, in most cases. Deciphering a scroll is a full-round action, and attempting to identify the properties of a magic item takes 3 rounds per item.

Try Again: You can retry checks to identify a spell. When using *detect magic* and *identify* to learn the properties of magic items, you can make only one attempt per item per day.

Perception Penalties: Attempting to identify a spell as it's being cast incurs the same penalties as a Perception check due to distance, poor conditions, and other factors (see page 61).

Identify Monsters

Spellcraft can be used to identify monsters of the construct, dragon, and magical beast types. See the Monster Identification sidebar on page 61.

Learn or Borrow Spells

To add new spells to your spellbook, or to prepare a spell out of someone else's spellbook, you must succeed at a Spellcraft check.

Task	Spellcraft DC
Learn a spell from a spellbook or scroll	15 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level

Action: Learning a spell takes 1 hour per level of the spell (or 30 minutes for a 0-level spell). Preparing a borrowed spell is a part of spell preparation and doesn't add any extra time.

Try Again: If you fail to learn a spell from a spellbook, you can try again after 1 week. If you fail to prepare a spell from a borrowed spellbook, you can't try again until the next day.

Recall Knowledge

Spellcraft can be used to recall knowledge on the subjects of ancient mysteries, arcane symbols, and magic traditions. See the Recall Knowledge sidebar for details. Use the following DCs for certain tasks.

Task	Spellcraft DC
Identify spells that use a specific material component	20
Identify materials manufactured by magic	20 + spell level

Stealth (Dex; Armor Check Penalty)

You are skilled at avoiding detection, allowing you to slip past foes or strike from an unseen position. This skill covers hiding and moving silently.

Functions: Avoid being noticed.

Core Skills: Stealth.

Avoid Being Noticed

This use of Stealth functions as the Stealth core skill (*Core Rulebook* 106).

Action: None, though using Stealth immediately after making a ranged attack is a move action.

Survival (Wis)

You know how to survive in the wild, navigate the wilderness, and tend wounds.

Functions: Determine true north, follow tracks, survive in the wild, tend wounds and ailments.

Core Skills: Heal, Survival.

Surfaces

This sidebar gives examples of surfaces for the first table presented in the Follow Tracks section.

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

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

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

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

Determine True North

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

Action: None.

Follow Tracks

You must succeed at a Survival check to find or follow tracks for up to 1 mile. You must attempt an additional check each time the tracks become difficult to follow. While following tracks, you move at half your speed. You can move at your normal speed by taking a –5 penalty on the check, or twice your normal speed by taking a –20 penalty on the check. The DC to follow tracks depends on the surface and the prevailing conditions (see the Surfaces sidebar).

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

Your Survival check might be modified based on any of the following conditions. Multiple conditions could affect the same roll, but apply only the size modifier for the largest creature in a group being tracked and apply only the most severe penalty for poor visibility.

Tracking Modifiers	Survival DC Modifier
Multiple creatures in a group	–1 per three creatures
Size of creatures being tracked	
Fine	+8
Diminutive	+4

Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Time since the tracks were made	+1 per 24 hours
Rain since the tracks were made	+1 per hour of rain
Fresh snow since the tracks were made	+10
Poor visibility	
Fog or precipitation	+3
Moonlight	+3
Overcast or moonless night	+6
Tracked party hides its trail and moves at half speed	+5



Action: Full-round action or longer.

Try Again: You can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors).

Untrained: You can follow tracks untrained, but only if the DC is 10 or lower.

Perception: Detecting a footprint or similar sign of a creature's passage with the Perception skill uses the same DCs as Survival checks to follow tracks, but you can't use Perception to follow tracks.

Survive in the Wild

You can keep yourself and others fed and safe in the wilderness. Use the following DCs for certain tasks.

Task	Survival DC
Get along in the wild	10
Endure severe weather	15
Avoid natural hazards, such as quicksand	15
Keep from getting lost	15
Predict the weather up to 24 hours in advance	15

When you get along in the wild, you can move up to half your overland speed while hunting and foraging without needing food and water supplies. You can provide food and water for one other character for every 2 points by which your check exceeds 10.

When you endure severe weather, you gain a +2 bonus on Fortitude saves against severe weather while moving at up to half your overland speed, or a +4 bonus if you remain stationary. You can grant this bonus to one other character for every 1 point by which your check exceeds 15.

When you predict the weather, you can predict the weather for one additional day in advance for every 5 points by which your check exceeds 15.

Action: Varies. A single check could represent activity over the course of hours or a full day.

Try Again: You can attempt a Survival check only once every 24 hours to get along in the wild or endure severe weather. You can attempt a check to avoid getting lost or avoid natural hazards for each situation that calls for one, but you can't retry a check to avoid getting lost in a specific situation or to avoid a specific natural hazard.

Tend Wounds and Ailments

This use of Survival functions as the Heal core skill (*Core Rulebook* 98).

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending to a creature that has been wounded by a *spike growth* or *spike stones* spell requires 10 minutes of work. Treating deadly wounds requires 1 hour

of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try to tend wounds and ailments without witnessing proof of the original check's failure. You can always retry a check to provide first aid if the target is still alive.

Racial Bonuses

The races of the *Core Rulebook* that gain bonuses to skills should change in the following ways.

Dwarf: Greed functions the same way if the campaign uses background skills; otherwise, its bonus instead applies to Spellcraft checks to identify magic items that contain precious metals or gemstones.

Elf: Keen senses grants a +1 bonus on Perception checks.

Gnome: Keen senses grants a +1 bonus on Perception checks. Obsessive functions the same way if the campaign uses background skills; otherwise, it instead grants a +1 bonus on the character's choice of Perform or Spellcraft checks.

Half-Elf: Keen senses grants a +1 bonus on Perception checks.

Half-Orc: Intimidating applies only to Influence checks to demoralize or intimidate.

Halfling: Keen senses grants a +1 bonus on Perception checks. Sure-footed grants a +1 racial bonus on Acrobatics and Athletics checks.

Class Skills

The bonus from class skills functions the same way under this system, and provides the same +3 bonus. However, the class skill lists change, with the following entries replacing the normal class skills lists. The number in parentheses indicates the number of skill ranks a character of this class gains at each level. Always add 1/2 the character's Intelligence modifier to this number, even if the modifier is negative. A character always gains a minimum of 1 skill rank per level.

Alchemist (2 + 1/2 Int): Finesse, Spellcraft, Survival.

Arcanist (1 + 1/2 Int): Religion, Society, Spellcraft.

Barbarian (1 + 1/2 Int): Athletics, Nature.

Bard (3 + 1/2 Int): Influence, Perception, Performance, Society, Spellcraft.

Bloodrager (2 + 1/2 Int): Athletics, Spellcraft.

Brawler (2 + 1/2 Int): Acrobatics, Athletics, Perception.

Cavalier (2 + 1/2 Int): Acrobatics, Athletics, Nature.

Cleric (1 + 1/2 Int): Religion, Spellcraft, Survival.

Druid (2 + 1/2 Int): Athletics, Nature, Survival.

Fighter (1 + 1/2 Int): Acrobatics, Athletics.

Gunslinger (2 + 1/2 Int): Athletics, Survival.

Hunter (3 + 1/2 Int): Athletics, Nature, Perception, Stealth.

Inquisitor (3 + 1/2 Int): Influence, Perception, Spellcraft, Stealth, Survival.

Investigator (3 + 1/2 Int): Acrobatics, Finesse, Influence, Perception, Society, Spellcraft.

Magus (1 + 1/2 Int): Athletics, Spellcraft.

Monk (2 + 1/2 Int): Acrobatics, Athletics, Perception.

Oracle (2 + 1/2 Int): Religion.

Paladin (1 + 1/2 Int): Religion, Survival.

Ranger (3 + 1/2 Int): Athletics, Nature, Perception, Stealth, Survival.

Rogue (4 + 1/2 Int): Acrobatics, Finesse, Influence, Perception, Society, Stealth.

Shaman (2 + 1/2 Int): Nature, Religion, Survival.

Skald (2 + 1/2 Int): Influence, Performance, Society, Spellcraft.

Slayer (3 + 1/2 Int): Athletics, Influence, Stealth, Survival.

Sorcerer (1 + 1/2 Int): Influence, Spellcraft.

Summoner (1 + 1/2 Int): Religion, Spellcraft.

Swashbuckler (2 + 1/2 Int): Acrobatics, Athletics, Influence, Perception.

Warpriest (1 + 1/2 Int): Athletics, Religion, Survival.

Witch (1 + 1/2 Int): Nature, Religion, Spellcraft.

Wizard (1 + 1/2 Int): Religion, Society, Spellcraft.

Converting Existing Characters

When converting to the consolidated skills system in the middle of an ongoing campaign, it's typically best to allow each player to completely reset her character's skill ranks and spend them again from scratch. She should also be able to retrain any feats or other abilities that affect her skill bonuses.

Altering Skill Bonuses

To adjust the rest of the system, use the guidelines below. Generally, an ability or effect that would normally grant a bonus on multiple types of skill checks instead grants a bonus on half as many, rounded down (minimum 1).

Bonuses for Function

For feats and abilities that grant bonuses or penalties to skills, it's best for the GM to either ban them or adjust them to work only with specific functions of the feat. That is to say, the consolidated skills still cover the functions of the skills they've absorbed, so a bonus can still apply to only a specific function. For example, the Intimidating Prowess feat should add a character's Strength modifier instead of Charisma only when using the Influence skill to intimidate, rather than adding it to the Influence skill in all cases. The *jump* spell should give a bonus only on Athletics checks to jump, rather than on all Athletics checks. There are no direct conversions for this effect, so it must be done on a case-by-case basis.

Prerequisites

If a feat, prestige class, or other ability requires a certain number of ranks in a skill, directly convert that core skill to the consolidated skill. Use the same number of ranks. For example, the Mounted Combat feat would require Acrobatics 1 rank instead of Ride 1 rank.

Monster Skill Bonuses

When running a prebuilt monster, the GM can convert core skills to consolidated skills on the fly. The GM can choose one of two paths: either use the monster's highest printed bonus as its bonus with the relevant consolidated skill, or treat each bonus as though it applies only to a sub-function of a consolidated skill. For example, an ice devil has a +22 bonus on Acrobatics checks and a +13 bonus on Fly checks. The GM could either give the devil a +22 bonus on all Acrobatics checks, or use the +22 bonus if the monster is moving through a threatened area and the +13 bonus if it's flying. Either approach can work, but the GM should be consistent with which she uses.

A GM using the highest-bonus approach still might want to consider separating out the bonuses in the case of large racial modifiers. A monster with a climb speed should probably not get its +8 racial bonus on Athletics checks to jump or swim.

ALTERING FEATS

Feats that give bonuses on skill checks need to be adjusted or removed in the consolidated skills system. This section presents a list of the skill feats in the *Core Rulebook* that shouldn't be used with this system. It also presents an alternative version of Skill Focus that replaces the core version to make its power level work better with this system. If an ability or class feature would grant access to one of the banned feats, use the most appropriate Skill Focus feat instead, as determined by the GM. For example, a familiar that grants Alertness would instead grant Skill Focus (Perception). For feats that modify skills in other ways, see the Bonuses for Function section above.

Removed Feats: Acrobatic, Alertness, Animal Affinity, Athletic, Deceitful, Deft Hands, Magical Aptitude, Persuasive, Self-Sufficient, Stealthy.

Skill Focus

Choose a skill. You are particularly adept at that skill.

Benefit: You gain a +2 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +4.

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.

ALTERING TRAITS

Many traits offer a +1 trait bonus on core skill checks and make those skills class skills. With the consolidated skills system, those traits instead grant a +1 trait bonus on traits involving the functions of those consolidated skills corresponding to the traits' listed core skills, or a +4 trait bonus if the skills are not class skills. If you later receive that skill as a class skill, this trait bonus reduces to +1.

SPECIAL CLASS RULES

Some class features function differently because of the consolidated skills list. Clarifications appear here, divided by class. These entries cover only the main class features, so the GM might need to adjudicate how certain arcane schools, domains, and the like interact with the consolidated skills system. Class features are omitted if they can be handled with a simple substitution, such as changing an ability that requires a Disable Device check to instead require a Finesse check.

Alchemist: Because the consolidated skills system removes Craft skills by default, the GM should either treat the alchemist's Craft (alchemy) bonus as though it were equal to his character level + his Intelligence modifier + 3 or use the background skills system.

Barbarian: The Acrobatics skill and the intimidate function of Influence can be used while raging.

Rage Powers: Raging climber, raging leaper, and raging swimmer are replaced with raging athlete, which adds the barbarian's level as an enhancement bonus on all Athletics checks and treats all such checks to jump as though the character had a running start.

Bard: Note that Performance applies to all types of performance, rather than being broken down like the core Perform skills. Bardic knowledge adds 1/2 the bard's class level (minimum 1) on all Nature, Religion, Society, and Spellcraft checks, and the bard can attempt checks with these skills untrained. Versatile performance allows the bard to substitute Performance when attempting either Acrobatics or Influence checks. He must choose only one of these two skills, and doesn't increase the number of substituted skills at higher levels. Lore master applies to Nature, Religion, Society, and Spellcraft checks.

Bloodrager: The Acrobatics skill and the intimidate function of Influence can be used while bloodraging.

Cavalier: A cavalier order adds only one skill to the cavalier's list of class skills (of the GM's choice, but the choice can't overlap with the cavalier's normal class skills). The bonus on checks applies only to the specific skill function listed.

Druid: Nature sense instead grants a +1 bonus on Nature and Survival checks.

Hunter: The bonus from the monkey aspect applies only to Athletics checks to climb.

Inquisitor: Stern gaze grants the inquisitor a bonus on Influence checks to intimidate and on Perception checks to sense motive.

Investigator: Because the consolidated skills system removes Craft skills by default, the GM should either treat the investigator's Craft (alchemy) bonus as though it were equal to his character level + his Intelligence modifier + 3 or use the background skills system. The investigator's ability to apply inspiration without expending uses applies to Nature, Religion, Society, and Spellcraft checks (he must still be trained in the skill). The trapfinding bonus applies to both Perception checks to locate traps and Finesse checks to disable traps. An investigator can use Finesse to disable

magical traps. Keen recollection applies to Nature, Religion, Society, and Spellcraft checks.

Investigator Talents: Device talent allows the investigator to use Spellcraft untrained, but has no effect if the investigator is trained in Spellcraft. Empathy applies only when the investigator uses Perception to sense motive. Expanded inspiration can be used with Perception and Survival checks. Inspirational expertise applies when the investigator identifies a monster's special powers or vulnerabilities using whichever skill is appropriate. Inspired intelligence applies to Nature, Religion, Society, and Spellcraft checks. Underworld inspiration applies to Finesse and Influence checks.

Oracle: An oracle gains two class skills from her mystery (chosen by the GM).

Ranger: The favored enemy bonus applies to Perception and Survival checks against creatures of the selected type, and to checks with the monster knowledge function of the relevant skill. The favored terrain bonus applies to initiative checks, Nature checks, Perception checks to notice things, Stealth checks, and Survival checks.

Rogue: The trapfinding bonus applies to both Perception checks to locate traps and Finesse checks to disable traps. A rogue can use Finesse to disable magical traps.

Rogue Talents: The skill mastery talent applies to a number of skills equal to 1 + 1/2 the rogue's Intelligence modifier. It can still be taken multiple times.

Skald: Note that Performance applies to all types of performance, rather than being broken down like the core Perform skills. Bardic knowledge adds 1/2 the skald's class level (minimum 1) on all Nature, Religion, Society, and Spellcraft checks, and the skald can attempt checks with these skills untrained. The Acrobatics skill and the intimidate function of Influence can be used while in an inspired rage. Versatile performance allows the skald to substitute Performance when attempting either Influence checks or Perception checks to sense motive. He must choose only one of these two skills, and doesn't increase the number of skills substituted at higher levels. Lore master applies to Nature, Religion, Society, and Spellcraft checks.

Slayer: The studied target bonus applies to Influence checks to bluff, Perception checks, and Survival checks against the studied target. The stalker bonus applies to Influence checks to intimidate a creature, Perform checks to use a disguise, and Stealth checks.

Slayer Talents: Foil scrutiny applies to Influence checks to bluff a creature and Perform checks to use a disguise. Trapfinding grants Finesse as a class skill. The bonus from trapfinding applies to both Perception checks to locate traps and Finesse checks to disable traps. A slayer with trapfinding can use Finesse to disable magical traps.

Sorcerer: A bloodline's class skill applies to all uses of the corresponding consolidated skill.

Summoner: Change the eidolon's class skills to Perception and Stealth. The summoner can choose two additional class skills for the eidolon. An eidolon with a fly speed does not gain Acrobatics as a class skill.

Swashbuckler: Derring-do can be used on Acrobatics and Athletics checks. Swashbuckler's edge can be used on Acrobatics and Athletics checks.

Witch: The bonus from the flight hex is a +4 racial bonus on Athletics checks to swim.

Miscellaneous Abilities

Abilities that aren't tied only to one class appear here.

Animal Companions: Change animal skills to Acrobatics, Athletics*, Perception*, Stealth*, and Survival. An asterisk (*) indicates a class skill.

Familiars: The skill bonus from the familiar applies to all uses of the corresponding consolidated skill, but the bonus is reduced to +2. The raven familiar grants a +2 bonus on Society checks.



Grouped Skills

Using the grouped skills system, characters gain bonuses for large categories of skills and higher bonuses for specific skills. Instead of replacing or modifying the skill list, this system finds commonalities among skills and divides them into groups. Choosing skills is simplified, so instead of expending skill ranks to gain one skill at a time, a character gains training in a small number of skill groups, and gains specialties that give her bonuses to particular skills as she advances in level. The groups represent broad talents, and the skill specialties draw from the standard skill list.

With this system, players don't need to worry about expending skill ranks. A character adds 1/2 her level when attempting skill checks for her chosen grouped skills, thereby making that character at least somewhat competent in skills she might otherwise neglect. This system makes characters more broadly skilled, but gives them fewer skills they truly excel at—at least at low levels.



Skill Group Rules

At 1st level, a character gains training in a number of skill groups determined by her class's number of skill ranks per level, as shown on Table 2–3: Skill Specialties and Groups by Level. A character can gain training in any skill group, even if none of the included skills are class skills for her.

At 1st level, a character gains one skill specialty, plus a number of bonus skill specialties equal to 1/2 her Intelligence modifier. At 2nd level and every 2 levels thereafter, a character gains a specialty in one additional skill. If at any point her Intelligence modifier increases or decreases, her number of bonus skill specialties changes accordingly. Each skill specialty applies to a single, specific skill, and a character is allowed to take a specialty in a skill that isn't in one of her skill groups. However, her bonus with that skill isn't as high as it would be if she were also trained in the corresponding skill group.

When determining whether a character can use a trained-only skill, the character counts as trained if she has either a specialty in that skill or training in the skill's group.

Skill Groups	Included Skills
Natural	Handle Animal, Heal, Survival
Perceptive	Perception, Sense Motive
Physical	Acrobatics, Climb, Escape Artist, Fly, Ride, Swim
Scholarly	Appraise, Craft, Knowledge (all), Profession, Spellcraft
Social	Bluff, Diplomacy, Intimidate, Linguistics, Perform
Thieving	Disable Device, Disguise, Sleight of Hand, Stealth, Use Magic Device

For example, a 1st-level druid with an Intelligence score of 12 gains training in two skill groups. She chooses Natural and Physical. She has one specialty to spend (1/2 her Intelligence modifier rounds down to 0 in this case, so she won't gain bonus specialties unless she increases her Intelligence score to 14 or higher). The druid chooses Perception for her skill specialty.

Calculating Skill Bonuses

If a character has a specialty in a skill and that skill is also in a skill group she's trained in, her bonus on checks using the skill is equal to her relevant ability modifier + her character level. If only one applies—she only has a specialty in the skill or she is trained in that skill's group but doesn't have a specialty in the skill—her bonus is equal to her relevant ability modifier + 1/2 her character level (minimum 1).

Table 2-3: Skill Specialties and Groups by Level

Character Level	Skill Specialties[1]	Groups 2 + Int[2]	4 + Int[3]	6 + Int[4]	8 + Int[5]
1st	1	2	2	3	3
2nd	2	2	2	3	3
3rd	2	2	2	3	3
4th	3	2	2	3	3
5th	3	2	2	3	3
6th	4	2	2	3	3
7th	4	2	2	3	3
8th	5	2	3	3	4
9th	5	2	3	3	4
10th	6	3	3	4	4
11th	6	3	3	4	4
12th	7	3	3	4	4
13th	7	3	3	4	4
14th	8	3	3	4	4
15th	8	3	3	4	4
16th	9	3	3	4	4
17th	9	3	3	4	4
18th	10	3	4	4	5
19th	10	3	4	4	5
20th	11	3	4	4	5

[1] A character adds 1/2 her Intelligence bonus to her number of specialties; characters always have a minimum of 1 specialty.

[2] This category includes the arcanist, cleric, fighter, magus, paladin, sorcerer, summoner, warpriest, witch, and wizard.

[3] This category includes the alchemist, barbarian, bloodrager, brawler, druid, gunslinger, monk, oracle, shaman, skald, and swashbuckler.

[4] This category includes the bard, cavalier, hunter, inquisitor, investigator, ranger, and slayer.

[5] This category includes the rogue.

If a skill is on her class skill list, she gains the +3 bonus if she's trained in its skill group or has a specialty in it—she doesn't have to both be trained and have a specialty. Class skill bonuses look only at specific skills, not groups. If Diplomacy is on a character's class skill list but Bluff isn't, having training in the Social skill group doesn't allow that character to gain the class skill bonus on Bluff checks. Any circumstance that modifies skill checks, such as the Skill Focus feat or certain spells, still grants the same bonus or penalty as it would if the campaign weren't using grouped skills.

Linguistics

A character's bonus languages from the Linguistics skill work like the bonus on skill checks she gains from her level. She gains a number of bonus languages equal to 1/2 her level (minimum 1) if she has either a specialty in Linguistics or training in the Social skill group. If she has both a specialty in Linguistics and training in the Social skill group, she knows a number of bonus languages equal to her full level.

Grouped Skills in Other Variants

With a bit of adaptation, skill groups can work alongside the background skills or consolidated skills systems.

Background Skills

Instead of gaining background skill ranks at every level, a character gains one additional skill specialty at 1st level that can be used only to select a background skill. She can expend her normal skill specialties to select either background or adventuring skills. The Artistry and Lore skills fall under the Scholarly skill group. The character can take a specialty in Lore any number of times, choosing a different type of Lore each time. To attempt a check with a Lore skill, a character must have a specialty in it. Having training in the Scholarly skill group doesn't allow a character to use all the potential Lore skills untrained, but it does enable a character with one or more Lore skills to add her full level as a bonus on those checks, rather than just 1/2 her level.

Consolidated Skills

Reduce both the number of skill groups and the number of skill specialties characters gain by 1/2 (rounded down, to a minimum of 1). Use 1/2 the class's skill ranks per level from the core rules to determine that class's number of skill groups and specialties (see the sidebar to the right), not 1/2 the adjusted values presented in the Class Skills section on page 67.

You also need to change the skill groups to the following.

Skill Groups	Included Skills
Natural	Nature, Survival
Perceptive	Perception
Physical	Acrobatics, Athletics
Scholarly	Religion, Society, Spellcraft
Social	Influence, Performance
Thieving	Finesse, Stealth

Multiclassing

A multiclassed character uses the class with the lowest number of skill ranks per level to determine her number of skill groups. This doesn't cause her to lose skill groups she's already selected if she gains a level in a new class that would have fewer skill groups at her character level—once a skill group has been selected, it can't be unselected. For instance, a character with 6 levels in rogue would have training in three skill groups. If she then took a level in druid, she would still have three groups, but the number of skill groups she knows would now increase to four at character level 18th instead of at character level 8th.

Alternate Crafting and Profession Rules

While the Pathfinder Roleplaying Game takes place in a world of grand and heroic adventure, not every corner of the campaign setting is full of monsters and villains. Like the real world, it is home to common artisans, merchants, and tradespeople—those who spend their lives making and selling goods or performing specialized tasks that require particular knowledge. Many heroes have a humble start as apprentices or artisans before hearing the call to adventure. Some even keep up with their former crafts and talents and find ways to utilize their skills and knowledge while adventuring.

Crafting

There are two main ways to craft items in the Pathfinder RPG. One way is to create magic items via the various item creation feats. These rules often see more use by adventurers, as they produce powerful tools to help with exploration, treasure hunting, and the defeat of vicious monsters. The other method is to use the Craft skills to make items of mundane or alchemical nature. While the main rules for crafting with these skills can be found on page 91 of the *Core Rulebook*, this section presents alternatives and expansions to those crafting rules to make fashioning such items both easier and more engaging.

Alternate Crafting Rules

While the rules for crafting in the *Core Rulebook* are perfectly suitable for the needs of most campaigns, they can sometimes be cumbersome to use. Those rules assume that a character spends a full week crafting an item. They also involve complex multiplication to determine the degree of success and speed with which the item can be crafted. Not only are these rules significantly different from those for other skill checks, but they can slow down play at the table and give rise to strange circumstances where it takes an unreasonably long time to create relatively simple items that happen to have a high gold piece cost. Furthermore, while the system features rules for attempting daily checks, these rules can be cumbersome for players.

The following system presents crafting rules that are a little easier to use, especially in conjunction with the downtime system presented in Chapter 2 of *Pathfinder RPG Ultimate Campaign*.

With this alternative system, use the following version of the Craft skill instead of the one presented in the *Core Rulebook*.

Craft (Int)

You are skilled in the creation of a specific group of items, such as armor or weapons. Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks. The most common Craft skills are alchemy, armor, baskets, books, bows, calligraphy, carpentry, cloth, clothing, glass, jewelry, leather, locks, paintings, pottery, sculptures, ships, shoes, stonemasonry, traps, and weapons.

A Craft skill is specifically focused on creating something. If an endeavor does not result in a created product, it probably falls under the heading of a Profession skill.

Check: You can practice your trade and make a decent living, earning your check result in silver pieces per day. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the Craft skill, however, is to make an item of the appropriate type. Most items created with a Craft skill fall into one of several broad categories of complexity. Others have Craft DCs based on CR (in the case of traps) or on the Fortitude saves required to avoid or minimize their effects (in the case of poisons).

Before crafting an item, you must have tools and an appropriate workshop or area. If you don't have access to artisan tools, you can still attempt a Craft check, but you take a –2 penalty when attempting a check without such tools or with improvised tools. If you have masterwork artisan tools, you gain a +2 circumstance bonus on the skill check.

After you have a suitable area to craft and you've gathered your tools, you must then acquire raw materials whose value is equal to 1/4 the cost of the item or items you wish to craft. Given the necessary tools, materials, and workspace, you can attempt a Craft check of the appropriate DC each day. If you succeed, you make an amount of progress equal to the silver piece or gold piece value listed in the appropriate entry in the Base Progress per Day column of Table 2–4: Crafting DCs and Progress Values. If you exceed the DC by at least 5, your progress doubles. If you exceed the DC by at least 10, your progress triples, if you exceed it by at least 15, you quadruple your progress, and so on. When your total progress equals the cost of the item, that item is completed. Any remaining progress can



be applied to a similar item; otherwise, all excess progress is lost.

If you fail the check, no progress is made that day. If you fail the check by 5 or more, you waste an amount of your raw materials equal to the item's base progress per day, up to a maximum of the initial cost of the raw materials. Such wasted material must be replenished before you can continue crafting the item.

Setting Aside Crafting Items: As long as you can store an item in a secure and safe place, you can set aside an item that you began crafting and return to it again later with little or no effect. Your GM may rule that this is not possible, especially in the case of volatile alchemical items or perishable goods.

Crafting Masterwork and Special Material Items: When you're crafting a masterwork item or an item made of a special material, its crafting difficulty increases by one step. For example, a longsword (which has a base difficulty of normal) is considered a complex item when crafted as a masterwork item (DC 20; 4 gp base progress per day). In the case of items crafted from special materials that also count as masterwork (such as adamantine armor and weapons), the complexity of the item increases by two steps.

Repairing Items: You can use the appropriate Craft skill to repair items of that type. Repairing an item with the broken condition or that has taken damage (or both) requires tools and a work area, and you must pay 1/10 the item's cost in raw materials. Repairing an item has the same DC as crafting the item, but takes an amount of time based on the item's complexity. Extremely simple items take an hour to repair. Simple and normal items take 1d4 hours to repair. Complex and intricate items take a day to repair, and all other items take 1d4 days to repair.

Item Crafting Difficulties

The following are the categories of crafting difficulties and the items within those categories. The items are split into general categories. Alchemical items and poisons require Craft (alchemy) checks. Armor and shields require Craft (armor) checks. Weapons require Craft (weapons) checks for melee weapons, thrown weapons, nonsiege firearms, crossbows, or crossbow bolts; Craft (bows) checks for bows or arrows; Craft (alchemy) checks for firearm ammunition; and Craft (siege engines) checks for all forms of siege engines. The Craft checks for mundane items depend on the item being crafted, with the most common ones being baskets, books, calligraphy, carpentry, cloth, clothing, glass, jewelry, leather, locks, paintings, pottery, sculptures, shoes, and stonemasonry. Crafting vehicles requires Craft (carpentry) for most land-based vehicles, Craft (ships) for seaborne vessels and airships, and Craft (alchemy) for alchemical dragons and steam giants. Crafting traps requires Craft (traps).

Table 2-4: Crafting DCs and Progress Values

Crafting Difficulty	Craft DC	Base Progress per Day
Extremely simple	DC 5	5 sp
Simple	DC 10	1 gp
Normal	DC 15	2 gp
Complex	DC 20	4 gp
Intricate	DC 25	8 gp
Very intricate	DC 30	16 gp
Extremely intricate	DC 35	32 gp
Poisons	DC = the Fortitude DC of the poison	32 gp
Traps	Based on complexity, see text	32 gp

Extremely Simple (DC 5)

Alchemical Items: Casting plaster (*Ultimate Equipment* 103).

Mundane Items: Very simple items such as wooden spoons, other carved one-piece items.

Weapons: Manufactured clubs, quarterstaffs, slings.

Simple (DC 10)

Alchemical Items: Light detector (*Ultimate Equipment* 104).

Armor: Light armor, wooden shields.

Mundane Items: Typical household items such as iron pots.

Vehicles: Cart (*Ultimate Combat* 181), raft.

Weapons: Simple weapons (except crossbows).

Normal (DC 15)

Alchemical Items: Acid; alchemical cement (*Ultimate Equipment* 102); alchemical grease (*Ultimate Equipment* 100); armor ointment (*Ultimate Equipment* 102); bladeguard (*Ultimate Equipment* 100); buoyant balloon (*Ultimate Equipment* 102); chill cream (*Ultimate Equipment* 103); glowing ink (*Ultimate Equipment* 104); invisible ink, simple (*Ultimate Equipment* 104); keros oil (*Ultimate Equipment* 108); liquid blade (*Ultimate Equipment* 108); marker dye (*Ultimate Equipment* 104); soothe syrup (*Ultimate Equipment* 101); water purification sponge (*Ultimate Equipment* 105).

Armor: Medium armor, steel shields.

Mundane Items: Most adventuring gear.

Vehicles: Chariot, light (*Ultimate Combat* 181); chariot, medium (*Ultimate Combat* 181); chariot, heavy (*Ultimate Combat* 182); rowboat (*Ultimate Combat* 185); sleigh (*Ultimate Combat* 182); wagon, light (*Ultimate Combat* 183); wagon, medium (*Ultimate Combat* 183); wagon, heavy (*Ultimate Combat* 184).

Weapons: Martial weapons and crossbows.

Complex (DC 20)

Alchemical Items: Alchemical glue (*Ultimate Equipment* 102); alchemical solvent (*Ultimate Equipment* 102); alchemist's fire; alchemist's kindness (*Ultimate Equipment* 100); alkali flask (*Ultimate Equipment* 106); blackfire clay (*Ultimate Equipment* 102);



candlerod (*Ultimate Equipment* 102); flash powder (*Ultimate Equipment* 106); foaming powder (*Ultimate Equipment* 103); ghast retch flask (*Ultimate Equipment* 107); impact foam (*Ultimate Equipment* 104); invisible ink, average (*Ultimate Equipment* 104); invisible ink, good (*Ultimate Equipment* 104); meditation tea (*Ultimate Equipment* 100); nushadir (*Ultimate Equipment* 104); paper candle firework (*Ultimate Equipment* 108); scent cloak (*Ultimate Equipment* 105); shard gel (*Ultimate Equipment* 108); smoke pellet (*Ultimate Equipment* 105); smokestick; star candle firework (*Ultimate Equipment* 109); tindertwig; vermin repellent (*Ultimate Equipment* 101); weapon blanch, cold iron (*Ultimate Equipment* 105); weapon blanch, silver (*Ultimate Equipment* 105); wismuth salix (*Ultimate Equipment* 101).

Armor: Heavy armor.

Mundane Items: Jewelry, kits, locks, complicated adventuring gear.

Traps: All traps CR 1–5.

Vehicles: Carriage (*Ultimate Combat* 181), glider (*Ultimate Combat* 187), keelboat (Ultimate Combat 184), longship (*Ultimate Combat* 185).

Weapons: Early firearm ammunition, early one-handed firearms, early two-handed firearms, exotic weapons.

Intricate (DC 25)

Alchemical Items: Alchemical glue accelerant (*Ultimate Equipment* 102); antiplague (*Ultimate Equipment* 100); antitoxin; bloodblock (*Ultimate Equipment* 102); bottled lightning (*Ultimate Equipment* 106); burst jar (*Ultimate Equipment* 106); defoliant (*Ultimate Equipment* 103); embalming fluid (*Ultimate Equipment* 103); fire ward gel (*Ultimate Equipment* 100); frost ward gel (*Ultimate Equipment* 100); fuse grenade (*Ultimate Equipment* 107); invisible ink, superior (*Ultimate Equipment* 104); itching powder (*Ultimate Equipment* 108); liquid ice (*Ultimate Equipment* 108); mending paste (*Ultimate Equipment* 104); padzahr (*Ultimate Equipment* 100); pellet grenade (*Ultimate Equipment* 108); skyrocket firework (*Ultimate Equipment* 109); smelling salts (*Ultimate Equipment* 101); sneezing powder (*Ultimate Equipment* 109); starfountain firework (*Ultimate Equipment* 109); sunrod; tanglefoot bag; thunderstone; twitch tonic (*Ultimate Equipment* 101); weapon blanch, adamantine (*Ultimate Equipment* 105).

Mundane Items: Clocks, other intricate items.

Traps: All traps CR 6–10.

Vehicles: Galley (*Ultimate Combat* 184), sailing ship (*Ultimate Combat* 185), warship (*Ultimate Combat* 185).

Weapons: Advanced firearm ammunition, advanced firearms, nonalchemical and nonfirearm siege weapons.

Very Intricate (DC 30)

Alchemical Items: Banshee ballerina firework (*Ultimate Equipment* 106), flame fountain firework (*Ultimate Equipment* 106), rusting powder (*Ultimate Equipment* 104), soul stimulant (*Ultimate Equipment* 101), tangleburn bag (*Ultimate Equipment* 109), troll oil (*Ultimate Equipment* 101).

Traps: All traps CR 11–15.

Vehicles: Airship (*Ultimate Combat* 187).

Weapons: Alchemical siege engines, siege firearms.

Extremely Intricate (DC 35)

Traps: All traps CR 16+.

Vehicles: Alchemical dragon (*Ultimate Combat* 187), steam giant (*Ultimate Combat* 183).

Supervising Helpers

As stated in both versions of the skill, Craft allows you to supervise untrained laborers. An untrained laborer has no ranks in Craft, but can attempt to aid in the process of creating items with the Craft skill. This is done by first paying the untrained laborer either 1 sp per day or 7 sp for a week's worth of work. Each untrained worker you hire can attempt to aid another on your Craft check with a +0 bonus (assuming an Intelligence score of 10 or 11 and no ranks in the appropriate Craft skill). Typically, you can hire no more than two artisans to help you craft most small or relatively simple items (such as adventuring gear, alchemical items, armor, poisons, and weapons), but for large and complex items (such as siege engines and vehicles), you can hire as many as 10 untrained laborers to assist you.

If your GM allows it, you can also hire and supervise trained laborers. These laborers have ranks in the appropriate Craft skill and have a greater chance to aid you in your crafting endeavors. Table 2–5: Trained Laborers gives the details on such trained laborers, how much they cost, the number of ranks they have in the appropriate Craft check, the bonus on their Craft checks, and the typical size of the settlement in which they are found. You can hire only trained laborers who have fewer ranks in the appropriate Craft than you have; a trained laborer with more ranks than you will not deign to assist you.

Workspace

When crafting items, you need tools and an appropriate workspace. What constitutes an appropriate workspace is often situational. Repairing weapons or armor in the field requires only a relatively quiet and clear area, while crafting a suit of full plate requires a workshop and a forge. Typically, items of normal or greater complexity require a workshop of some sort, but under certain circumstances, the GM can rule that such items can be created in the field.

Table 2–5: Trained Laborers

Ranks in Craft	Craft Bonus	Cost to Hire per Day	Cost to Hire per Week	Settlement Size
1	+4	3 sp	2 gp, 1 sp	Hamlet
2	+5	4 sp	2 gp, 8 sp	Village
3	+6	6 sp	4 gp, 2 sp	Small town
4	+7	8 sp	5 gp, 6 sp	Large town
5	+8	1 gp	7 gp	Small city
6	+9	1 gp, 5 sp	10 gp, 5 sp	Large city
7	+10	2 gp	14 gp	Metropolis

Alchemical items and poisons are exceptions to these guidelines, as their compact nature makes them easier to craft in the field, especially with the help of an alchemist's lab (*Ultimate Equipment* 76).

Masterwork Workspaces: Large, well-stocked workspaces can also aid in the crafting of items, particularly when you use trained and untrained labor. These masterwork workspaces grant trained and untrained laborers a +2 circumstance bonus on checks to aid another when they aid your Craft check. Furthermore, if a trained or untrained laborer succeeds at the check to aid another by 5 or more, that laborer grants you a +3 bonus on your check instead of the normal +2. It typically costs 5 gp per day to rent a masterwork workspace for crafting relatively small items (such as most adventuring gear, alchemical items, armor, poisons, and weapons) and 20 gp per day to rent a masterwork workspace for creating larger items (such as siege engines and vehicles).

Special Raw Materials

Crafting items requires a certain ratio of raw materials to start. Typically, these raw materials are some sort of trade good that is required to make the item. Making a suit of chainmail, for instance, requires 37 gp and 5 sp worth of steel (assuming you are using the alternate Craft skill presented above). But not all raw materials are the same—some raw materials are better suited for crafting. These are special raw materials.

Unlike normal raw materials, special raw materials have both a cost and a crafting cost. The cost of the special raw material is the amount for which it can be purchased and sold. Special raw materials are trade goods, and like all trade goods, they can be bought and sold for the same price.

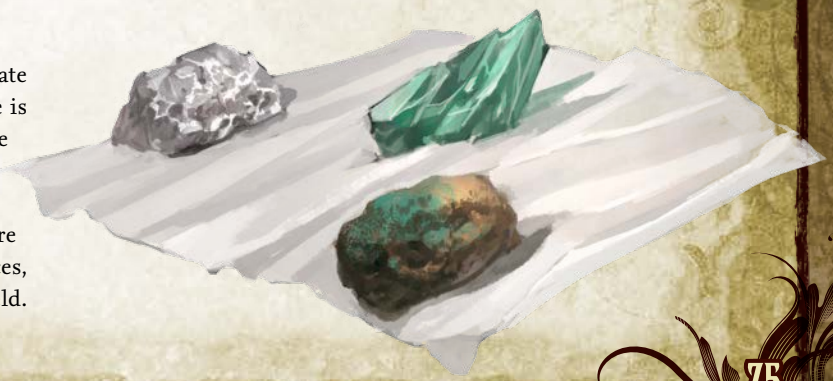


Table 2-6: Special Raw Material Costs

Special Raw Materials (1 lb.)	Easily Worked	Flawless	Malleable	Pure
Adamantine	600 gp	600 gp	375 gp	450 gp
Alchemical silver	20 gp	20 gp	12 gp, 5 sp	15 gp
Angelskin	200 gp	200 gp	125 gp	150 gp
Blood crystal	80 gp	80 gp	50 gp	60 gp
Bone	2 gp	2 gp	1 gp, 2 sp, 5 cp	1 gp, 5 sp
Bronze	10 gp	10 gp	6 gp, 2 sp, 5 cp	7 gp, 5 sp
Cloth	8 gp	8 gp	5 gp	6 gp
Cold iron	100 gp	100 gp	62 gp, 5 sp	75 gp
Darkleaf cloth	20 gp	20 gp	12 gp, 5 sp	15 gp
Darkwood	20 gp	20 gp	12 gp, 5 sp	15 gp
Dragonhide	100 gp	100 gp	62 gp, 5 sp	75 gp
Eel hide	250 gp	250 gp	156 gp, 2 sp, 5 cp	187 gp, 5 sp
Elysian bronze	400 gp	400 gp	250 gp	300 gp
Fire-forged steel	300 gp	300 gp	187 gp, 5 sp	225 gp
Frost-forged steel	300 gp	300 gp	187 gp, 5 sp	225 gp
Gold	100 gp	100 gp	62 gp, 5 sp	75 gp
Greenwood	100 gp	100 gp	62 gp, 5 sp	75 gp
Griffon mane	80 gp	80 gp	50 gp	60 gp
Leather	6 gp	6 gp	3 gp, 7 sp, 5 cp	4 gp, 5 sp
Living steel	200 gp	200 gp	125 gp	150 gp
Mithral	800 gp	800 gp	500 gp	600 gp
Obsidian	6 gp	6 gp	3 gp, 7 sp, 5 cp	4 gp, 5 sp
Steel	8 gp	8 gp	5 gp	6 gp
Stone	6 gp	6 gp	3 gp, 7 sp, 5 cp	4 gp, 5 sp
Viridium	400 gp	400 gp	250 gp	300 gp
Whipwood	300 gp	300 gp	187 gp, 5 sp	225 gp
Wood	2 gp	2 gp	1 gp, 2 sp, 5 cp	1 gp, 5 sp
Wyroot	400 gp	400 gp	250 gp	300 gp

The crafting cost is the amount of gold they are considered to be worth for the purposes of crafting. For example, flawless steel's cost is 8 gp per pound, but its crafting cost per pound is 4 gp. It can be bought and sold for 8 gp per pound, but when used as the raw material for crafting items, it is considered to be worth only 4 gp per pound.

While special raw materials can be bought and sold, they work best when handed out as treasure. As the GM, if one of the PCs in your group has invested in the Craft skill, consider giving out these special trade goods in place of coin treasure every so often.

Special raw materials' crafting costs are always half their actual cost. They also have special traits when used as the raw material for crafting in the alternate Craft skill rules presented above. A special material cannot have more than one of the following special traits.

Easily Worked Raw Materials: This type of raw material makes it easier to craft items faster. When using this raw material, the item's base progress per day is doubled. For example, if you are creating a suit of chainmail using easily worked steel, your base progress per day is 4 gp rather than 2 gp.

Flawless Raw Materials: This material is so flawless that it can be used to create high-quality items with ease. When using flawless raw materials to create either masterwork or special-material items, the crafting difficulty doesn't increase. For example, if you craft a suit of masterwork chainmail using flawless steel, the difficulty of the check remains normal (DC 15) rather than becoming complex (DC 20).

Malleable Raw Materials: This type of special raw material can withstand crafting errors better than other normal materials of the same type. If you fail a Craft check by 5 or more when using malleable raw materials, you don't lose an amount of raw material equal to the item's base progress per day.

Pure Raw Materials: This raw material makes it easier to craft an item. When using this raw material, you roll twice when attempting your Craft check and take the better result.

Professions

The rules for the Profession skill can be found on page 103 of the *Core Rulebook*, but they provide little more than an abstract means of earning a bit of coin, with little flavor or drama included to enhance the campaign. This section presents

alternatives and expansions to those profession rules to make practicing a profession both easier and more evocative.

Alternate Profession Rules

While the rules for the Profession skill in the *Core Rulebook* are perfectly suitable for the needs of most campaigns, there is little opportunity to make them a meaningful part of play. Those rules assume that the character is spending a full week conducting business (when it is often more desirable for a PC to merely do a single day's work), and they offer few ideas on how to modify the basic check to account for circumstances, roleplaying opportunities, and so forth. For example, there are two primary methods of plying a trade while practicing the various professions suggested in the Pathfinder RPG. One is by setting up a place of business in a static location, and the other is by traveling from point to point, offering services. Both of these approaches are possible within a single area of expertise in almost every case, though there are advantages and disadvantages inherent in each. The Profession rules as written do not take any of this into account.

Of course, you can choose to fully roleplay the establishment and development of a business, making appropriate Profession checks along the way while incorporating most of the decision making and operations of the business into the PC's story. Alternatively, if you don't wish to delve into the complexities of creating a business and handling the bookkeeping to run it, then assume you find enough opportunities to convince the occasional passerby to buy a good or service from you to make a small profit. You earn your check result in silver pieces per day in this fashion. However, if you want a system that's relatively easy to manage but that offers more choices and options for using the Profession skill, the following system provides rules that are a little more flavorful and involved.

With this alternative system, use the following version of the Profession skill instead of the one presented in the *Core Rulebook*.

Profession (Wisdom; Trained Only)

You are skilled at a specific job. Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks. While a Craft skill represents ability in creating an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. The most common Profession skills are architect, baker, barrister, brewer, butcher, clerk, cook, courtesan, driver, engineer, farmer, fisherman, gambler, gardener, herbalist, innkeeper, librarian, merchant, midwife, miller, miner, porter, sailor, scribe, shepherd, stable master, soldier, tanner, trapper, and woodcutter.

Check: You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise apprentices and helpers, and how to handle common problems. You can also answer questions about your Profession. Basic questions have a DC of 10, while more complex questions have a DC of 15 or higher.



Setting Up Shop

The full function of the Profession skill allows you to run a business of the appropriate type successfully. Professions in most cases can be operated from static locations (such as store

Table 2–7: Business Size and Setup

Business Size	Labor Factor	Minimum Employees	Maximum Employees	Setup Time	Initial/Upgrade Costs	Monthly Profits Factor
Mobile	0	0	2	1 day	1 gp/rank	5
Small	–2	2	4	1 week	100 gp/rank	10
Medium	–5	5	10	2 weeks	1,000 gp/rank	100
Large	–10	10	20	1 month	5,000 gp/rank	1000

fronts or offices) or performed while traveling. They can be small operations requiring little in the way of assistance or large companies that demand numerous laborers. Table 2–7: Business Size and Setup lists the size of the business, the minimum and maximum number of employees needed to operate it, the amount of time it takes to establish the business (find and purchase equipment and the location from which to run the business, hire employees, renovate or repair the property, apply and pay for any licenses, advertise, etc.), the costs to open or upgrade the business, and the amount of profits to be gained.

Labor Factor: This value indicates the minimum labor "cost" of running your business. It serves as a penalty on your Profession skill check to determine profits, accounting for the various laborers, assistants, experts, and apprentices you must employ to maintain a business of the associated size. Typically, your business can have a maximum number of employees equal to 2 × the positive value of its base Labor Factor (or a maximum of two employees for a mobile business), but each employee your business has beyond the minimum increases the Labor Factor penalty by 1.

Minimum Employees: This is the minimum number of employees needed to run a business.

Maximum Employees: This is the maximum number of employees a business can maintain.

Initial/Upgrade Costs: The cost listed is the amount required to either establish (for a Mobile or Small business) or upgrade (from Small to Medium, or Medium to Large) a business. The value is multiplied by the number of ranks you have in the appropriate Profession skill, and reflects the quality of tools, equipment, decor, advertising, and so forth needed to maximize your talents and effectiveness at running a business of that size. If you gain more skill ranks, you must pay for the increased cost associated with those ranks in order to gain the benefit of those ranks on checks to determine profits—otherwise, all checks made to determine profits are capped at the highest skill rank for which you've paid. If you spend 125% of the listed cost, you set up a masterwork operation, with the finest equipment, tools, and furnishings available. Such a workspace grants you a +2 circumstance bonus on all associated Profession checks (including ones to determine profits).

Monthly Profits Factor: This value is used to calculate net income earned after the cost of goods, overhead, and labor are taken into account.

Mobile Business: Your business functions as a traveling operation, either as a small street-side setup within a town or city (such as a rug to display wares at a bazaar or a cart or wagon pulled through the city while the proprietor hawks the goods), as a roving professional service moving between multiple communities, or as a service that actually involves travel (such as that of a sailor, merchant, etc.).

Small Business: Your business is a small shop, usually one of several within a single building. A Small business might cater to a community as small as a hamlet or to a single neighborhood within a metropolis.

Medium Business: Your business is either a large shop occupying all of a single building or multiple smaller storefronts (each equivalent to a small business). A Medium business usually occupies a small town or larger community.

Large Business: Your operations are sizable, either functioning as several Medium businesses within a single small city or larger settlement, or as multiple businesses of any size distributed among several small towns or larger communities.

Running the Business

Running a business using the Profession skill requires a great amount of time, and as such, most heroes don't maintain an active operation. Those who do often turn over most of the day-to-day tasks to subordinates so they themselves can continue adventuring. You can employ and supervise trained apprentices and assistants to help you manage the business affairs. For every assistant or apprentice you take on to help run your business, you reduce your time required to actively participate in the business by 25%. Thus, with one assistant, you work 75% of the time and are free the rest of the time. With two assistants, you can split your time evenly between the business and other endeavors, and so forth, up to four assistants, who can take complete control of the business operations on your behalf. You can choose to divide each day, week, or month between working and free time. Each assistant you add imposes a penalty equal to the appropriate Labor Factor penalty on your skill check to determine profits. See Table 2–7.

It takes time to find and hire such skilled employees. For each employee, you must spend 1d4 days × the number of ranks she possesses in the appropriate Profession skill searching her out and training her. You can only hire a trained worker who has at least half as many ranks in the appropriate Profession skill as you do, but no more than

you do; a skilled individual with more ranks than you will not lower herself to be your assistant.

Determining Profits

To calculate the income you receive from your business, attempt a skill check in the associated Profession skill, taking the appropriate Labor Factor listed on Table 2–7 as a penalty. If you employ extra assistants, remember that each one increases the Labor Factor penalty on the check by 1. Multiply the result of this check by the Monthly Profits Factor on the table to determine your net monthly profits in gold pieces.

For example, if you are running a Small trading house with a modifier of +9 in Profession (merchant) and you have hired two extra assistants (beyond the two-employee minimum) to manage things for you while you adventure, your net modifier would be 9 – 2 (for the Labor Factor) – 2 (for the extra assistants) = 5. If you roll a 9, for a total of 14, you then multiply that total by 10 (the Monthly Profits Factor for a Small business) to determine that you've made a net profit of 140 gp over the course of the month. If you had chosen to manage the business in person, with no help from extra assistants, then your profits would have been 160 gp, but you would have been tied to the store and unable to adventure for half the month.

Typical Business Setups

Listed below are each of the professions featured in the Pathfinder RPG, along with a quick description of how a character could operate that business either as a traveling service or from a storefront. Of course, other professions are possible, limited only by a character's imagination.

Architect: Mobile architects are very uncommon, and most often travel from noble to noble, providing expertise in the construction of manor houses and strongholds. A mobile architect might also serve as an attachment to a military unit or a mercenary company, training the soldiers in construction of defenses on the field of battle. More often, architects operate small businesses in larger towns and cities, creating and selling plans for construction or overseeing projects already under way.

Baker: A baker can peddle goods (usually cooked at home) as a street vendor, often from a bazaar stall or cart. In rare instances, a renowned baker might travel the countryside, offering to create masterfully made baked goods in smaller communities, most often during holidays and other celebrations (and sometimes while in search of apprentices). A baker can also establish a storefront to sell all manner of breads, cakes, pastries, and pies, probably in conjunction with various Craft (baked goods) skill checks. The baker might also take special orders for custom creations, particularly catering to the wealthy within a sizable town.

Barrister: Traveling barristers might operate on a predetermined circuit, attending to legal matters in small communities scattered through rural areas, often at the behest of the local nobility. However, most barristers serve in a fixed location, performing their legal duties in conjunction with an established court of law. Depending on the type of government that exists within a locale, the barrister might serve a set of clients among the general populace, or he might act more as judge and jury in all disputes.

Brewer: A traveling brewer likely functions as a microbrewer, crafting his beverages at home then selling them from a wagon or cart, sometimes even between multiple communities or at local fairs. Larger brewing operations may set up shop in a rural community where the ingredients are



fresh and then ship the finished product in larger towns, or they might receive the ingredients from elsewhere and craft their brews within the city walls.

Butcher: A mobile butcher might move among several very small, rural communities, either buying livestock or offering to slaughter and dress them on the premises. Most butchers operate butcher's shops, selling fresh cuts of meat delivered from elsewhere. Very large operations might sell to nobles or armies in need of sustenance.

Clerk: Traveling clerks, while not common, are not unheard of. They frequently roam from town to town, preparing paperwork on behalf of clergy members, mayors, and minor nobles. Clerks who operate storefront businesses tend to provide bookkeeping services to other businesses, and also offer the creation of announcements, invitations, and other printed materials.



Cook: Cooks who travel often do so in the company of military units or caravans, while those who want to settle down frequently run restaurants or pubs. Some cooks also make a living serving fantastic dishes at court or operating catering services for other businesses.

Courtesan: There are very few instances of traveling courtesans; most who claim to be are grifters or con artists, offering companionship only as part of some elaborate scheme. Most true courtesans are found either at court or working in a bawdy house. An individual could run a brothel as a full-time business using this Profession skill.

Driver: By its nature, the profession of driving requires travel, so most mobile drivers work independently, serving military units or caravans, handling carts, wagons, carriages, and the animals that pull them. Localized driving businesses could offer dray work to other shops in a community, provide carriage service (like a taxi service), or even contract out full caravan service. Alternatively, mercenary drivers might participate in chariot games for sponsors willing to pay enough.

Engineer: Engineers function in much the same way as architects. Mercenary captains who lead bands of military engineers for hire typically have some skill in this profession.

Farmer: Mobile farmers often serve as traveling workers, moving between farms to gather crops on behalf of wealthy landowners. Some highly skilled farmers also travel between communities, demonstrating and selling new kinds of plant breeds or diagnosing diseases. Otherwise, farmers operate plots of land, growing produce to sell in urban areas.

Fisherman: Fishermen must go where there is water, but some truly do travel, by either taking wealthy clients on fishing expeditions for sport or finding work as an independent contractor on a commercial fishing vessel. Fishermen who wish to start a local business often run a dockside company with one or more boats or ships with crews that bring in large catches, which the business owner then sells to local inns, taverns, and so forth.

Gambler: A lone gambler who makes a living winning coin usually moves from place to place once her skills are noted and she wears out her welcome. Some occasionally hire on to teach others how to gamble effectively (this is particularly popular among nobles who are constantly trying to one-up one another). Gamblers who want to make a business of it often set up betting houses, bookie services, and casinos.

Gardener: Mobile gardeners serve as landscapers, hiring out to grow and groom public parks. Some gardeners start local businesses that cater to either the city or wealthy nobles who want flower gardens, hedge mazes, and the like. Their employees visit clients regularly to plant new starts, trim

and train established plants and trees, and ready gardens for the changing seasons.

Herbalist: A traveling herbalist rides alone or with a caravan, moving between locales to gather fresh herbs and sell dried ones. Stationary herbalists sell their wares from small cottages in the rural parts of the country or from shops in big cities. The largest herbalist businesses conduct trade with large-scale food suppliers and hospitals, providing seasonings and remedies, respectively.

Innkeeper: A traveling innkeeper serves as a hired hand who helps get struggling businesses back into profitable shape by arranging for better entertainment, bouncers, victuals, and other amenities. Inns run as businesses can range in size from small bed-and-breakfasts to large military barracks.

Librarian: A traveling librarian moves about the land, dealing in books (particularly rare ones) with communities that either don't have access to a library of their own or with folks who simply can't afford much in the way of reading material. Permanent libraries can be anything from small, specialized shops that deal with very specific subjects to massive cultural edifices that represent the pinnacle of a given civilization. Private libraries that are run as businesses are rare and usually cater to clients with large amounts of money to spend.

Merchant: Traveling merchants can bring goods either on pack mules or as part of a great caravan, and can be found hawking their wares on nearly every street corner. Shopkeepers of all ilks buy and sell every trade good imaginable. The largest trade consortiums manage hundreds of caravans, storefronts, and warehouses.

Midwife: Some midwives travel between communities, helping to deliver babies at each stop. In more urban communities, they can be hired on by temples and hospitals that specialize in infant birthing.

Miller: A traveling miller might go from village to village with a portable mill and set up shop for a few days or a week, grinding the community's grain before moving on to the next place. Millers running established operations in farming country would work out of a mill built near a flowing water source, while larger commercial milling operations in urban areas could serve all the farms and merchants for miles around.

Miner: Miners must find work wherever the ore, stone, or precious materials they mine are found. However, a lone miner could make a living excavating foundations and basements, live as a prospector hunting for gems and panning for gold in the wild, or work as a mercenary employed to assist a military unit in building defenses or sapping the enemy's walls.

Porter: Portage work tends to operate out of hubs of civilization, whether in small frontier towns where the need for porters to carry exploration and adventuring gear is high, or in great cities where merchants are in constant need of strong backs to carry, load, and unload cargo. A lone porter could hire out to anyone needing assistance on a short- or long-term basis, while a businessperson could run a portage and delivery service in any sized community.

Sailor: Individual sailors not tied to a particular port simply hire on to ships that need an extra hand. However, organized groups of sailors sometimes hire themselves out to those with ships in need of full crews.

Scribe: Lone scribes who travel from town to town offer not only writing services, but also sell fine papers, inks, pens, and scroll and map cases to customers. Larger enterprises can provide a full range of copying, translating, and illuminating services to a broad range of customers in villages, towns, and cities.

Shepherd: A single shepherd will travel to find work wherever there is a need for tending sheep, especially during shearing and birthing season. Someone with a mind to run a shepherding business would have the skill to operate sheep ranches and wool-processing facilities, as well as working in conjunction with butchers to process meat.

Soldier: Soldiers go where there is fighting. Individual mercenaries, guards, or marines serving aboard ships accept coin in exchange for their combat prowess. Mercenary captains in charge of whole units or armies effectively run sizable businesses. Urban organizations offering escort and guard services to wealthy nobles and merchants can also grow quite large.

Stable Master: Anyone who has a way with horses could travel with caravans or armies, serving as a horse handler, while operations in small villages might exist side by side with inns and taprooms. Larger businesses could offer a full-service stable that buys, heals, races, sells, and trains horses.

Tanner: A lone tanner might provide his leatherworking services to a number of communities in proximity to one another, and small businesses that offer both tanning services and finished goods for sale are common enough. Bigger operations usually set up near cities where large numbers of livestock are gathered for processing.

Trapper: Solo trappers can catch and skin enough game to make a living in a frontier or wooded region, and small groups of them might establish a trading post where they could sell their wares along with other goods. A large trapping company might hire scores of individual trappers, bringing in massive quantities of furs that are then shipped to other parts of the world.

Woodcutter: Individual loggers might move from place to place, felling enough timber to sell to one small community at a time. Large logging operations can potentially clear entire regions of forest in a short time, preparing and shipping the wood—either as whole logs or sawn lumber—by water or caravan to sell anywhere growth and development occurs. Shipyards also require substantial amounts of lumber and make good customers.

Skill Unlocks

Skill unlocks give characters new abilities and ways to use their skills upon reaching 5, 10, 15, and 20 ranks in a skill. Any character with the Signature Skill feat (see below) can earn skill unlocks for a single skill, and they are a prime feature of the revised version of the rogue from Chapter 1 (see page 20), who uses her rogue's edge ability to gain skill unlocks for several of her most iconic skills. Alternatively, you might make skill unlocks a universal part of the game, but you should be aware they add significant power and flexibility to skills, so giving them for free to all classes would grant power boosts to other highly skilled classes such as the investigator and bard, particularly in comparison to the rogue. Another alternative is to eliminate access to the Signature Skill feat, limiting skill unlocks to rogues and rogues alone.

Signature Skill (General)

Your ability with a particular skill is the stuff of legends, and you can do things with that skill that others cannot.

Prerequisite: 5 ranks in the chosen skill.

Benefit: Choose one skill. You gain the ability listed in that skill's 5 Ranks entry. As you gain more ranks in the chosen skill, you gain additional abilities. If you have 10 or more ranks in the chosen skill, you gain the appropriate abilities immediately. If your chosen skill is Craft, Knowledge, Perform, or Profession, you gain the listed powers only for one category of that skill, such as Craft (bows). This feat can be taken only once, but it stacks with the rogue's edge ability and the cutting edge rogue talent.

Acrobatics

With sufficient ranks in Acrobatics, you earn the following.

5 Ranks: You can move at normal speed through a threatened square without provoking an attack of opportunity by increasing the DC of the check by 5 (instead of by 10). You aren't denied your Dexterity bonus when attempting Acrobatics checks with DCs of 20 or lower.

10 Ranks: You can attempt an Acrobatics check at a –10 penalty and use the result as your CMD against trip maneuvers. You can also attempt an Acrobatics check at a –10 penalty in place of a Reflex save to avoid falling. You must choose to use this ability before the trip attempt or Reflex save is rolled. With a successful DC 20 Acrobatics check, you treat an unintentional fall as 10 feet shorter plus 10 feet for every 10 by which you exceed the DC, and treat an intentional fall as 10 feet shorter for every 10 by which you exceed the DC.

15 Ranks: You do not provoke attacks of opportunity when standing up from prone.

20 Ranks: You double the result of any Acrobatics check when jumping and never fall prone at the end of a fall as long as you remain conscious.

Appraise

With sufficient ranks in Appraise, you earn the following.

5 Ranks: A successful DC 20 Appraise check reveals whether an item is magical, and a second check (DC = 25 + the item's caster level) unveils its properties. You can use Appraise to detect non-written forgeries and counterfeits.

10 Ranks: You can determine the most expensive object a creature is wearing or wielding (or in a 5-foot cube) as a standard action by succeeding at a DC 20 check. You never make a wildly inaccurate appraisal of an item's value.

15 Ranks: Determining the most expensive object as above is a move action. You can substitute an Appraise check at a –10 penalty for a Will save to disbelieve a figment or glamer.

20 Ranks: Determining the most expensive object as above is a move action, and if the check succeeds, you gain a +2 circumstance bonus on combat maneuver checks to steal that object or disarm a creature of that object for 1 minute.

Bluff

With sufficient ranks in Bluff, you earn the following.

5 Ranks: The penalty to Bluff a creature after a failed check is halved unless you failed by 5 or more.

10 Ranks: You take no penalty to Bluff a creature after a failed check unless you failed by 5 or more.

15 Ranks: Creatures magically attempting to read your thoughts, detect your alignment, or reveal when you are lying must attempt a caster level check (DC = 11 + your ranks in Bluff) or the effect reveals nothing.

20 Ranks: As a full-round action, you can make a *suggestion* (as the spell, maximum duration 1 hour) to a creature within 30 feet (Will negates, DC = 15 + your Charisma modifier). A creature that saves against your *suggestion* is immune to further uses of this effect for 24 hours, and whenever the suggested creature is specifically confronted with proof of your manipulation, it receives another saving throw. This is an extraordinary mind-affecting compulsion.

Climb

With sufficient ranks in Climb, you earn the following.

5 Ranks: You are no longer denied your Dexterity bonus when climbing.

10 Ranks: You gain a natural climb speed (but not the +8 racial bonus on Climb checks) of 10 feet, but only on surfaces with a Climb DC of 20 or lower.

15 Ranks: You gain a natural climb speed (but not the +8 racial bonus on Climb checks) equal to your base speed on surfaces with a Climb DC of 20 or lower, and of 10 feet on all other surfaces.

20 Ranks: You gain a natural climb speed equal to your base speed on all surfaces. If you have both hands free, you gain a +8 racial bonus on Climb checks.

Craft

With sufficient ranks in Craft, you earn the following.

5 Ranks: When determining your weekly progress, double the result of your Craft check before multiplying the result by the item's DC.

10 Ranks: You do not ruin any of your raw materials unless you fail a check by 10 or more.

15 Ranks: When you determine your progress, the result of your check is how much work you complete each day in silver pieces.

20 Ranks: You can craft magic armor, magic weapons, magic rings, and wondrous items that fall under your category of Craft using the normal Craft rules.

Diplomacy

With sufficient ranks in Diplomacy, you earn the following.

5 Ranks: The time required to influence a creature's attitude or gather information is halved.

10 Ranks: You can attempt to adjust a creature's attitude in 1 round by taking a –10 penalty. If you take 1 minute to adjust a creature's attitude, add your Charisma bonus to the number of hours that attitude change persists.

15 Ranks: You can attempt to adjust a creature's attitude in 1 round with no penalty. If you take 1 minute to adjust a creature's attitude, the duration of the resulting change is measured in days, not hours. You can gather information in 10 minutes by taking a –5 penalty.

20 Ranks: You can attempt to adjust a creature's attitude in 1 round with no penalty. If you take 1 minute to adjust a creature's attitude, the duration of the resulting change is measured in weeks, not hours. You can gather information in 1d4 minutes with no penalty.

Disable Device

With sufficient ranks in Disable Device, you earn the following.

5 Ranks: Reduce the time required to disarm a trap or open a lock by taking a –5 penalty on your Disable Device check for each step by which you reduce the time required: 2d4 rounds, 1d4 rounds, 1 round, a standard action, a move action, a swift action.

10 Ranks: You can disarm magical traps at a –10 penalty even if you lack the trapfinding ability. If you possess the trapfinding ability, when attempting to disable magic traps, you never trigger them, even if you perform the trigger action (such as looking at a *symbol*). If you fail the check, you can still trigger the trap, and you can't use this ability to bypass it.

15 Ranks: When attacked by a trap, you can attempt a Disable Device check as an immediate action (adding your trap sense bonus, if any) opposed by the trap's attack roll or its save DC. If you succeed, you take half damage (or no damage if you exceed the DC by at least 10).

20 Ranks: You halve the penalties for performing a quick disarm as described in the 5 Ranks entry. If you possess the trapfinding ability and accept a –20 penalty while using the ability unlocked at 15 ranks, all nearby allies gain the benefit, and you disable the trap as an immediate action before it can trigger if you exceed the DC by at least 10.

Disguise

With sufficient ranks in Disguise, you earn the following.

5 Ranks: You can create a disguise in 1d3 minutes.

10 Ranks: You can create a disguise in 1d3 rounds. If you take the full normal amount of time to create your disguise, you take no penalty for disguising your gender, race, or age category.

15 Ranks: You can create a disguise as a full-round action.

20 Ranks: You can create a disguise as a standard action, or as a full-round action combined with a Bluff check to create a diversion to hide.



Escape Artist

With sufficient ranks in Escape Artist, you earn the following.

5 Ranks: If you take a –10 penalty, the time required to use this skill is halved; escaping a grapple or pin is a move action, and escaping a net, *animate rope, command plants,* or *control plants* spell is a standard action.

10 Ranks: You can attempt to escape from any entangling effect as a standard action with an Escape Artist check (DC = the effect's save DC + 10). You can attempt an Escape Artist check as a move action to set the DC for a creature to escape from ropes or bindings; you gain a +10 bonus on the check if you instead attempt it as a full-round action.

15 Ranks: You can escape any entangling effect (as above) as a move action. As a standard action, you can attempt an Escape Artist check (DC = the effect's save DC + 20) to suppress a *slow* or paralysis effect for 1 round, plus 1 round for every 5 by which you exceed the DC. This action counts as purely mental for the purpose of being able to take it while paralyzed.

20 Ranks: You can escape being entangled, grappled, or pinned as an immediate action with an Escape Artist check (DC = the effect's DC + 10 or the attacker's CMB + 10). You can attempt to suppress a *slow* or paralysis effect as a standard action (increasing the DC by 10), a move action (increasing the DC by 15), or an immediate action (increasing the DC by 20).



Fly

With sufficient ranks in Fly, you earn the following.

5 Ranks: A successful DC 20 Fly check allows you to make a 45-degree turn without sacrificing movement.

10 Ranks: A successful DC 30 Fly check allows you to ascend at a 45-degree angle at full speed. You treat falls after midair collisions as 10 feet shorter with a successful DC 10 Fly check, plus 10 feet for every 10 points by which you exceed the DC.

15 Ranks: A successful DC 30 Fly check allows you to make a 90-degree turn without sacrificing movement, or a 180-degree turn by sacrificing 5 feet of movement. You are considered one size category larger when determining wind effects on Fly checks.

20 Ranks: A successful DC 35 Fly check allows you to fly straight up at full speed. You are considered two size categories larger when determining wind effects on Fly checks.

Handle Animal

With sufficient ranks in Handle Animal, you earn the following.

5 Ranks: Creatures you have trained gain a +2 bonus on Will saves when adjacent to you.

10 Ranks: Creatures you have trained gain a +2 bonus on Will saves whenever you are within 30 feet and clearly visible. You can teach a trick in 1 day by increasing the DC by 20.

15 Ranks: You can train an animal to understand your speech (as *speak with animals*) with 1 week of effort and a successful DC 30 Handle Animal check. Its actions are still limited by its Intelligence. You can teach a trick in 1 day (increasing the DC by 10) or 1 hour (increasing the DC by 20).

20 Ranks: You can make your speech understandable to any animal for 24 hours with a successful DC 30 Handle Animal check (DC 40 for magical beasts or vermin). You can teach a trick in 1 day, 1 hour (increasing the DC by 10), or 1 minute (increasing the DC by 20).

Heal

With sufficient ranks in Heal, you earn the following.

5 Ranks: When you treat deadly wounds, the target recovers hit points and ability damage as if it had rested for a full day.

10 Ranks: When you treat deadly wounds, the target recovers hit points as if it had rested for a full day with long-term care.

15 Ranks: When you treat deadly wounds, the creature recovers hit point and ability damage as if it had rested for 3 days.

20 Ranks: When you treat deadly wounds, the target recovers hit point and ability damage as if it had rested for 3 days with long-term care.

Intimidate

With sufficient ranks in Intimidate, you earn the following. An asterisk (*) indicates the total duration cannot exceed 1 round plus 1 round for every 5 by which you exceed the DC.

5 Ranks: If you exceed the DC to demoralize a target by at least 10, it is frightened for 1 round and shaken thereafter.* A Will save (DC = 10 + your number of ranks in Intimidate) negates the frightened condition, but the target is still shaken, even if it has the stalwart ability.

10 Ranks: If you exceed the DC to demoralize a target by at least 10, it is panicked for 1 round or frightened for 1d4 rounds (your choice) and shaken thereafter.* A Will save (DC = 10 + your number of ranks in Intimidate) negates the frightened or panicked condition, but the target is still shaken, even if it has the stalwart ability.

15 Ranks: If you exceed the DC to demoralize a target by at least 20, it is cowering for 1 round or panicked for 1d4 rounds (your choice) and frightened thereafter.* A Will save (DC = 10 + your number of ranks in Intimidate) negates the cowering, panicked, and frightened conditions, but the target is still shaken, even if it has the stalwart ability.

20 Ranks: If you exceed the DC to demoralize a target by at least 20, it is cowering for 1d4 rounds and panicked thereafter.* A Will save (DC = 10 + your number of ranks in Intimidate) negates the cowering and panicked conditions, but the target is still shaken, even if it has the stalwart ability.

Knowledge

With sufficient ranks in Knowledge, you earn the following.

5 Ranks: When you successfully identify a creature, you gain one additional piece of information for every 5 ranks you possess in that Knowledge skill.

10 Ranks: When you successfully identify a creature, you gain a +1 competence bonus on attack rolls, opposed ability checks, skill checks, and caster level checks against creatures of that kind (e.g., glabrezu demons, but not other demons or evil outsiders) for 1 minute. This bonus increases by 1 for every 5 ranks beyond 10 you possess in that Knowledge skill.

15 Ranks: When you fail a Knowledge check, you can reroll the check at a –10 penalty. The competence bonus above also applies to saving throws against exceptional, spell-like, or supernatural abilities used by creatures you identify.

20 Ranks: Whenever you attempt a Knowledge check, you can roll twice and take the better result.

Linguistics

With sufficient ranks in Linguistics, you earn the following.

5 Ranks: You can use Linguistics instead of Sense Motive to intercept and interpret secret messages (as the Bluff skill). You gain a +1 insight bonus on Perception and Disable Device checks to detect or disarm written magical traps. This bonus increases by 1 for every 5 ranks beyond 5 you possess in Linguistics.

10 Ranks: If you succeed at a Linguistics check by at least 10 when examining writing, you can learn the precise meaning rather than general content, and you never draw false conclusions on a failed check. A successful DC 30 Linguistics check reveals the general meaning of speech, a successful DC 35 check reveals 1d4 pieces of specific information, and a successful DC 40 check reveals exact meaning.

15 Ranks: You can decipher magical writings (as *read magic*) by succeeding at a Linguistics check (DC = 25 + caster level). If you identify a written magical trap in this way, you gain a +2 circumstance bonus on Disable Device checks to disarm it.

20 Ranks: You can attempt to decipher magical or nonmagical text at a rate of one page per round. If you instead spend 1 minute per page, roll twice and take the better result.

Perception

With sufficient ranks in Perception, you earn the following.

5 Ranks: You remain alert to sounds even in your sleep, and the normal DC increase to Perception checks when you are sleeping is halved. The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 20 feet.

10 Ranks: The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 30 feet. In addition, you gain a +5 bonus on Perception checks to notice or locate an invisible creature or object.

15 Ranks: You remain alert to sounds even in your sleep, and the normal DC increase to Perception checks when you are sleeping doesn't apply to you. The distance modifier on the DC of your Perception checks is reduced to +1 per 40 feet.

20 Ranks: You gain a +10 bonus on Perception checks to notice invisible creatures or objects. The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 60 feet.

Perform

With sufficient ranks in Perform, you earn the following.

5 Ranks: Whenever you attempt a Bluff, Diplomacy, Handle Animal, or Intimidate check, you can attempt a DC 20 Perform check to gain a +2 circumstance bonus on the check.

10 Ranks: Whenever you cast a spell with the emotion or language-dependent descriptor, you can attempt a DC 25 Perform check to increase the save DC by 1.

15 Ranks: Whenever you cast a spell with the emotion or language-dependent descriptor, you can attempt a DC 30 Perform check to increase your caster level by 1. You must choose whether to use this ability or the ability unlocked at 10 ranks when casting the spell.

20 Ranks: Choose one of the following skills: Bluff, Diplomacy, or Intimidate. When you attempt a skill check with that skill, you can also attempt a Perform check and use the better result to determine the success of that skill check.

Profession

With sufficient ranks in Profession, you earn the following.

5 Ranks: When using Profession checks to earn income, you earn gold pieces equal to the result of your check each week.

10 Ranks: When attempting Profession checks, you can roll twice and take the better result. When answering questions about your Profession, you can always take 10.

15 Ranks: You can attempt checks to earn income once per day instead of once per week.

20 Ranks: When attempting Profession checks, you can choose to roll once instead of twice. If you do and the result of the roll is less than 10, replace it with 10. When answering questions about your Profession, you can always take 20.

Ride

With sufficient ranks in Ride, you earn the following.

5 Ranks: Your mount gains a +2 bonus on Fortitude saves or Constitution checks to avoid becoming fatigued or exhausted. This bonus increases by 1 for every 5 ranks beyond 5 you possess in Ride.

10 Ranks: When you spur your mount, its speed is increased by 20 feet, and it gains a +2 bonus on Reflex saves and a +2 dodge bonus to AC.

15 Ranks: When an opponent targets you or your mount with a bull rush, drag, overrun, reposition, or trip combat maneuver while you are mounted, you can substitute the result of a Ride check in place of your (or your mount's) CMD.

20 Ranks: When you spur your mount, its speed is increased by 30 feet, and it gains a +4 bonus on Reflex saves and a +4 dodge bonus to AC.

Sense Motive

With sufficient ranks in Sense Motive, you earn the following.

5 Ranks: If you were aware of an opponent before rolling initiative (such as when you ambush an enemy or negotiations break down into combat, but not when both sides happen upon each other or you are surprised), you can attempt a Sense Motive check as part of your initiative check (DC = 11 + the highest Bluff modifier among your opponents or DC 15, whichever is higher). If you succeed, you gain a +1 bonus on the initiative check, plus an additional +1 for every 5 by which you exceeded the DC.

10 Ranks: After 1 minute of conversation, you can read a creature's surface thoughts (as *detect thoughts*) by attempting a Sense Motive check at a –20 penalty opposed by the creature's Bluff check.

15 Ranks: You can read surface thoughts as above after 1 round. In addition, when attacked, you can attempt a Sense Motive check as an immediate action opposed by your target's attack roll. A successful check grants a +2 insight bonus to your AC against attacks from that specific opponent for 1 minute.

20 Ranks: You can read surface thoughts as above as a standard action. A successful check to gain an insight bonus to your AC also negates the attack that triggered it.

Sleight of Hand

With sufficient ranks in Sleight of Hand, you earn the following.

5 Ranks: When attempting a disarm or steal maneuver, a successful Sleight of Hand check against your target's CMD grants a +2 circumstance bonus on your combat maneuver check.

10 Ranks: The penalty for attempting a Sleight of Hand check (including drawing a hidden weapon) as a move action is reduced to –10.

15 Ranks: You can attempt a Sleight of Hand check (including drawing a hidden weapon) as a swift action at a –20 penalty.

20 Ranks: You take no penalty for using Sleight of Hand as a move action, and take only a –10 penalty when using it as a swift action.

Spellcraft

With sufficient ranks in Spellcraft, you earn the following.

5 Ranks: Identifying magic items takes 1 full round, and the time required to learn a spell from a spellbook is halved.

10 Ranks: You can identify magic items without using *detect magic*, though the DC is increased by 10.

15 Ranks: Identifying magic items is a standard action, and the time required to learn a new spell from a spellbook is reduced to 1 minute per spell level.

20 Ranks: Whenever you attempt a caster level check, attempt a Spellcraft check at a –20 penalty at the same DC. If the spellcraft check succeeds, you gain a +2 circumstance bonus on your caster level check.

Stealth

With sufficient ranks in Stealth, you earn the following.

5 Ranks: Reduce the Stealth penalty from sniping by 10.

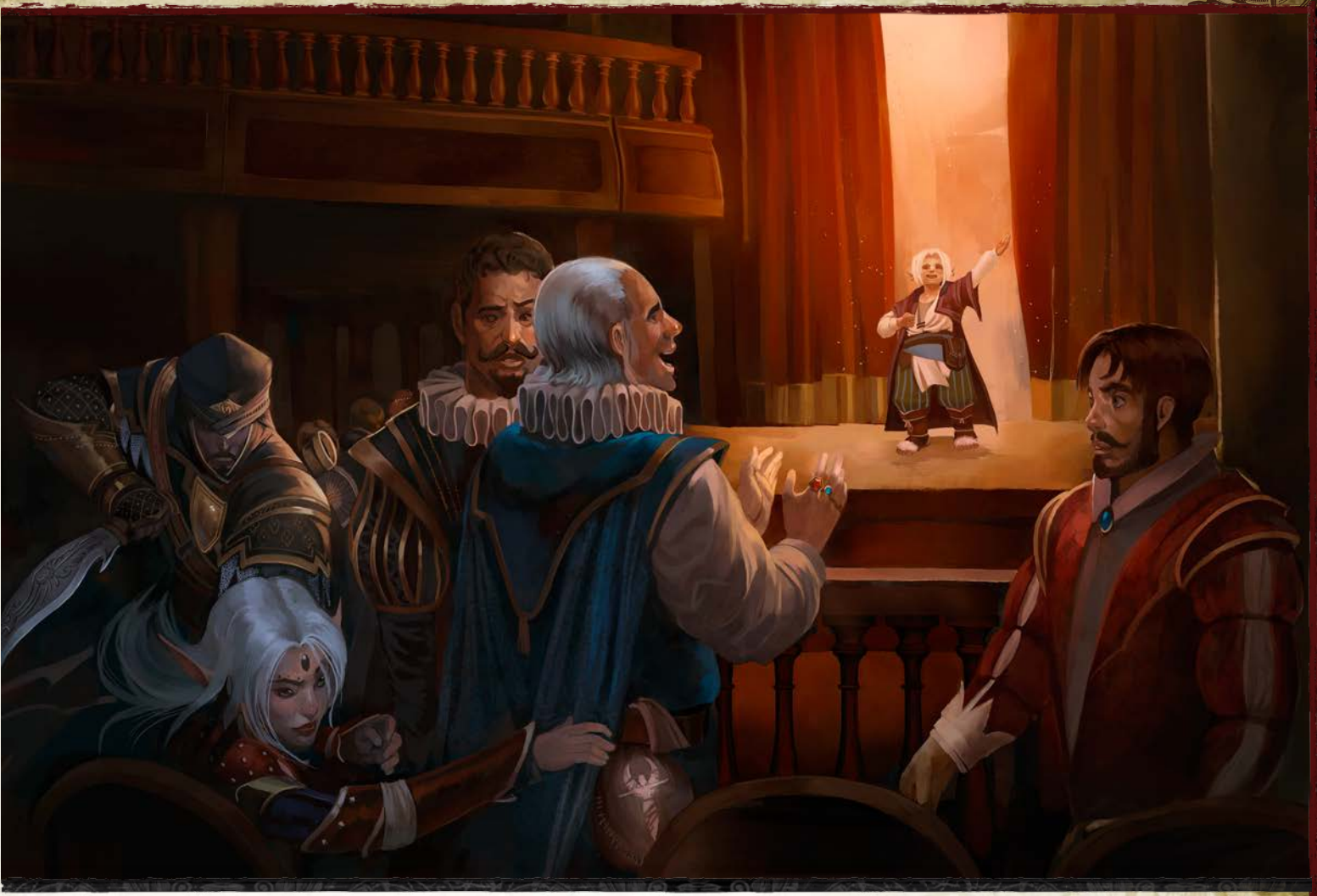
10 Ranks: Stealth check penalties for moving quickly are halved, including the ability unlocked at 5 ranks, moving full speed, and reaching concealment after creating a distraction.

15 Ranks: If you attack after successfully using Stealth, your target is denied its Dexterity bonus against all attacks that you make before the end of your turn.

20 Ranks: If you attack after successfully using Stealth, your target is denied its Dexterity bonus against all attacks that you make before the beginning of your next turn.

Survival

With sufficient ranks in Survival, you earn the following.



5 Ranks: You reduce all nonlethal damage you take from heat, cold, starvation, or thirst by 1 point for every 5 ranks you possess in Survival.

10 Ranks: You can track creatures that leave no tracks, including flying and swimming creatures and creatures using trackless step or *pass without trace*, taking a –20 penalty on your Survival check.

15 Ranks: Once per day, you can spend 1 hour and attempt a DC 30 Survival check. Success grants you cold resistance or fire resistance 5 for 24 hours. You can share this with one ally for every 5 by which you exceeded the check.

20 Ranks: You take only a –10 penalty when tracking creatures that leave no tracks.

Swim

With sufficient ranks in Swim, you earn the following.

5 Ranks: You gain a swim speed of 10 feet, but only in water with a Swim DC of 15 or lower.

10 Ranks: You gain a swim speed (though you do not gain the +8 racial bonus on Swim checks) equal to your base speed in water with a Swim DC of 15 or lower, or 10 feet in all other water.

15 Ranks: You ignore the penalties for using slashing or bludgeoning weapons underwater, as *freedom of movement*.

20 Ranks: You gain a swim speed equal to your base speed in all water. If you have both hands free, you gain a +8 racial bonus on Swim checks.

Use Magic Device

With sufficient ranks in Use Magic Device, you earn the following.

5 Ranks: You can use the aid another action to assist another creature's Use Magic Device check by attempting a check against the item's Use Magic Device DC.

10 Ranks: If you roll a natural 1 when activating an item, you take a –10 penalty on Use Magic Device checks with that item for 24 hours instead of being unable to activate it. This penalty stacks with itself.

15 Ranks: You can use this skill to emulate two races or two alignments simultaneously.

20 Ranks: If you roll a natural 1 when activating an item, you can reroll the check at a –10 penalty to activate the item. You must take the result of the second check, even if it is worse, and you can't reroll it again.

Variant Multiclassing

Under the core rules, multiclassing can lead to a wide disparity in character ability. With this system, each character can choose a secondary class at 1st level that she trains in throughout her career, without giving up levels in her primary class. Once selected, this choice is permanent (though if using the retraining rules from *Ultimate Campaign*, the secondary class can be retrained by paying half the cost of retraining all her class levels). A character who selects this option doesn't gain feats at 3rd, 7th, 11th, 15th, and 19th levels, but instead gains class features from her secondary class as described on Table 2–8: Multiclass Character Advancement. It is probably a good idea to use either this variant system or normal multiclassing, but it's possible for the two systems to be used together. In a game using both systems, a character can't take levels in the secondary class she gains from this variant.

Table 2–8: Multiclass Character Advancement

Character Level	Ability
1st	Feat
2nd	—
3rd	Secondary class feature
4th	—
5th	Feat
6th	—
7th	Secondary class feature
8th	—
9th	Feat
10th	—
11th	Secondary class feature
12th	—
13th	Feat
14th	—
15th	Secondary class feature
16th	—
17th	Feat
18th	—
19th	Secondary class feature
20th	—

Core Classes

The following secondary class features are based on features of the classes found in the *Core Rulebook*.

Barbarian

A character who chooses barbarian as her secondary class gains the following secondary class features.

Rage: At 3rd level, she gains the rage class feature for a number of rounds per day equal to her Constitution modifier + her character level.

Uncanny Dodge: At 7th level, she gains uncanny dodge.

Rage Power: At 11th level, she gains a rage power. For the purpose of which rage powers she can select, her effective barbarian level is equal to 1/2 her character level, but for the purpose of the rage power's effect, her effective barbarian level is equal to her full character level.

Damage Reduction: At 15th level, she gains DR 3/—.

Greater Rage: At 19th level, she gains greater rage.

Bard

A character who chooses bard as his secondary class gains the following secondary class features.

Bardic Knowledge: At 3rd level, he gains the bardic knowledge class feature, treating his character level as his effective bard level.

Bardic Performance: At 7th level, he gains the ability to inspire courage and inspire competence as a bard of his character level – 4 for a number of rounds per day equal to his Charisma modifier + his character level.

Versatile Performance: At 11th level, he gains versatile performance in one Perform skill of his choice. He can retrain all his ranks in the two associated skills for free.

Lore Master: At 15th level, he gains lore master as a 5th-level bard.

Additional Performances: At 19th level, he gains the ability to use dirge of doom and inspire greatness as a bard of his character level – 4.

Cleric

A character who chooses cleric as her secondary class gains the following secondary class features.

Deity: At 1st level, she must select a deity within one alignment step of her own. She gains the cleric's aura, bonus languages, code of conduct, and restriction from casting spells of opposed alignments. She also gains the cleric's spontaneous casting ability, which she can use with any prepared casting classes that have the appropriate spells on their spell lists.

Domain: At 3rd level, she selects one domain her deity grants, gaining that domain's 1st-level granted power, treating her character level as her effective cleric level.

Channel: At 7th level, she gains the ability to channel energy as a cleric of her character level – 6 a number of times per day equal to her Charisma modifier + 1.

Improved Channel: At 11th level, her ability to channel energy improves to that of a cleric of her character level – 4.

Improved Domain: At 15th level, she gains the additional domain power of her chosen domain, treating her character level as her effective cleric level.

Greater Channel: At 19th level, her channel energy ability improves to that of a cleric of her character level – 2.

Druid

A character who chooses druid as her secondary class gains the following secondary class features.

Code: At 1st level, she gains Druidic as a bonus language and must abide by the druidic code of conduct—respecting nature, not teaching the Druidic language to outsiders, not wearing metal armor, and so on.

Wild Empathy: At 3rd level, she gains wild empathy, treating her character level as her effective druid level.

Companion: At 7th level, she gains an animal companion as a druid of her character level – 4. No ability other than Improved Companion can ever increase her effective druid level for this purpose.

Improved Companion: At 11th level, her animal companion increases to that of a druid of her full character level.

Wild Shape: At 15th level, she gains the ability to use wild shape to turn into a Small or Medium animal two times per day for up to 1 hour per character level each time.

Greater Wildshape: At 19th level, her wild shape improves to include the 6th-level druid options, and she can use wild shape three times per day.

Fighter

A character who chooses fighter as his secondary class gains the following secondary class features.

Bravery: At 3rd level, he gains the bravery class feature as a fighter of his character level – 1.

Armor Training 1: At 7th level, he gains armor training 1.

Weapon Training 1: At 11th level, he gains weapon training 1.

Armor Training 2: At 15th level, he gains armor training 2.

Weapon Training 2: At 19th level, he gains weapon training 2.

Monk

A character who chooses monk as his secondary class gains the following secondary class features.

Armor: At 1st level, he loses all his secondary monk abilities when wearing armor, using a shield, or carrying a medium or heavy load.

Unarmed Strike: At 3rd level, he gains the Improved Unarmed Strike feat and the unarmed damage of a monk of his character level – 2.

Evasion: At 7th level, he gains evasion.

Ki Pool: At 11th level, he gains the ki pool class feature of a monk of his character level – 2, with a number of ki points equal to 1/2 his character level. He only ever gains ki pool (lawful) if he is of lawful alignment.

AC Bonus: At 15th level, he gains a +3 dodge bonus to AC.

Improved Evasion: At 19th level, he gains improved evasion.

Paladin

A character who chooses paladin as her secondary class gains the following secondary class features.

Code: At 1st level, she must follow the paladin's code of conduct and gains the paladin's aura of good.

Detect Evil: At 3rd level, she can *detect evil* as a 1st-level paladin.

Lay on Hands: At 7th level, she gains the ability to lay on hands a number of times per day equal to 1/2 her character level, healing as much as a paladin of her character level – 4.

Smite Evil: At 11th level, she gains the ability to smite evil once per day as a paladin of her character level – 4.

Mercy: At 15th level, she selects one mercy from the paladin's 3rd-level mercy list.

Divine Bond: At 19th level, she gains a divine bond to a weapon as a paladin of her character level – 3.

Ranger

A character who chooses ranger as his secondary class gains the following secondary class features.

Track: At 3rd level, he gains the track class feature, treating his character level as his effective ranger level.

Favored Enemy: At 7th level, he gains the 1st favored enemy class feature.

Favored Terrain: At 11th level, he gains the 1st favored terrain class feature.

Expert Tracker: At 15th level, he gains the woodland stride and swift tracker class features.

Quarry: At 19th level, he gains the quarry class feature.

Rogue

A character who chooses rogue as her secondary class gains the following secondary class features.

Trapfinding: At 3rd level, she gains the trapfinding class feature.

Sneak Attack: At 7th level, she gains the sneak attack class feature. She can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 4d6 at 19th level.

Evasion: At 11th level, she gains evasion.

Uncanny Dodge: At 15th level, she gains uncanny dodge.

Improved Uncanny Dodge: At 19th level, she gains improved uncanny dodge, treating her character level as her effective rogue level.

Sorcerer

A character who chooses sorcerer as her secondary class gains the following secondary class features.

Bloodline: At 1st level, she must select a sorcerer bloodline. She treats her character level as her effective sorcerer level for all bloodline powers.

Bloodline Power: At 3rd level, she gains her bloodline's 1st-level bloodline power.

Improved Bloodline Power: At 7th level, she gains her bloodline's 3rd-level bloodline power

Blood Feat: At 11th level, she gains one of her bloodline's feats or Eschew Materials.

Greater Bloodline Power: At 15th level, she gains her bloodline's 9th-level bloodline power.

True Bloodline Power: At 19th level, she gains her bloodline's 15th-level bloodline power.

Wizard

A character who chooses wizard as his secondary class gains the following secondary class features.

School: At 1st level, he chooses a school of magic in which to specialize. For all powers of that school, he treats his character level as his effective wizard level.

Familiar: At 3rd level, he gains a familiar, treating his character level as his effective wizard level.

School Power: At 7th level, he gains the 1st-level powers of his chosen school. If any of those powers grant an extra effect at 20th level, the character does not gain that extra effect.

Cantrip: At 11th level, if he has an Intelligence score of 10 or higher, he chooses a wizard cantrip from his chosen school and can cast that cantrip as a spell-like ability at will. He uses his character level as the caster level and Intelligence as the cantrip's key ability score.

Discovery: At 15th level, he gains an arcane discovery (*Pathfinder RPG Ultimate Magic* 86) or wizard bonus feat, treating his character level as his effective wizard level.

Greater School Power: At 19th level, he gains the 8th-level power of his chosen school.

BASE CLASSES

The following secondary class features are based on features of the classes found in the *Advanced Player's Guide*, *Ultimate Combat*, and *Ultimate Magic*.

Alchemist

A character who chooses alchemist as his secondary class gains the following secondary class features.

Alchemy: At 3rd level, he adds his character level as a competence bonus on all Craft (alchemy) checks and can use Craft (alchemy) to identify potions.

Bombs: At 7th level, he gains the ability to create a number of bombs per day equal to his Intelligence modifier + 1/2 his character level. The bombs deal damage as an alchemist of his character level, but since he doesn't have the alchemist's throw anything class feature, he doesn't add his Intelligence modifier to the damage.

Mutagen: At 11th level, he gains the mutagen class feature, with a duration equal to 10 minutes per character level. He counts as an alchemist for the purposes of drinking a mutagen.

Swift Poisoning: At 15th level, he gains the poison use and swift poisoning abilities.

Poison Immunity: At 19th level, he becomes immune to poison.

Cavalier

A character who chooses cavalier as his secondary class gains the following secondary class features.

Order: At 1st level, he chooses an order. He must follow the edicts of his order.

Challenge: At 3rd level, he gains the ability to issue a challenge as a cavalier of his character level – 2 once per day. He adds the appropriate order adjustment to his challenge based on the order he selected.

Order Ability: At 7th level, he gains the 2nd-level ability of his chosen order, treating his character level as his effective cavalier level.

Tactician: At 11th level, he gains the tactician class feature, treating his character level as his effective cavalier level.

Greater Order Ability: At 15th level, he gains the 8th-level ability of his chosen order, treating his character level as his effective cavalier level.

Greater Tactician: At 19th level, he gains the greater tactician class feature, treating his character level as his effective cavalier level.

Gunslinger

A character who chooses gunslinger as her secondary class gains the following secondary class features.

Firearm Proficiency: At 3rd level, she gains proficiency in all firearms.

Gunsmith: At 7th level, she gains the gunsmith class feature.

Deed: At 11th level, she gains the Amateur Gunslinger feat.

Improved Deed: At 15th level, she gains a 3rd-level gunslinger deed of her choice.

Greater Deed: At 19th level, she gains a 7th-level gunslinger deed of her choice.

Inquisitor

A character who chooses inquisitor as her secondary class gains the following secondary class features.

Deity: At 1st level, she must select a deity within one alignment step of her alignment. She gains the inquisitor's code of conduct and restriction on casting spells of opposed alignments.

Stern Gaze: At 3rd level, she gains the stern gaze class feature, treating her character level as her effective inquisitor level.

Judgment: At 7th level, once per day, she can use the judgment class feature as an inquisitor of her character level – 3.

Solo Tactics: At 11th level, she gains the solo tactics class feature.

Additional Judgment: At 15th level, she can use the judgment class feature twice per day.

Second Judgment: At 19th level, she gains the second judgment ability.

Magus

A character who chooses magus as his secondary class gains the following secondary class features.

Arcane Pool: At 3rd level, he gains the arcane pool class feature as a magus of his character level – 2.

Magus Arcana: At 7th level, he gains one magus arcana. He treats his character level as his effective magus level when determining whether or not he can select an arcana.

Spellstrike: At 11th level, he gains the spellstrike class feature, but he can use it only with spells that are on the magus spell list, even though he can cast them using another class's spell slots.

Improved Arcana: At 15th level, he gains one additional magus arcana.

Greater Arcana: At 19th level, he gains one additional magus arcana.

Oracle

A character who chooses oracle as her secondary class gains the following secondary class features.

Mystery: At 1st level, she must select a mystery. She never qualifies for the Extra Revelation feat.

Curse: At 1st level, she must select a curse. She gains all effects of the curse, treating her effective oracle level as equal to 1/2 her character level.

Revelation: At 3rd level, she gains one of the following revelations from the list of those available to her mystery as an oracle of her character level – 6 (minimum 1). She must have an effective oracle level high enough to select the revelation.

Battle: Battlecry, battlefield clarity, combat healer, iron skin, resiliency, skill at arms, surprising charge, war sight.

Bones: Armor of bones, bleeding wounds, death's touch, near death, raise the dead, resist life, soul siphon, spirit walk, undead servitude, voice of the grave.

Flame: Burning magic, fire breath, form of flame, gaze of flames, heat aura, molten skin, touch of flame, wings of fire.

Heavens: Coat of many stars, dweller in darkness, guiding star, interstellar void, lure of the heavens, mantle of moonlight, spray of shooting stars, star chart.

Life: Channel, delay affliction, energy body, enhanced cures, healing hands, life link, lifesense, safe curing, spirit boost.

Lore: Arcane archivist, automatic writing, brain drain, mental acuity, spontaneous symbology, think on it, whirlwind lesson.

Nature: Erosion touch, life leach, natural divination, speak with animals, spirit of nature, transcendental bond, undo artifice.

Stone: Acid skin, clobbering strike, crystal sight, earth glide, mighty pebble, rock throwing, shard explosion, steelbreaker skin, touch of acid.

Waves: Blizzard, fluid nature, fluid travel, freezing spells, ice armor, icy skin, punitive transformation, water form, water sight, wintry touch.

Wind: Air barrier, gaseous form, invisibility, lightning breath, spark skin, thunderburst, touch of electricity, vortex spells, wind sight, wings of air.

Orison: At 7th level, if she has a Charisma score of 10 or higher, she chooses an oracle orison to cast as a spell-like ability at will. She uses her character level as the caster level and Charisma as the orison's key ability score.

Curse Focus: At 11th level, she adds 5 to her effective oracle level for the purposes of determining her curse's effects.

Improved Revelation: At 15th level, she gains one additional revelation.

Greater Revelation: At 19th level, she gains one additional revelation.

Summoner

A character who chooses summoner as his secondary class gains the following secondary class features.

Summon Monster: At 3rd level, he gains the summoner's *summon monster* spell-like ability as a summoner of his character level – 2. He can use this ability once per day; the casting time is 1 full round, and the duration is 1 round per effective summoner level.

Eidolon: At 7th level, he gains the ability to summon an eidolon, using the statistics of an eidolon for a summoner of his character level – 4, except with half as many evolution points. This eidolon can only be summoned using his *summon monster* spell-like ability.

Additional Summons: At 11th level, he can use his *summon monster* spell-like ability three times per day.

Shield Ally: At 15th level, he gains the shield ally class feature.

Aspect: At 19th level, he gains the aspect class feature, except he can divert only 1 evolution point from his eidolon to himself.

Witch

A character who chooses witch as her secondary class gains the following secondary class features.

Patron: At 1st level, she chooses a patron. She never qualifies for the Extra Hex feat.

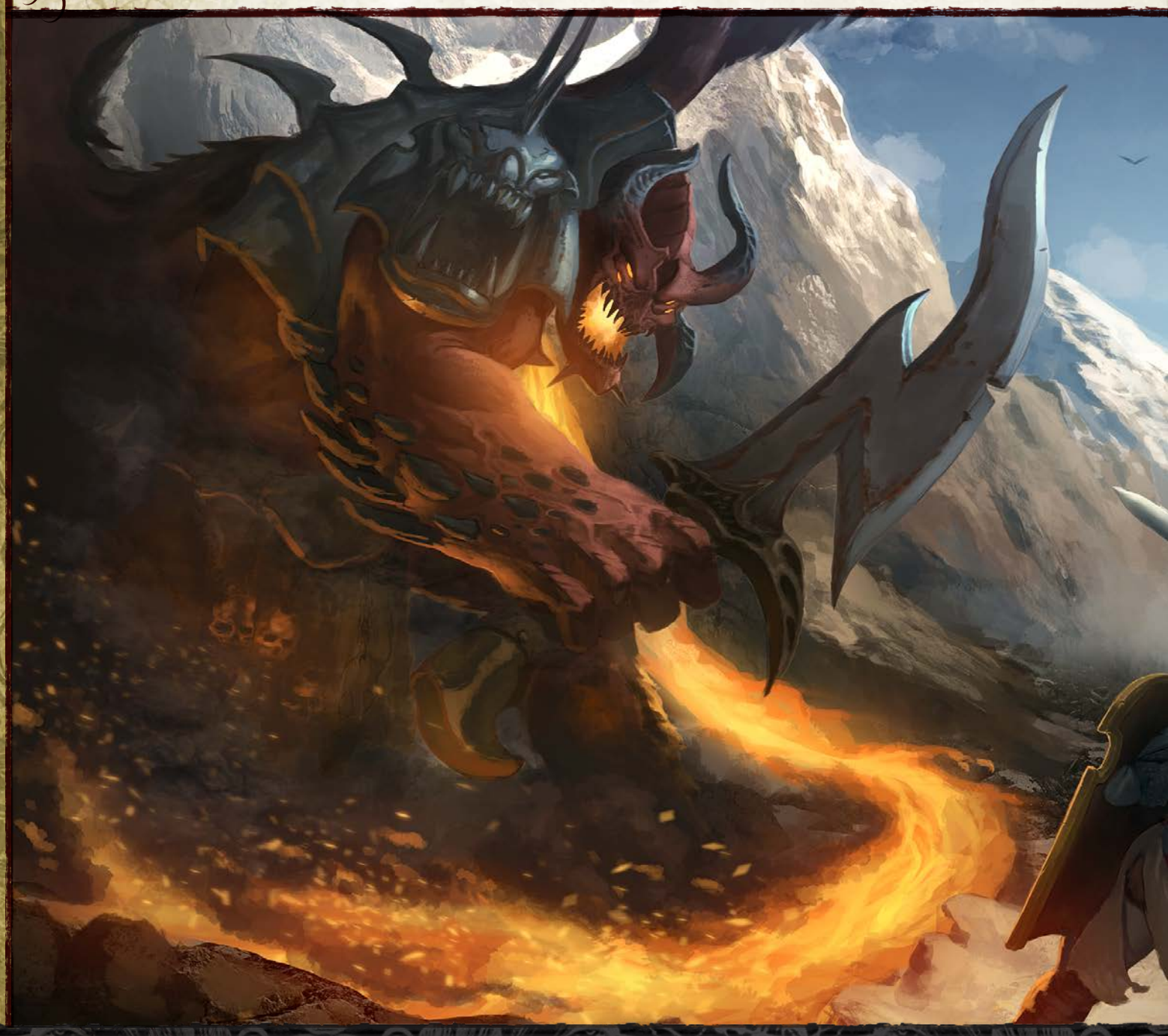
Witch's Familiar: At 3rd level, she gains a familiar, treating her character level as her effective witch level.

Hex: At 7th level, she gains a hex of her choice as a 1st-level witch. If she chooses the slumber hex, it can affect only creatures with Hit Dice less than or equal to her character level.

Cantrip: At 11th level, if she has an Intelligence score of 10 or higher, she chooses a witch cantrip and can cast that cantrip as a spell-like ability at will. She uses her character level as the caster level and Intelligence as the cantrip's key ability score.

Improved Hex: At 15th level, she gains a second hex as a 1st-level witch, and her first hex advances as if she were an 8th-level witch.

Major Hex: At 19th level, she gains a major hex as a 10th-level witch. She cannot gain the ice tomb hex.



3 Gameplay



The air crackled as the balor's burning whip flared into existence. Seelah raised her shield against the heat, feeling it on her face, smelling the singeing of her hair. She turned back to the celestial messenger, meeting its blank white eyes.

The archon nodded. "This is your test, Seelah, and yours alone. My sisters and I cannot help you. Yours is a world of mortals, and a mortal must defend it."

"The goddess is my shield," Seelah said.

"And you are her sword," the archon replied, and raised her trumpet to her lips.

Seelah charged.

Introduction

Alignment, combat, and the consequences of combat are three fundamental components of the Pathfinder RPG. But in an unchained game, all the fundamentals can be shaken up! Maybe you want alignment to have more substance and consequences, or perhaps you don't need it at all. What might happen if the basic processes of combat were dramatically altered? This chapter contains a variety of exciting alternative systems, from altered alignment to a progression for disease and poison. It even gives a streamlined and revised action economy that allows you to totally change how combat plays out.



Alignment

The unchained alignment system provides a new way to track alignment, as well as new effects that make your alignment much more than just a tag you wear. With new rewards called affirmations, you can channel your conviction to gain abilities tied to your alignment.

Removing Alignment

Some game styles just don't mesh with defining characters by their alignments. This system provides a selection of tools for removing alignment from your game entirely. Each option presented here fits a different style of game, and includes an explanation of its consequences.

Revised Action Economy

This simplified action economy allows characters to capture the excitement of combat without worrying about all the different action types used in the core rules. Under this system, a character receives 3 simple actions per turn and 1 reaction on others' turns, and can combine her simple actions into complex actions.

Replacing Iterative Attacks

As fun as it is to roll tons of dice, it can take a long time to resolve multiple attack rolls, each at a different bonus. With this system, you can roll a single d20 and use that to measure a round's success, including multiple attacks. The system keeps the math relatively on par, and includes advice about changes to other abilities to fit with the single-roll paradigm.

Combat Tactics

This system grants characters a stamina pool that they can use to supercharge their combat feats. With sample options for incorporation directly into the fighter class, the stamina system can give fighters (and other characters) a powerful edge to defeat their foes.

Wound Levels

Characters normally act at full capacity down to the last hit point, and the tempo of a battle reflects this. In real life, however, combatants are less effective the more injured and worn out they become. This new system does away with the traditional all-or-nothing take on wounds, and instead adds penalties as characters are increasingly injured.

Disease and Poison

Diseases and poisons function as ability damage in the core rules, which can lead to odd side effects. The unchained disease and poison system treats these afflictions as worsening progressions, making them less likely to instantly incapacitate a character but more dramatic in the long term.

Alignment

Many campaigns treat alignment mechanically—as a class prerequisite, a rough concept of moral standing (often open to much bickering and debate), and a benchmark for letting you know what weapons and spells to avoid. Others treat it with more reverence, with each player delving deeply into her character's alignment and the PCs becoming exemplars of their respective moral philosophies.

The following variant system treats alignment as a storytelling mechanic, giving you guidance on creating challenges, tracking shifts, and presenting rewards to those who champion their alignments appropriately.

For each character in the campaign, you'll need a copy of the alignment diagram reproduced below as Table 3–1. Whether the characters' positions are tracked by the GM or the players is up to you. There are two general ways you can start using this system. The first is the relative alignment method, which starts a character at neutral on both axes (or as near to neutral as his class's starting alignment allows). Alternatively, you can use the standard alignment method, which allows each character to start with the alignment he wants, though he will begin closely bordering neutral and must work to fulfill the true ethos of his chosen alignment. The basic principles for each method are detailed below.

Relative Alignment: In the relative alignment method, many, if not most, characters start out as truly neutral on both axes of the alignment charts (the number 5 position on both the law/chaos axis and the good/evil axis). If a character's starting class has an alignment restriction, the character starts at the nearest border to the neutral range on those charts as she can without breaking the class's alignment restriction. For instance, a monk would start at the 3 position on the law/chaos axis, but would still start at the 5 position on the good/evil axis. A paladin, on the other hand, would start at the 3 position on both axes.

This method makes moral conflicts dangerous for low-level characters. For a character who must adhere to a specific alignment ethos to keep certain abilities or progress in her class, an early slip might have her searching for an *atonement* or rethinking her chosen career path.

Standard Alignment: The standard path is less restrictive than the relative method. A player chooses his character's alignment normally, and the character is positioned on the chart within that alignment but as close to the border of neutral as possible (either the 3 or the 7 position on each axis). If the player chooses neutral on either axis, then the character starts right in the middle (the 5 position) on that axis.

This method can also make early levels and moral conflicts precarious, but it does make it easier to stay on track and gain the rewards allowed later on.

Moral Challenges and Dilemmas

During the course of play, characters fight monsters, find treasure, and decide to take the left fork or the right, but there are other choices that come up in a game as well—moral choices. In most games, these choices are fairly straightforward. Do you help vanquish an ancient evil from the kingdom? Do you stop the raiders from pillaging? Do you put down the hungry troll raiding far-flung hamlets? Without mitigating circumstances, all of these can be seen as good (and probably lawful) moral choices, and can count as such when you are using this system. But this system really shines when the choices are not nearly so clear-cut.

Real moral conflict occurs through either moral challenges or moral dilemmas. A moral challenge occurs when something assumed to be a clear moral path is shown to be false or more complicated, requiring the characters to reevaluate based on the new information. What do characters do when they find out the ancient evil threatening the kingdom is actually a rebellion trying to feed the poor? What if the raiders are hill people who were displaced by a dragon and are just trying to survive? Perhaps that troll is seeking revenge for the slaughter of its mate and children by the hamlet-dwellers. What the characters do in these situations, and their reasoning for their actions, may cause individuals to shift on either of the alignment axes.

Consider, for instance, a situation in which a group of characters is tasked by a monarch with ridding the kingdom of an ancient order of cultists threatening the status quo. The act of taking the monarch's quest poses no real moral challenges or dilemmas, and thus does not have a chance to push a characters' alignment in any direction on the two spectrums, though an argument could be made that the characters' obedience to their monarch might be an intrinsically lawful act. But for the moment, let's assume the characters are being amply rewarded for

Table 3-1: Changing Alignment





such a quest (as they usually are), so unless a particularly lawful-minded character turns down such rewards, the characters can be seen as pursuing their own self-interest, which is intrinsically neutral within this system. Through the course of their quest against the disruptive cult, the characters find that while the cult is indeed working to undermine the monarch, its reasons for doing so are not even remotely evil. The cult is chaotic, yes, but good, and it seeks to throw down the status quo as a way of relieving the social injustices the ultra-lawful king pursues to keep his power nearly absolute.

What do the characters do? If they blindly follow the monarch's commands, and even find themselves agreeing with the throne's more draconian methods for keeping the peace, they will slide toward the lawful side. Depending on their level of support for some particularly heartless policies, they might also drift toward the evil side of the spectrum. If they throw in their lot with the cult and actively fight their former employer, they'll shift more toward the chaotic end of that spectrum, and depending on their motivations, they could also drift toward either end on the good/evil axis. These are not the only options, of course! The characters could try to get one or both sides to recognize the concerns of the other. This would be the ultimate peacemaker role and, if accomplished, would be a major victory for the good of the kingdom as a whole (and thus a large shift toward good on that axis). It is possible they could also play the sides against one another, pushing them into a deeper and more bitter conflict, then take advantage of the power vacuum created by such strife, which would be evil and probably also chaotic.

Regardless of the outcome, it is only in moral conflict that characters have a chance to make decisions about competing moral goals on both the good/evil and law/chaos axes, and it is those kinds of challenges this system requires.

More difficult to design, and often harder to adjudicate, is the moral dilemma. Moral dilemmas are like challenges, but they contain moral paradoxes, meaning there is never a clear solution, and the PCs must struggle to find the solution that is best for them. A group of adventurers sworn to protect the king and the royal line finds out that the king is a power-hungry demoniac who is opening a gate to the Abyss, and the only way to stop the plan is regicide. Killing the king would mean a bloody civil war, and the

characters would be branded as traitors. Not killing the king, though, could lead to deeper suffering, or force the PCs to try to defeat an army of demons before the fiends tear the kingdom apart. The adventurers must decide the best course of action when neither is optimal. Naturally, the point in these situations is not to make the "right" decision, but to see what decision the characters make, and adjust their alignments based on that decision.

Timing and Focus

Nearly every adventure has the potential for moral conflicts, but you should be careful not to spring them on your players too often; otherwise you risk creating conflict fatigue or lessening the dramatic impact. While moral conflict can be a fun and thought-provoking part of a campaign, remember that some players like to focus on more concrete aspects of the game, and the best sessions often feature a diverse selection of moral, strategic, and tactical challenges. Moral challenges are often nuanced, and moral dilemmas can be frustrating with their "damned if you do, damned if you don't" nature. Both can be just as stressful as a challenging battle, and can ramp up tensions at the table—for better or worse.

In addition, oversaturating a game with moral challenges and dilemmas may have the unwanted effect of cheapening them. Try to think of these conflicts as something akin to the classic "boss fight" in a combat-oriented game: a momentous occasion of great struggle, as opposed to the more common nuisance of a trap, which can be foiled quickly once the mechanism is understood. Consider limiting these types of challenges to once per character level, at most. Some groups may thirst for more, and you should give them what they want, but once per level is a good place to start.

While it may be fun to constantly challenge strongly aligned individuals, try to create moral challenges that the whole group can participate in. In these situations, characters will act as individuals and put forward many points of view and desired actions. This inter-character strife is often enough to create the framework for spin-off moral challenges, and give individuals the opportunity for alignment shifts and affirmations through interactions with other party members. Be ready to assimilate such spontaneous moral challenges and gauge them as appropriate. Even more so than the moral challenges you design into your campaign, these interactions can be visceral and fulfilling to players because they come from natural character interaction.

Shifts and Affirmations

When faced with a moral challenge or dilemma, use each character's response to inform whether he or she gains a shift or an affirmation. It's up to the GM to judge whether a response warrants a shift on the alignment axes. Often, this will be easy: Did a character act in a selfish and uncaring manner? That may cause a shift toward evil on the good/evil axis. Did the character uphold the law of the land over the rights of its citizens? That may cause a shift toward the lawful side of the law/chaos axis. Particularly severe actions may warrant a 2-step shift. However, you should never allow more than a 2-step shift for a single action. As the GM, the final decision is yours, but keep in mind that players may disagree with your initial judgments. Allow them to appeal your decision. Take their arguments seriously, and don't be afraid to change your mind.

Early in a campaign, you will likely have many shifts as the moral dimensions of characters take shape. Later, as those moral characteristics start to gel, some characters will settle at the extreme ends on one or both of the alignment axes. At this point, they'll likely commit acts that support their alignments, but since they're already settled on one or more extreme ends of the alignment axes, there will be no movement on the charts. In these cases, the character is awarded one or two affirmations—small, temporary benefits keyed to the affirmed alignment—based on how many steps you think the action would otherwise have shifted the alignment. A character can spend an affirmation she has gained once within the next 24 hours; any affirmations not spent within that time disappear. Spending an affirmation is usually not an action, but a character must be conscious to do so. The following are benefits gained by spending affirmations.

Chaotic: When attempting a Reflex or Will save, you can spend a chaotic affirmation to roll twice and take the higher result. If you already have an ability that allows you to roll twice and take the higher result, you can spend this affirmation to gain a +2 bonus on both rolls instead.

Evil: You can spend an evil affirmation to gain a +2 bonus on the damage dealt to or healed for all targets when you use an inflict spell or channel negative energy, or you gain a +4 bonus on a single weapon damage roll you make in pursuit of your own desires.

Good: You can spend a good affirmation to gain a +2 bonus on the damage dealt to or healed for all targets when you use a cure spell or channel positive energy, or you can impose a –4 penalty on the damage roll of a weapon attack made against one of your allies or an innocent.

Lawful: You can spend a lawful affirmation to gain a +4 bonus to AC against a single attack. You must choose to spend this affirmation before the attack roll is made.

Note that neutral characters do not gain affirmations—this is because neutral characters already have the advantage of not being targetable by alignment-based spells and effects.

As players advance in level and become more invested in the system, feel free to create your own affirmations based on a particular character's emergent moral dimensions. For instance, if one of your players is a paladin of Torag, it's reasonable to allow her to use a lawful affirmation to grant an adjacent ally her bonus to AC. You can also design your own affirmations based on the action that led to the affirmation.

Going Cosmic

Morality and alignment in Pathfinder are about more than just everyday actions. When you truly pledge yourself to an alignment, you become part of a timeless struggle of ideas that transcends mortal life and the physical world, a conflict so vast and eternal that the gods themselves are caught up in the fracas. As characters increase in level and power, they can play correspondingly larger roles in these cosmic struggles.

These larger ideological battles also involve moral challenges as already outlined, but the individuals participating in them tend to be powerful extraplanar beings like angels, demons, proteans, and inevitables—creatures that in many ways exist as physical manifestations of their alignments.



Alignment Feats

As characters enter the larger cosmic struggles of morality and alignment, they are able to gain new tools to help them champion their philosophies.

Alignment Feats: If you have at least 10 Hit Dice, you can take any alignment feat that matches your alignment. You cannot have more than one alignment feat at any time, but after changing alignment, when you reach a new character level, you can freely switch your alignment feat to your new alignment's feat. Most alignment feats have a Residual entry that allows you to benefit from some part of the feat even when you no longer meet the alignment prerequisite for the feat, usually aiding you in a small way to regain that alignment. Most alignment feats also allow you to store affirmations for later use. If you shift alignment and no longer have the ability to store affirmations, any affirmations stored by that feat are lost.

Champion of Anarchy (Alignment)

You spread chaos wherever you go.

Prerequisites: 10 Hit Dice, chaotic neutral alignment.

Benefit: You can store a number of affirmations up to your Charisma bonus (minimum 1) to use at any time, not just within the next 24 hours. You can use an affirmation to cast *lesser confusion* as a spell-like ability as a standard action, with a caster level equal to your Hit Dice. The duration of this effect on a failed save is 1d4 rounds. Lastly, you gain a +2 bonus on weapon and spell damage rolls against lawful creatures. This is an alignment-based effect.

Residual: If you have this feat but are no longer chaotic neutral, you continue to gain the +2 bonus on weapon and spell damage against lawful creatures.

Champion of Balance (Alignment)

You are dedicated to perfect balance in the multiverse.

Prerequisites: 10 Hit Dice, neutral alignment.

Benefit: You gain a +2 bonus on weapon and spell damage rolls against good and evil creatures. You also gain a +2 bonus on weapon and spell damage rolls against lawful and chaotic creatures. These bonuses stack with each other.

Residual: You gain no benefit from this feat if you are not of neutral alignment.

Champion of Destruction (Alignment)

You would destroy the world if it were within your power.

Prerequisites: 10 Hit Dice, chaotic evil alignment.

Benefit: You can store a number of affirmations up to your Charisma bonus (minimum 1) to use at any time, not just within the next 24 hours. You can also use an affirmation to treat an effect on you from a spell, magic item, or other alignment-based effect as if you were neither chaotic nor evil. You can choose to do so after any attack roll hits you

with such an effect or you fail a saving throw against such an effect. Lastly, you gain a +2 bonus on weapon and spell damage rolls against lawful and good creatures (or +4 if the creature is both lawful and good). This is an alignment-based effect.

Residual: If you have this feat but you are no longer chaotic evil, you continue to gain the +2 bonus on weapon and spell damage rolls against lawful and good creatures (or +4 if the creature is both lawful and good).

Champion of Freedom (Alignment)

You believe that beings can thrive only when free.

Prerequisites: 10 Hit Dice, chaotic good alignment.

Benefit: You can store a number of affirmations up to your Charisma bonus (minimum 1) to use at any time, not just within the next 24 hours. You can also use an affirmation to gain the effects of *freedom of movement* for 1 round. Lastly, you gain a +2 bonus on weapon and spell damage rolls against evil and lawful creatures (or +4 if the creature is both evil and lawful). This is an alignment-based effect.

Residual: If you have this feat but you are no longer chaotic good, you continue to gain the +2 bonus on weapon and spell damage rolls against evil and lawful creatures (or +4 if the creature is both lawful and evil).

Champion of Grace (Alignment)

It is your mission to do as much good as possible.

Prerequisites: 10 Hit Dice, neutral good alignment.

Benefit: You can store a number of affirmations up to your Charisma bonus (minimum 1) to use at any time, not just within the next 24 hours. You can use an affirmation and touch a creature as a standard action to remove a single condition or harmful effect from the list of paladin mercies (using your Hit Dice as your paladin level to determine which mercies you can use and their effects). Lastly, you gain a +2 bonus on weapon and spell damage rolls against evil creatures. This is an alignment-based effect.

Residual: If you have this feat but you are no longer neutral good, you continue to gain the +2 bonus on weapon and spell damage rolls against evil creatures.

Champion of Malevolence (Alignment)

Things would be better if everyone just did as you wished.

Prerequisites: 10 Hit Dice, neutral evil alignment.

Benefit: You can store a number of affirmations up to your Charisma bonus (minimum 1) to use at any time, not just within the next 24 hours. You can use an affirmation and touch a creature as a standard action to bestow a single condition or harmful effect from the list of antipaladin cruelties (using your Hit Dice as your antipaladin level to determine which cruelties you can use and their effects). Lastly, you gain a +2 bonus on weapon and spell damage rolls against good creatures. This is an alignment-based effect.

Residual: If you have this feat but you are no longer neutral evil, you continue to gain the +2 bonus on weapon and spell damage rolls against good creatures.

Champion of Righteousness (Alignment)

You know that good must be tempered with order if it's going to prevail in the long term.

Prerequisites: 10 Hit Dice, lawful good alignment.

Benefit: You can store a number of affirmations up to your Charisma bonus (minimum 1) to use at any time, not just within the next 24 hours. You can use an affirmation to treat the effect of a spell, magic item, or other alignment-based effect on you as if you were neither lawful nor good. You can choose to do so after any attack roll hits you with such an effect or you fail a saving throw against such an effect. Lastly, you gain a +2 bonus on weapon and spell damage rolls against chaotic and evil creatures (or +4 if the creature is both chaotic and evil). This is an alignment-based effect.

Residual: If you have this feat but you are no longer lawful good, you continue to gain the +2 bonus on weapon and spell damage rolls against chaotic and evil creatures (or +4 if the creature is both chaotic and evil).

Champion of Tranquility (Alignment)

The harmony of law is your highest ideal.

Prerequisites: 10 Hit Dice, lawful neutral alignment.

Benefit: You can store a number of affirmations up to your Charisma bonus (minimum 1) to use at any time, not just within the next 24 hours. You can use an affirmation to cast *calm emotions* as a spell-like ability as a standard action, with a caster level equal to your Hit Dice. Lastly, you gain a +2 bonus on weapon and spell damage rolls against chaotic creatures. This is an alignment-based effect.

Residual: If you have this feat but you are no longer lawful neutral, you continue to gain the +2 bonus on weapon and spell damage rolls against chaotic creatures.

Champion of Tyranny (Alignment)

You must beat down the masses to have true order.

Prerequisites: 10 Hit Dice, lawful evil alignment.

Benefit: You can store a number of affirmations up to your Charisma bonus (minimum 1) to use at any time, not just within the next 24 hours. You can use an affirmation to cast *hold person* as a spell-like ability as a standard action, with a caster level equal to your Hit Dice. You gain a +2 bonus on weapon and spell damage rolls against chaotic and good creatures (or +4 if the creature is both chaotic and good). This is an alignment-based effect.

Residual: If you have this feat but you are no longer lawful evil, you continue to gain the +2 bonus on weapon and spell damage rolls against chaotic and good creatures (or a +4 bonus if the creature is both chaotic and good).

Removing Alignment

Alignment is a cornerstone of the Pathfinder Roleplaying Game. In its most useful form, alignment is a shorthand to help players learn more about their characters' personalities. But sometimes you may want to play in a world where there is no absolute good and evil. Perhaps the only lord willing to send troops to aid the PCs' fight against an undead horde is an oppressive dictator who will use the situation to further his own power and oppress his subjects—but without his help, everyone will die. Or the PCs must face an infernal foe, but the only available way to take him down is to imbue themselves with demonic power.

In the following rules variant, the PCs can test their convictions against impossible situations and make decisions without players feeling constrained by the mechanical consequences their characters will suffer if their alignments change. Alignment is replaced by a new character aspect called loyalties, and class alignment restrictions are redefined in those terms. Several options for handling alignment-dependent spells and effects are presented here.

Loyalties

When you use the loyalties system to build a character, whether a PC or an NPC, decide on three loyalties. These can represent ideals, people, organizations, or anything else to which the character is loyal, and might be as abstract as "my honor" or as concrete as "my beloved mother." Rank these loyalties from strongest to weakest. One easy way to decide the order is to ask yourself what your character would do if these loyalties came into conflict. For a more simplified game, you could use one or two loyalties. These loyalties then replace alignment as the standard by which characters' actions are measured.

During play, a character might take an action that causes him to change loyalties, just as a character in a game with alignment might have to change alignment. Whether this has any mechanical impact depends on how the GM has chosen to deal with loyalty-based restrictions and effects.

Classes

Certain classes depend on alignment features. Below is a list of changes you'll need to make to the classes from the *Pathfinder RPG Core Rulebook* if you decide not to use alignment—you can use these as a guideline to change other classes as well. These assume that you've replaced the default alignment system with the aligned loyalties option outlined below under Creatures, Spells, and Effects—if you have gone further and removed even these basic alignment elements (as in the subjective morality option), then ignore all references to loyalty restrictions in the classes below.

Barbarian: Remove the alignment restriction. A barbarian may not have a loyalty to law, order, or any similar concepts.

Cleric: Remove the alignment restriction. Clerics must have a loyalty to their deity, though not necessarily to a church hierarchy or other clergy. Remove the restriction against casting spells of certain alignments (since such spells no longer exist), but create a list of spells that each deity would ban based on his or her portfolio and personality. For instance, the neutral good deity Iomedae would not tolerate spells involving consorting with outsiders from the Lower Planes. Remove the Chaos, Good, Evil, and Law domains from all deities' lists, and replace them with appropriate domains so each deity has the same number of domains.

Druid: Remove the alignment restriction. Druids must have a loyalty involving nature or the druidic code of conduct.

Monk: Remove the alignment restriction. A monk who ever has a loyalty to chaos, imbalance, or closely related concepts becomes an ex-monk for as long as he has those loyalties.

Paladin: Remove the class's alignment restriction. The paladin's code of conduct becomes "A paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help in a way that betrays any of the paladin's loyalties), and punish those who harm or threaten innocents." Remove the Associates section under the code of conduct. A paladin must have a loyalty to the concept of good, and most paladins also have loyalty to a deity. For changes to the paladin's *detect evil* ability, see the Creatures, Spells, and Effects section, below. Creatures whose loyalties are in opposition to the paladin's gain no benefit from the paladin's aura of justice ability.

The paladin's smite evil ability works against any foe whose loyalties are directly contrary to the paladin's highest loyalty. She can also recover one use of smite if she accidentally smites an invalid target. She can do this a number of times per day equal to her maximum uses per day of smite. This means the paladin isn't punished for having to guess, but she also can't use her smite class feature on every opponent as a de facto loyalty detector. If the paladin's highest loyalty is to good, she can smite foes with a loyalty to evil, but if her highest loyalty is to her king, her smite might instead apply to foes with loyalties to the jealous baron's rebellion. The GM has the final say on how the ability works, since only the GM knows the NPCs' true loyalties—a mercenary who works for a cause might not have a loyalty to that cause, for example. The GM can decide to simply have smite work only on foes with a loyalty to evil, or to require the paladin's highest loyalty be to the concept of good.

Creatures, Spells, and Effects

Many spells and effects rely on alignment, such as *detect evil*, *holy* weapons, and *blasphemy*. Below are five suggested options for dealing with these abilities.

Full Removal: You can remove alignment-based spells and effects entirely. Consider replacing monster spell-like abilities with others of similar power. You'll need to replace other abilities that affect creatures of particular alignments (such as the *heavenly fire* ability of a sorcerer with the celestial bloodline) or restrict character options to avoid such abilities.

Aligned Loyalties: You can allow alignment-based effects to instead apply to characters who have loyalties to the concepts of chaos, evil, good, or law (or any concept close enough).

Outsiders Only: You can keep the alignment subtypes for outsiders and allow alignment-based effects to apply only to them. In this style of game, mortals live in a world with shades of gray, but true evil does still exist in the multiverse in the hearts of daemons, demons, devils, and the other evil outsiders.

Radiant and Shadow: You can instead have alignment-based effects apply to everyone, or nearly everyone. Remove the alignments and replace "good" and "evil" with stand-ins that lack moral implications, such as "radiant" and "shadow." These are then treated as simply two more forms of energy that exist in the world, and any creature can wield a weapon that deals radiant or shadow damage. You'll need to make appropriate changes, such as changing DR 5/good to DR 5/radiant, making *unholy* weapons *shadow* weapons, and so on. Creatures that were once strongly defined by their alignment become more unpredictable. Maybe some angels are just as corrupt as devils, despite their celestial forms, and the PCs must team up with a noble demon and wield *shadow* weapons to defeat their foe. You can choose to grant certain creatures immunity; for instance, perhaps angels don't take radiant damage from *radiant* weapons or *radiant smite*, the stand-ins for *holy* weapons and *holy smite*.

Subjective Morality: You can make your world extremely complex by replacing all alignment-based effects with subjective morality based on loyalties. In this kind of game, everyone is the hero of his own story, and the only alignment-based items and spells that exist are the ones named after the good alignment (such as *holy* weapons and *holy word*) plus *detect evil*. However, these effects apply not to good in the usual sense, but instead depend on the loyalties of their users. When someone uses *detect evil*, it detects others who have loyalties that oppose the caster's. When a character wields a *holy* weapon, it deals extra damage to those with conflicting loyalties, and so on. It's up to the GM to decide when loyalties conflict. For instance, if a magus decides that his primary loyalty is to himself, he could not reasonably claim that everything that ever attacks him has a conflicting loyalty, but an enemy who constantly abused him in the past would have a conflicting loyalty. Against this enemy, the magus's holy attacks would strike true. This world might even do away with the idea of loyalties to the concept of good and allow paladins and antipaladins alike to use the paladin class and smite each other. Since even outsiders no longer have an alignment subtype, you'll need to add other subtypes to the list of choices for abilities such as bane or a ranger's favored enemy class feature. This covers subtypes such as demon or devil, but some outsiders have no non-alignment subtype. If you want such creatures to be subject to these abilities, you could lump them together under a new subtype (such as "independent"), or add subtypes on a case-by-case basis—the astral leviathan might have the "astral" subtype, for example.



Revised Action Economy

The default action economy of the Pathfinder Roleplaying Game is intricate—full of exceptions, nonactions, and strange actions. This revised action economy streamlines the process of combat encounters. In many ways, it's a more active system that allows lower-level characters more options in a round while slightly limiting how much higher-level characters can do during their turns.

In this system, a character can commit up to 3 acts on her turn; these can be committed individually as simple actions, or combined into advanced actions. When it's not her turn, a character can take a single reaction per round. Iterative attacks have been discarded in this action economy. Instead, any character can make multiple attacks during her turn simply by taking multiple actions to do so.

Overview

To illustrate this system, we start at the initiative check and go though the turns and rounds of an encounter.

Initiative

At the start of combat, each participant rolls an initiative check as normal. Characters are flat-footed before they act in either the surprise round or the first round of combat.

Surprise Round

When combat starts, if some but not all of the participants are aware of their opponents, a surprise round occurs before the first round of combat. Those who are aware can commit up to 2 acts during the surprise round, and gain a reaction when that round is over. If all combatants are aware of their opponents, skip the surprise round.

Your Turn

When your turn comes up in the initiative order, you can commit up to 3 acts. Sometimes, acts are committed discretely as simple actions, while other times 2 or more acts can be committed together as an advanced action. You can take these simple and advanced actions in any order you choose, except when the rules for individual actions state otherwise. You can also take a number of free actions your GM deems appropriate. Your turn ends once you have committed all 3 acts and any free actions you wish to take. Once your turn is over, you gain the ability to take one reaction before the start of your next turn. (Some abilities grant additional reactions; see the sidebar on page 109.)

When your turn comes up in the initiative order, you can choose to delay instead. When you do, you can't commit acts. You keep any reactions you haven't used since your previous turn, but don't gain any more. At any point after another combatant has taken its turn, you can choose to end your delay and reenter the initiative order. When you do so, your initiative changes to the point in the initiative order directly after the last acting creature's turn.

Others' Turns

Reactions are like actions, but can be taken only when they are triggered, and only during other characters' turns. Usually, reactions are triggered by actions taken by other combatants. For instance, the most common reaction you'll likely take is the attack of opportunity: an attack you can make when a foe in your threatened area drops his guard (typically by moving, making a ranged attack, or attempting a complicated attack for which he lacks the proper training). Some reactions may provoke attacks of opportunity—the reaction's subtype, if any, determines whether it provokes attacks of opportunity.

Other times, something that happens to you might grant you the ability to take a reaction. Spells and abilities that are used as immediate actions in the default action economy are reactions in this system. For example, the spell *feather fall* is cast an immediate action in the default action economy—in this system, it's a reaction.

Action Types and Subtypes

This section describes the various actions in the game, their costs within this system, and new rules on how each one works. The sidebars throughout highlight exceptions and help you adjudicate situations that are not addressed directly in this section.

There are a number of different simple actions, free actions, and advanced actions you can take during your turn. Taking a simple action requires 1 act. Free actions don't cost any acts; you just say you want to take them, though some must be taken alongside other simple or advanced actions. In addition, the GM may limit the number of free actions you're allowed during your turn.

Advanced actions are more complicated; you must commit 2 or more acts to perform them. Some advanced actions require more acts than you can possibly commit during a single turn. In this case, you must continue committing acts toward that advanced action over multiple turns until the advanced action is complete. To take most advanced actions, you must commit all of their requisite acts consecutively. If you stop committing acts toward such an advanced action, it never comes to completion, and it must be started all over again in order to have a chance of success. Other advanced actions can be completed after committing the total requisite number of acts, which can be split up over time. In both cases, any roll attempted to determine whether an advanced action is successful is attempted after the appropriate number of acts are committed to that advanced action by the creature committing the final act. If an advanced action doesn't

say whether it requires consecutive or nonconsecutive acts, all its acts must be consecutive.

Some actions and reactions have one or more of the following subtypes. The subtypes are thematic, sometimes affect other actions taken later in the turn, and are used to determine whether (and at what point) an action provokes attacks of opportunity.

Attack Actions: Actions with the attack subtype involve making at least one attack roll against an opponent or object. They typically provoke attacks of opportunity only if the attack is a ranged attack or you don't have the appropriate feat to take that attack action without provoking attacks of opportunity, such as Improved Unarmed Strike for unarmed strikes or Improved Trip for trip attempts. In the latter case, the action provokes an attack of opportunity only from the creature you target. When an attack action provokes an attack of opportunity, the attack of opportunity is made before the provoking attack roll is made.

The first time during your turn that you take an action with this subtype, you roll the attack as normal. Each subsequent attack action taken during your turn imposes a cumulative –5 penalty on the attack roll or combat maneuver check (so the second attack action has a –5 penalty on the attack roll, the third has a –10 penalty, and so on).

Complex Actions: These actions involve intense concentration, strenuous physical manipulation of objects, or some other source of complexity. A complex action always provokes attacks of opportunity, which are made before the complex action is taken. Complex actions that occur over multiple turns (whether consecutively or not) provoke attacks of opportunity on each turn that acts are committed toward their completion.

Move Actions: These actions involve moving through the encounter area in some way. Actions with the move subtype provoke attacks of opportunity when you attempt to either leave a square in an enemy's threatened area or stand up from a prone position in a space that has at least 1 square in a foe's threatened area. Not all actions that allow you to move have the move subtype. For example, a step is a very slow and careful movement that doesn't have this subtype, and thus doesn't provoke attacks of opportunity when you take that action to leave a square in a threatened area.

Actions without a Subtype: Actions without a subtype don't provoke attacks of opportunity.

Simple Actions

The following are some of the more common actions. To take any of them, you need to commit only 1 act (though some can be taken as free actions under special circumstances).

Aid Another: You take the aid another action. This action has all of the subtypes of the action you aid.

Appraise a Single Item: You spend time using your senses to appraise a single item that you can see. If you are holding the item, you gain a +2 bonus on the check and this action has the complex subtype.

Attack (Attack): You make one or more attacks against a single foe within your melee reach (if making a melee attack) or range (if making a ranged attack).

Bull Rush (Attack): You push a foe that is at most one size category larger than you straight back. Attempt a bull rush combat maneuver check. If you're successful, you push the foe back 5 feet. For every 5 by which your check exceeds your foe's CMD, you push that foe back 5 additional feet. You can choose to move along with the target if you have the necessary acts to do so. The foe's movement doesn't provoke attacks of opportunity unless you have the Greater Bull Rush Feat.

Cast a Swift Spell: You cast a single spell or use a single spell-like ability with a casting time of 1 swift action.

Control a Frightened Mount (Complex): You attempt to control a mount that's not trained for combat in battle. If you fail the Ride check, you can't try again until your next turn.

Crawl (Move): You crawl 5 feet while prone.

Two-Weapon Fighting and Flurry of Blows

When you fight with a second weapon in your off hand or with a double weapon, you can make two attacks with the first attack simple action you take during your turn: one with your primary hand and another with your off hand. You take penalties on these attack rolls as listed on Table 8–7: Two-Weapon Fighting Penalties on page 202 of the *Pathfinder RPG Core Rulebook*. Any other attack simple actions you take during your turn allow only one attack roll, using either the weapon in your primary hand or the one in your off hand.

If you have the Improved Two-Weapon Fighting feat, you can make two attack rolls on both the first and second attack simple actions taken during your turn; both of the attacks made on the second attack action are made at a –5 penalty. Further attack simple actions taken during the same turn allow only one attack roll, using either the weapon in your primary hand or the one in your off hand.

If you have the Greater Two-Weapon Fighting feat, you can make two attacks on each of your attack simple actions on your turn, though you take all the normal penalties for two-weapon fighting, as well as the cumulative –5 penalty per attack simple action (all attacks made as part of the same attack action have the same penalty).

The flurry of blows class feature works in a similar way. At 1st level, you can make an additional attack with a –2 penalty on your first attack simple action during a turn. At 8th level, you can make an additional attack on both your first and second attack simple actions during your turn. At 15th level, you can make an additional attack on each of your attack simple actions during your turn. You must, of course, take all the penalties associated with those attacks.

Demoralize: You shout threats at a foe within 30 feet that can see and hear you, attempting to demoralize it.

Direct or Redirect a Spell: If a spell allows you to redirect an effect to a new target, you take this action to do so.

Disarm (Attack): You attempt to disarm your foe. If your disarm combat maneuver check is successful, your foe drops one item of your choice that it's carrying or wielding (even if it's holding the item with two hands). If you exceed your foe's CMD by 10 or more, the foe drops two items of your choice. If you fail your combat maneuver by 10 or more, you drop any weapon you were using to disarm your foe.

Dismiss a Spell: You dismiss the effects of a dismissible spell.

Draw or Sheathe a Weapon: You draw or sheathe a weapon. If your base attack bonus is +0, this action provokes an attack of opportunity.



Escape a Grapple: You attempt to escape or gain control of a grapple by attempting either an Escape Artist check or a combat maneuver check. The second time in a turn you take this action, you take a –5 penalty on the check. The third time, you take a –10 penalty on the check.

Feint (Attack): You use Bluff to attempt a feint against an opponent. If you succeed, that opponent is denied its Dexterity bonus to AC for the next attack you make against it this turn. If you have the Improved Feint feat, this action doesn't have the attack subtype.

Handle an Animal: You command an animal to perform a trick it knows by attempting a Handle Animal check. Some class abilities let characters attempt this as a free action.

Light a Torch with a Tindertwig or Open Flame: You ignite a torch with a tindertwig or an open flame.

Load a Hand Crossbow or Light Crossbow (Complex): You load a hand crossbow or a light crossbow with a bolt. If you have the Rapid Reload feat with the weapon you are reloading, this is a free action.

Lower or Reactivate Spell Resistance: You lower any spell resistance that is active, or reactivate a spell resistance that has been lowered.

Manipulate an Item (Complex): You grab an item that is in a backpack, pouch, pocket, or other similar container on your person; pick up an item; or move a heavy object. Sometimes, the GM might rule that manipulating an item is an advanced action and determine the number of acts that must be committed to succeed. Based on what you want to do, those actions may need to be committed consecutively.

Move (Move): You move up to your speed. Typically you move across the land at either a walk or a sprint, but this covers other movement modes, including burrowing, flying, jumping, and swimming.

Mount or Dismount a Steed (Move): You mount or dismount a steed. You can do this as a free action by attempting a DC 20 Ride check; failure means you provoke attacks of opportunity.

Open or Close a Door: You open or close a door that is within your reach (not counting expanded reach from reach weapons). You must have at least one hand free to take this action.

Overrun (Attack): You move up to your speed, and over the course of this action you attempt to move through the space of a foe that is no more than one size category larger than you. When attempting to move through your foe's space, your foe can choose to allow you to pass through and let you continue your movement. If the foe doesn't choose to or can't let you move past, you attempt an overrun combat maneuver check. If you succeed, you move through the target's space. If your check exceeds your foe's CMD by 5 or more, you move through the target's space and the target is knocked prone. If the target has more than two legs, it gains a bonus to its CMD against overrun combat

maneuvers equal to +2 for each additional leg it possesses. If you fail this check, your movement stops in the space directly in front of the opponent.

Ready a Simple Action or an Advanced Action: You ready a single simple or advanced action that you can take before the start of your next turn as a reaction. You must designate a definite trigger for that reaction (such as "if a foe attacks me," "if a foe casts a spell," or "if a foe moves adjacent to me"), and you must have enough acts left to complete the action you ready. Once you ready an action, your turn ends. If you don't take the action you readied as a reaction by the start of your next turn, you lose that reaction.

Ready or Drop a Shield: You either strap a shield to your arm to gain its shield bonus to AC or unstrap and drop the shield. If you have a base attack bonus of +1 or higher, you can do either of these as a free action when you take the move simple action.

Search: You use Perception to search a room for salient hidden creatures or clues, or you make a detailed search of a 10-foot-square area to detect traps, triggers, hidden objects, or footprints. When you search an area, this action has the complex subtype.

Spell Combat (Attack, Complex): You make an attack roll with a light or one-handed melee weapon, then cast a spell on the magus[UM] spell list with a casting time of 1 standard action. You take a –2 penalty on the melee attack, but the spell is cast regardless of whether the attack hits. If you cast the spell defensively, you can subtract your Intelligence bonus from the result of the attack roll to add the same value as a circumstance bonus on the concentration check. You must have the spell combat[UM] class feature to take this action, and can take this action only once per turn. To take this action, you must have one hand free. You can't also take the following actions this turn: cast a standard-action spell or cast a 1-round-action spell.

Stand Up (Move): You stand up from being prone.

Step: You move 5 feet.

Sunder (Attack): You try to sunder an item held or worn by your foe. Attempt a sunder combat maneuver check. If you succeed, you deal damage to the item normally. Damage that exceeds the item's hardness is subtracted from its hit points. If an object has less than or equal to half its total hit points remaining, it gains the broken condition. If the damage you deal reduces the object to 0 or fewer hit points, you can choose to destroy the object. If you choose not to destroy it, the object is left with only 1 hit point.

Trip (Attack): You try to trip your opponent. Attempt a trip combat maneuver check against a foe that is no more than one size category larger than you. If you succeed, you knock the target prone. If you fail by 10 or more, you are knocked prone instead. If the target has more than two legs, it gains a +2 bonus to its CMD against this attempt for each additional leg it possesses.

Use a Swift Ability: You use a single ability that can be used as a swift action.

Advanced Actions

The following is a list of the main advanced actions in this system. The number of acts required to take each advanced action is listed in parentheses after the action's subtype (if any).

Administer a Potion or Elixir, or Apply an Oil, to an Unconscious Creature (Complex; 3 Acts): You carefully administer a potion or elixir, or apply an oil, to an unconscious creature.

Appraise a Hoard (3 Acts): You examine a treasure hoard to determine the most valuable item in the hoard.

Cast a 1-Round-Action Spell (Complex; 3 Acts): You cast a spell with a casting time of 1 round. You can split the acts over 2 rounds, but those rounds must be consecutive. If you cast the entire spell in 1 turn, you can choose to have the spell's effects manifest at the end of that turn or at the start of your next turn. This isn't an attack action, even if the spell requires a ranged attack roll. If you provoke attacks of opportunity when casting the spell, you don't provoke attacks a second time when making the ranged attack roll.

Cast a Standard-Action Spell (Complex; 2 Acts): You cast a spell with a casting time of 1 standard action. This isn't an attack action, even if the spell requires a ranged attack roll. If you provoke attacks of opportunity when casting the spell, you don't provoke attacks a second time when making the ranged attack roll.

Charge (Move; 2 Acts): You move twice your speed directly toward a designated foe within your line of sight, ending the move in the closest space from which you can attack that foe. You must have a clear path to your foe. If anything hinders or blocks your movement along the path of a charge, you can't take the charge action. As long as you have a base attack bonus of +1 or higher, you can draw a weapon as a free action at any point during the charge. At the end of the charge, you gain a +2 bonus on any melee attacks, bull rush combat maneuver checks, or overrun combat maneuver checks you attempt until the end of your turn, as long as those attacks or combat maneuver checks are made against the creature you designated when you charged.

Concentrate to Maintain an Active Spell (2 Acts): You concentrate to maintain an active spell.

Continue a Grapple (2 Acts): You continue a grapple. If you initiated the grapple, you must either take this action at the start of each subsequent turn or end the grapple as a free action. When you take this action, you attempt a grapple combat maneuver check with a +5 bonus. If you're successful, you can either move, deal damage to, or pin the creature you are grappling. Alternatively, you can attempt to tie up the creature with a rope.

Move: If you decide to move your target, immediately after the grapple, you can take a move simple action and move the creature you are grappling with you. At the end of that move action, you can place your target in any space adjacent to you. If you attempt to place your foe in a hazardous location, the target can attempt to free itself from the grapple as a reaction, and gains a +4 bonus on that attempt.

Damage: If you decide to damage your opponent, you deal an amount of damage equal to that of your unarmed strike, natural attack, armor spikes, or a light or one-handed weapon you are holding. You can choose to make this damage either lethal or nonlethal.

Pin: If you decide to pin your target, the target gains the pinned condition. You continue to have the grappled condition, but lose your Dexterity bonus to AC until you are no longer pinning the target.



Tie Up a Grappled or Pinned Creature: If you have a rope in your hands, and you are grappling or pinning a foe, you can attempt a grapple combat maneuver check at a –10 penalty to tie up that foe. If you're successful, the ropes pin the creature until they are removed or the pinned foe succeeds at a combat maneuver check or Escape Artist check (DC = 20 + your CMB).

Deliver a Coup de Grace (Complex; 3 Acts): You use a melee weapon to deliver a coup de grace to a helpless foe that isn't immune to critical hits. You can also use a ranged weapon, but you must be adjacent to the foe. When you take this action, you automatically hit and confirm a critical hit. If the foe survives the damage, it must succeed at a Fortitude save (DC = 10 + the damage dealt) or die.

Detect Forgery (3 Acts): You use Linguistics to examine a single page to detect a forgery.

Dirty Trick (Combat; 2 Acts): You attempt a dirty trick[APG] combat maneuver check. If you're successful, the target gains one of the following conditions: blinded, dazzled, deafened, entangled, shaken, or sickened. This condition lasts for 1 round. For every 5 by which your combat maneuver check exceeds the target's CMD, the condition lasts for 1 additional round. The target or an ally adjacent to the target can remove the condition by committing 1 act. Removing a condition applied by a dirty trick does not provoke attacks of opportunity.

Disable Device (Complex; At Least 3 Acts): You attempt to unlock a lock or disable another device. For every round the action takes, you must commit 3 acts. These acts may or may not need to be consecutive based on the nature of the device. For example, acts committed to open a lock or disable a trap must nearly always be consecutive. The GM may rule that some complex devices take more than 3 acts to disable; for example, a complex arcane machine that will cause a devastating calamity in 1 minute could take 10 acts to disable, though the acts may not need to be consecutive.

Drag (Combat; 2 Acts): You try to drag a foe that is no more than one size category larger than you 5 or more feet in a straight line. Attempt a drag[APG] combat maneuver check. If you succeed, you move 5 feet in one direction, and your opponent moves with you, staying adjacent to you. For every 5 by which your combat maneuver check exceeds the target's CMD, you can move 5 additional feet in the same direction. You can't drag a creature a distance greater than your speed with this advanced action. The target's movement does not provoke attacks of opportunity unless you have the Greater Drag feat.

Drink a Liquid or Apply an Oil (Complex; 2 Acts): You drink a potion, elixir, or another liquid, or apply an oil, gaining that liquid or oil's effects when the drinking or application is complete.

Escape from a Net (Complex; 2 Acts): You attempt to escape from a net entangling you. Attempt a DC 20 Escape Artist check; if you succeed, you escape from the net.

Extinguish Flames (Complex; 2 Acts): When on fire, you can roll on the ground or smother the fire with cloaks or similar objects to attempt another saving throw with a +4 bonus. If the saving throw is successful, you are no longer on fire.

Find Tracks (At Least 3 Acts): You use Survival to find tracks. This requires at least 3 consecutive acts and may take more, as determined by the GM. If you lose a trail, it takes longer to try again.

Initiate a Grapple (Attack; 2 Acts): You initiate a grapple against a creature within your melee reach.

Light a Torch (Complex; 3 Acts): You light a torch with a flint and steel.

Load a Heavy or Repeating Crossbow (Complex; 2 acts): You load a bolt in a heavy crossbow or place a new case of 5 bolts into a repeating crossbow.

Load a One-Handed Early Firearm (Complex; 2 Acts): You load a single barrel of a one-handed early firearm[UE]. If you have the Rapid Reload[UC] feat for that firearm, this is reduced to a simple action.

Load a Two-Handed Early Firearm (Complex; 3 Acts): You load a single barrel of a two-handed early firearm[UE]. If you have the Rapid Reload[UC] feat for that firearm, you need commit only 2 acts to reload that firearm.

Lock or Unlock a Weapon in a Locked Gauntlet (Complex; 2 Acts): You either lock a weapon into a locked gauntlet or unlock a weapon already fastened to a locked gauntlet.

Make All Natural Attacks (Attack; 3 Acts): A creature that is using only its natural attacks can make all its natural attacks with this action instead of making separate attacks with attack simple actions.

Prepare a Flask of Oil as a Splash Weapon (Complex; 2 Acts): You prepare a flask of oil with a fuse so that you can throw it as a splash weapon.

Provide First Aid, Treat a Wound, or Treat Poison (Complex; 2 Acts): You provide first aid, treat a wound, or treat poison using the Heal skill.

Push an Animal (3 Acts): You attempt a Handle Animal check to get an animal to perform a trick it doesn't know but is physically capable of doing, or to push the animal to its limits. If the animal has taken hit point damage, nonlethal damage, or ability score damage, the DC of this check increases by 2. Characters with animal companions, such as druids or rangers, can push their companions as simple actions instead.

Reposition (Combat; 2 Acts): You attempt a reposition[APG] combat maneuver check against a foe that is no more than one size category larger than you. If you succeed, you force that foe to move 5 feet. For every 5 by which your check exceeds the target's Combat Maneuver Defense, you can move that target an additional 5 feet. When you reposition the target, it must stay within your threatened area during all but the last 5 feet of the reposition movement, which can be to a space adjacent to your threatened area.

Run (Move; 3 Acts): You move four times your speed in a straight line. When you do, you lose your Dexterity bonus to AC until the start of your next turn.

You can run for a number of rounds equal to your Constitution score; each round after that, you must succeed

Converting Other Actions

While the list of actions in this section is long and covers most of the major actions in the game, it's not exhaustive. There are many actions that are not covered in these pages. The following are guidelines for converting such actions from the default action economy to this one.

Free Actions Are Always Free Actions: A free action in the default action economy is a free action in this one. Free actions typically don't have a subtype, and thus don't provoke attacks of opportunity. Keep in mind that some free actions are used in conjunction with other actions—that's still true in this system. To use such a free action, you must take the other action it supports.

Swift Actions Are Always Simple Actions: A swift action in the default action economy is always a simple action in this system. You need commit only 1 act to take that action. In rare cases, a GM might want to limit a given swift action to only once per turn.

Move Actions Are Always Simple Actions: A move action in the default action economy is always a simple action in this system.

Standard-Action Attacks Are Typically Simple Actions: Most actions that involve an attack roll or a combat maneuver check as a standard action in the standard economy are simple actions in this system. For combat maneuvers that can't be substituted for one attack in a full-attack action and other complicated attacks, consider making them attack actions that require further consecutive acts to complete. Look at combat maneuvers such as drag, grapple, and reposition for examples of such actions.

Standard-Action Supernatural and Spell-Like Abilities Are Advanced Actions: Typically, these actions are advanced actions that require 2 acts. Supernatural abilities tend not to have a subtype (unless they involve movement or attacking, in which case it might be fitting to grant them those subtypes), and spell-like abilities typically have the complex subtype.

Full-Round Actions Are Advanced Actions: Full-round actions are nearly always advanced actions that require a consecutive 3-act commitment. (See the charge advanced action for an example of one that doesn't require 3 acts.)



at a Constitution check to continue running (DC = 10 + 1 per previous check). If you fail, you stop running and are staggered for a number of minutes equal to 10 – your Constitution bonus (minimum 1).

Sleight of Hand (Complex; 2 Acts): You use Sleight of Hand to palm an object or perform some feat of legerdemain. You can attempt this as a simple action by taking a –20 penalty on the check. In either case, if your check fails by 5 or more, you provoke an attack of opportunity from any creature from which you are trying to take an object with this action.

Spellstrike (Complex; 2 Acts): You cast a spell from the magus[UM] spell list with a range of touch, but instead of making a touch attack, you make a melee attack with a weapon you are wielding. If the attack hits, the attack deals its normal damage as well as any effects of the spell. You must have the spellstrike[UM] class feature to take this action.

Steal (Combat; 2 Acts): You attempt a steal[APG] combat maneuver check against a foe within your melee reach (not counting expanded reach from reach weapons). You must have at least one hand free, and must select the item to be stolen before attempting the check. Items fastened to a foe grant the foe a +5 (or higher) bonus to its CMD against this attempt, and items securely worn can't be stolen in this way. If you're successful, you take the item you chose from the opponent.

Total Defense (2 Acts): You concentrate on defense rather than attacking. Until the start of your next turn, you can't take actions with the attack subtype, and you gain a +4 dodge bonus to AC. If you already took an attack action earlier in the turn, you gain only a +2 dodge bonus to AC. If you have at least 3 ranks in Acrobatics, these bonuses increase to +6 and +3, respectively.

Use a Command Word Item (2 Acts): You activate a magic item with a command word.

Use a Spell Completion Item (Complex; 2 Acts): You cast a spell with a casting time of 1 standard action from a spell completion item. This isn't an attack action, even if the spell requires a ranged attack roll. If you provoke attacks of opportunity when casting the spell, you don't provoke further attacks when making the ranged attack roll.

Use a Spell Trigger Item (2 Acts): You cast a spell from a spell trigger item. This isn't an attack action, even if the spell requires a ranged attack roll. If you provoke attacks

of opportunity when casting the spell, you don't provoke further attacks when making the ranged attack roll.

Use a Standard-Action Supernatural Ability (2 Acts): You use a supernatural ability that can be used as a standard action in the default action economy.

Use a Touch Spell on up to Six Allies (Complex; 3 Acts): If you cast a spell that allows you to touch targets over multiple rounds, this action allows you to touch up to six willing creatures within your melee reach (not counting expanded reach from reach weapons).

Free Actions

Unless stated otherwise in the action's description, a free action can be taken only on your turn. Theoretically, you can take as many free actions in a turn as you wish, though the GM may apply reasonable limitations on free actions. For instance, although speaking is a free action, since a round is only 6 seconds in length, your GM might stop you from spouting off a long diatribe during your turn (or between turns), and may even rule that if you are casting a rather complex spell with a verbal component, you aren't able to verbally warn your companions of some danger that you notice before they do. Typically, this limitation shouldn't be applied to reloading ranged weapons as a free action.

Sometimes a free action stipulates that you can take it only in conjunction with another action, or at a certain time during your turn. In these cases, you must take any requisite actions before you can take the free action.

The following are the main free actions of this system.

Cast Defensively: When casting a spell, you can take a free action to do so defensively. You must attempt a concentration check (DC = 15 + double the spell's level). If you succeed, that spell loses the complex subtype for that casting. If you fail, you lose the spell.

Cease Concentrating on a Spell: You cease concentrating on a spell that you have cast.

Draw and Nock an Arrow: You draw and nock an arrow to a longbow or shortbow.

Drop an Item: You drop a held item into a square within your space or within your melee reach (not counting the expanded reach from a reach weapon, unless you are dropping that weapon).

Drop Prone: You drop prone within your space.

Fight Defensively: At the start of your turn, you can choose to fight defensively. When you do, you take a –4 penalty on all attack rolls, but gain a +2 dodge bonus to AC until the start of your next turn. If you have at least 3 ranks in Acrobatics, the dodge bonus increases to +3.

Identify a Spell Being Cast: You use Spellcraft to identify a spell being cast. Unlike other free actions, you can take this action even when it is not your turn.

Prepare Spell Components or a Spell Focus: While casting a spell, you prepare a material spell component or a spell focus. If this component or spell focus is particularly large or unwieldy, your GM might rule that this instead takes a simple action, or even an advanced action.

Recall Knowledge: You attempt a Knowledge check to recall a detail in one of your fields of study, or to identify a monster and its abilities.

Speak: You speak for no more than a few words using one or more free actions. Unlike other free actions, this action can be taken even when it's not your turn.

Use a Free-Action Ability: You use an ability that can be used as a free action in the default action economy. If the ability must be used as part of another action, you must take that action before taking this free action.

Final Considerations

Some spells and abilities in the game grant extra actions. The two benchmark abilities are the Combat Reflexes feat and the *haste* spell. The following describes how to use these in this system, which should serve as a guide for how to fit in similar abilities.

Combat Reflexes: If you have this feat, you can take a number of additional reactions between your turns equal to your Dexterity bonus, but those reactions can be used only to make attacks of opportunity. You gain all the other abilities of this feat.

Haste: When under the effects of *haste*, you gain 1 additional act each round, which can be used only to take an attack simple action. This doesn't stack with any other effect that grants an increase in your number of acts per turn. If you have multiple effects that give you additional acts, you can pick only one such effect to benefit from each turn. You gain all the other benefits of the spell.

Reactions

The following are the main reactions of this system.

Complete a Readied Action (Varies): When you have readied an action or advanced action, when the trigger you designate occurs, you can take that action. Unlike in the default action economy, your place in the initiative order does not change. This reaction's subtype is the same as the readied action's subtype.

Make an Attack of Opportunity: When a foe you threaten provokes an attack of opportunity, you can make a single melee attack against that foe.

Spend a Use of an Attack of Opportunity: If an ability you possess allows you to spend a use of an attack of opportunity to perform some other action in the default action economy, that action is a reaction in this system.

Use an Immediate-Action Ability: You can use an ability that can be used as an immediate action in the default action economy, as long as any conditions to use that ability are met.

Removing Iterative Attacks

Iterative attacks allow combatants to deal a high amount of damage, but they can also make turns take a long time. Since a character's subsequent attacks have a bonus that's so much lower, this can lead to a lot of time spent on missed attacks. With this new system, an entire full attack resolves with a single d20 roll. Other sorts of attacks (such as attack actions, attacks of opportunity, and attacks granted by the Whirlwind Attack feat) are resolved as normal.

The Basics

When making a full attack, roll only one attack roll and compare your result to the target's AC. If your attack result is lower than the target's AC by 6 or more, you miss and deal no damage. If your result is lower than the target's AC by 5 or less, you deliver a glancing blow, dealing an amount of damage equal to 1/2 the minimum damage you would normally deal on a hit with the weapon you're using. Effects that trigger on a hit do not trigger on a glancing blow. If your attack result equals or exceeds the target's AC, you score a hit, plus one additional hit for every 5 by which your roll exceeds that target's AC, up to your maximum number of hits. At first level, you can score a maximum of only one hit, but at base attack bonus +6 and at every +5 to your base attack bonus thereafter, you can score another. This is shown on Table 3–3, and also matches the progression of iterative attacks you'd gain if you were using the core rules for attacks. For each hit you score, roll damage separately; damage reduction applies to each hit.

For example, say you have a base attack bonus of +8, are using a melee weapon that deals 1d10 points of damage on a hit, and have a Strength modifier of +4. Your target has an AC of 21. If your attack roll result is 15 or lower, you miss. If your result is 16–20, you deal a glancing blow for 2 points of damage (your damage die's minimum of 1 plus your Strength modifier of +4, divided by 2 and rounded down). If your result is 21–25, you hit and deal 1d10+4 points of damage. If your result is 26 or higher, you hit twice and deal 1d10+4 points of damage twice. Even if your result were 31 or higher, you would still hit only twice because your base attack bonus is lower than +11.

Tracking: When using this system, it speeds up the game if players calculate in advance the amount of damage they deal on a glancing blow with each weapon their characters use and write it on the character sheets. It also helps if the GM notes the monster's AC – 6, AC + 5, AC + 10, and AC + 15.

Attacking Multiple Targets

If you have more than one maximum hit, you can declare you're making a full attack against more than one target. In that case, your number of hits is determined by the highest AC among your targets, and you can allocate your hits however you like among all the targets after determining your total number of hits—you can even choose not to hit the target whose AC you rolled against. This doesn't allow you to bypass effects that would prevent you from hitting a creature normally. For instance, you couldn't assign a hit to a creature under a *sanctuary* effect when making an attack roll against a different creature (unless you first succeeded on the required Will save).

Table 3-2: Attack Results

Attack Roll Result	Type of Hit	Damage Dealt
Below AC by 6 or more	Miss	None
Below AC by 5 or less	Glancing blow	1/2 minimum damage
Equal or exceed AC	Hit	Normal damage
Exceed AC by 5 or more*	Additional hit	Normal damage

*You can gain an additional hit for every 5 by which the attack roll exceeds the target's AC, limited by your base attack bonus (see Table 3–3).

Critical Hits

When you threaten a critical hit, roll to confirm at your full bonus and apply the effects of the critical hit to any one of your hits. If your original attack roll scored multiple hits and the critical confirmation roll also falls within your weapon's critical threat range, you score two critical hits and can apply them to any two hits.

Two-Weapon Fighting

When fighting with two weapons, use the lower attack bonus of the two weapons. If you score one hit, you also score a hit with your off-hand weapon. If you have Improved Two-Weapon Fighting and score two hits, you also score a second hit with your off-hand weapon, for a total of four. If you have Greater Two-Weapon Fighting and score three hits, you also score a third hit with your off-hand weapon, for a total of six.

Critical Hits with Two-Weapon Fighting: If you threaten a critical hit when using Two-Weapon Fighting, roll a single confirmation roll using the lower attack bonus among the two weapons. If you confirm, you score one critical hit with each weapon, so long as the initial roll threatened a critical with both weapons. For example, if you're fighting with a rapier and a light pick, roll an 18 on your initial attack roll, and confirm the critical hit, you score a critical hit with only the rapier. However, if you roll a 20 and confirm, you score a critical hit with each weapon.

Natural Attacks

If a creature with at least three natural attacks makes a full attack using only natural weapons, the creature has a maximum number of hits equal to the number of secondary attacks plus 1/2 the number of primary attacks (rounded up). The creature uses the lowest attack bonus of its primary natural weapons for its attack roll. For each hit it scores, the creature can choose to

Table 3-3: Maximum Hits

Base Attack Bonus	Maximum Hits
+0 to +5	1
+6 to +10	2
+11 to +15	3
+16 to +20	4
+21 to +25*	5
+26 to +30*	6

*Typically, only monsters have a base attack bonus this high.

deal damage with any two primary natural weapons or any one secondary natural weapon. If it misses by 5 or less, it hits with one primary natural weapon instead of dealing a glancing blow.

For example, a monster with two primary claw attacks and a secondary tail slap can score up to two hits. If it scores one hit, it can apply both of its claws or its tail slap. If it misses by 5 or less, it can apply one of its claws. If it succeeds by 5 or more, scoring two hits, it can apply all three of its attacks.

Special Cases

Dealing with spells and abilities that grant additional attacks, rerolls, or high bonuses can be tricky under this system. So many rules are based around iterative attacks that it's not possible to cover every type of effect that needs to be adjusted. GMs should use the following rules as guidelines when interpreting how to implement similar spells and abilities.

Extra Attacks

Effects such as *haste* that grant additional attacks instead raise your maximum number of hits by one. This includes secondary natural attacks made at the end of a manufactured weapon full attack.

Rerolls

Since the full attack roll simulates a series of rolls, effects that grant or force single rerolls instead grant either a +2 bonus (if the attacker keeps the better roll, or the character causing the reroll intends to aid the attacker) or –2 penalty (if the attacker keeps the lower roll, or the character causing the reroll intends to hinder the attacker). Effects that would grant rerolls for all attack rolls made as part of the full attack allow the attacker to reroll the attack roll instead of imposing a bonus or penalty.

True Strike

When using *true strike* with a full attack, first see how many hits you would have scored without *true strike*. A single casting of *true strike* adds at most one more hit.

Variant: Mobile Melee

This variant modification to removing iterative attacks allows a character greater mobility during a melee full attack rather than forcing them to stay put. When a character declares a melee full attack, she can also declare she will move before or after the attacks, up to a maximum of her movement speed. For every 5 feet she moves beyond the first 5 feet, she takes a –5 penalty on her attack roll for the purposes of determining extra hits only. Apply this penalty after determining whether she hits at least once.

The character can attempt an Acrobatics check to reduce this penalty by an amount equal to the result of her Acrobatics check divided by 5. No matter how high her Acrobatics check result may be, she can't reduce the penalty below –2 per 5 feet moved beyond the first 5 feet.

Characters with the Spring Attack feat can move before, after, and in between the attacks when using this option, and they reduce the penalty to –4 for every 5 feet moved beyond the first 5 feet.



Stamina and Combat Tricks

While magic deals with complex formulae, precise manipulation of components, and intense concentration, martial acumen often relies on seizing opportunities and pushing the body and the will to carve a path to victory on the battlefield. Those who make their way in the world by skill at arms know that the determination to test the limits of endurance often separates the living from the dead and the vanquished from the victorious.

Stamina and combat tricks can help characters better reflect this opportunistic flexibility and the give-and-take of the battlefield. This system allows a character to draw upon an internal reservoir of will and gumption to overturn the assumed limitations of combat, at least for short bursts. With luck and proper timing, a martial character using this system can snatch victory from the jaws of defeat or put a despicable villain to a stunning end.

There are several ways you can implement this system in your game.

Feat Access: The easiest way to introduce stamina and combat tricks into your game is to grant access to the Combat Stamina feat, detailed below. This allows those taking the feat to opt into the system, gain a stamina pool, and use stamina to increase the utility of combat feats and class features they already have or will gain in the future. In general, the Combat Stamina feat is quite strong for martial characters with a variety of combat feats.

Free for Fighters: If your goal is to provide an additional edge to the fighter class, you can allow fighters to gain the Combat Stamina feat as an additional bonus feat at 1st level.

Fighter Bonus Feats Only: If you want to significantly strengthen fighters compared to all other classes and keep this system as a special fighter-only perk, you can restrict the Combat Stamina feat to fighters and limit the feats a character can use with his stamina pool to those gained with the fighter's bonus feats. A multiclass fighter can't use stamina with bonus feats he gained from any other class, even if that class can take fighter-only feats as bonus feats (like the warpriest and the swashbuckler). In this version, if a character really wants the stamina ability of a few key feats, he will need to diversify his martial training by taking a level in fighter.

Free for Everyone: If your goal is to immediately boost all martial characters and the whole group is ready to handle the stamina and combat tricks system, you can grant Combat Stamina as an additional bonus feat for all martial characters, or even for all characters.

Stamina Pool

When you have an ability that grants you stamina points, you gain a stamina pool with a maximum number of stamina points equal to your base attack bonus + your Constitution modifier. During combat, you can spend stamina points from this pool to perform a combat trick, the specific effects of which are dictated by a combat feat you possess. Spending stamina points in this way is not an action, but you can't do so if you are unconscious, fatigued, or exhausted. You can use as many combat tricks on the same action or attack as you like (as long as you have the stamina points to spend), but you can't use the same combat trick twice within its scope. For instance, if you have a combat trick that affects a single attack, you can't use that combat trick more than once on the same attack.

Dropping to 0 stamina points causes you to become fatigued until you have 1 or more points in your stamina pool.

Temporary increases to your Constitution score, such as those granted by the core barbarian's rage class feature or *bear's endurance*, do not increase the number of stamina points in your pool or your pool's maximum number of stamina points. However, permanent increases to Constitution, such as the bonus granted by a *belt of mighty constitution* worn for more than 24 hours, do adjust your stamina points.

You regain stamina points by resting for short periods of time. You don't have to sleep while resting in this way, but you can't exert yourself. You stop regaining stamina points if you enter combat; take an action that requires a Strength-, Dexterity-, or Constitution-based skill check or an ability check tied to one of those ability scores; or take more than one move action or standard action in a round (you can still take free, immediate, and swift actions). This reduction in your number of actions per round also effectively halves your overland speed. For each uninterrupted minute you rest in this way, you regain 1 stamina point. If you are suffering from any of the following conditions, you can't regain stamina points: confused, cowering, dazed, dead, disabled, exhausted, fascinated, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, or stunned.

New Feats

The following feats are used with the stamina and combat tricks system. The basic feat is Combat Stamina, which grants you a stamina pool and allows you to use the most basic combat trick for this system. The other feats give you options for expanding your stamina pool.

Combat Stamina (Combat)

You stop at nothing to drive your attack home.

Prerequisite: Base attack bonus +1.

Benefit: You gain a stamina pool. After you make an attack roll with a manufactured weapon, unarmed strike, or natural weapon attack with which you are proficient, but before the results are revealed, you can spend up to 5 stamina points. If you do, you gain a competence bonus on the attack roll

equal to the number of stamina points you spent. If you miss with the attack, the stamina points you spent are still lost.

Special: Since you have a stamina pool, you can spend your stamina points to use any combat tricks associated with combat feats you possess.

Extra Stamina (Combat)

You can push yourself to higher limits.

Prerequisites: Combat Stamina, base attack bonus +5.

Benefit: Your stamina pool increases by 3 points.

Special: You can select this feat up to three times. Each time you do, your stamina pool grows by 3 points.

Push the Limits (Combat)

Even when suffering from fatigue, you can fight through and overcome incredible opposition.

Prerequisites: Con 13, Combat Stamina, base attack bonus +1.

Benefit: You gain a secondary stamina pool with a number of stamina points equal to your Constitution modifier. You can spend these secondary stamina points only when you have 0 stamina points in your primary stamina pool or when you are fatigued, even though you normally can't spend stamina points while fatigued. You can spend these secondary stamina points as normal, but if the secondary pool drops to 0 points, you become exhausted until you have at least 1 stamina point in your primary pool. Even if you have points in your secondary pool, you are still fatigued as long as you have 0 points in your primary pool. Your secondary pool refreshes only after a full night's rest.

Combat Tricks

Nearly every combat feat has a combat trick associated with it. Some very basic feats, such as weapon and proficiency feats, do not; nor do feats that expand upon the stamina and combat tricks system. The following combat tricks are for the combat feats found in the *Pathfinder RPG Core Rulebook*, *Advanced Player's Guide* (APG), *Ultimate Magic* (UM), *Ultimate Combat* (UC), *Advanced Race Guide* (ARG), and *Advanced Class Guide* (ACG).



Adder Strike[UC] **(Combat)**: You can spend 2 stamina points to apply poison to a manufactured weapon as a swift action.

Agile Maneuvers (Combat): You can spend a number of stamina points equal to your Dexterity bonus while attempting combat maneuver checks. For every 2 stamina points that you spend in this way, you are considered to be one size category larger than your actual size when determining whether you can affect a target creature with your combat maneuver and when calculating your size bonus for that check.

Amateur Gunslinger[UC] **(Combat)**: Choose a second 1st-level gunslinger deed. You can spend grit to use this deed, or you can spend 5 stamina points to use either of your deeds in place of grit. If you gain levels in a class that grants the grit class feature, you retain the ability to spend 5 stamina points in place of grit when using any of your 1st-level deeds, and this becomes a combat trick of the Extra Grit[UC] feat (even though that feat is not a combat feat).

Amateur Swashbuckler[ACG] **(Combat)**: Choose a second 1st-level swashbuckler deed. You can spend panache[ACG] to use this deed, or you can spend 5 stamina points to use either of your deeds in place of panache. If you gain levels in a class that grants the panache class feature, you retain the ability to spend 5 stamina points in place of panache when using any of your 1st-level deeds, and this becomes a combat trick of the Extra Panache[ACG] feat (even though that feat is not a combat feat).

Anticipate Dodge[ACG] **(Combat)**: You can spend 1 stamina point to increase the maximum bonus from Anticipate Dodge by 2 (this is still limited by the creature's dodge bonus, however).

Arc Slinger[UC] **(Combat)**: You can spend 1 stamina point when making a sling or sling staff attack to gain the benefits of Point-Blank Shot within the first two range increments of the sling or staff.

Arcane Armor Mastery (Combat): When casting a spell while wearing armor, you can spend 1 stamina point to activate Arcane Armor Mastery as a free action, or spend a number of

stamina points equal to the spell's level (minimum 1) to ignore your armor's arcane spell failure chance entirely for that casting.

Arcane Armor Training (Combat): When casting a spell while wearing armor, you can spend 1 stamina point to activate Arcane Armor Training as a free action.

Arcane Strike (Combat): You can spend any number of stamina points to increase the duration of this feat's effects by 1 round for each stamina point spent.

Barroom Brawler[ACG] **(Combat)**: You can spend 5 stamina points to use this feat as a swift action instead of a move action. If you have the martial flexibility class feature, you can spend 5 stamina points to use that class feature as a swift action instead of a move action, or as a free action instead of a swift action.

Bashing Finish[APG] **(Combat)**: When you fail to confirm a critical hit with a melee weapon attack, you can spend 5 stamina points to make a shield bash attack against the target anyway. You still can't make the attack if the target is immune to critical hits.

Battle Cry[ACG] **(Combat)**: You can spend 5 stamina points when an ally under your battle cry's effect decides to reroll a saving throw against a fear effect and end the feat's effect. When you do, that ally continues to be affected by the Battle Cry after she rerolls the saving throw.

Befuddling Strike[ACG] **(Combat)**: You can spend 5 stamina points to declare that you are using Befuddling Strike after you've hit with an unarmed strike attack roll.

Binding Throw[UC] **(Combat)**: You can spend 1 stamina point to gain a +2 bonus on a grapple check made as a swift action with this feat.

Blazing Aura[ARG] **(Combat)**: When you create an aura of heat with this feat, you can spend 5 stamina points to increase the fire damage dealt to any creature that begins its turn in the aura to 2d6 points of fire damage.

Bleeding Critical (Combat, Critical): When you deal bleed damage with this feat, you can spend up to 3 stamina points to increase the amount of bleed damage dealt by double the number of stamina points you spent.

Blind-Fight (Combat): Once per round, when you hit a creature that benefits from concealment, you can spend 2 stamina points to ignore the miss chance from that creature's concealment until the end of your next turn.

Blinding Critical (Combat, Critical): When you confirm a critical hit and attempt to blind an opponent with this feat, you can spend up to 5 stamina points to increase the DC of this feat's saving throw by an amount equal to the number of stamina points you spent.

Blistering Feint[ARG] **(Combat)**: When you attempt a feint while you're wielding a weapon that deals fire damage, you can spend up to 5 stamina points to gain a bonus on the Bluff check equal to the number of stamina points you spent.

Blood Beak[ARG] **(Combat)**: You can spend 1 stamina point when you confirm a critical hit with your beak to increase the bleed damage to 1d4 points of bleed damage.

Blooded Arcane Strike[ACG] **(Combat)**: When you imbue your weapon with Arcane Strike, you can spend 5 stamina points to increase its damage by 1 for the duration of the Arcane Strike effect.

Bloody Assault[APG] **(Combat)**: Each round you use this feat, you can spend up to 5 stamina points. If you do, until the end of your next turn, you reduce the penalty on all your attack rolls by an amount equal to the number of stamina points you spent.

Bludgeoner[UC] **(Combat)**: When you make an attack with a lethal bludgeoning weapon to deal nonlethal damage, you can spend 2 stamina points to treat the weapon's damage as if the weapon were one size category larger. This does not stack with any other effects that treat the weapon's damage as if the weapon were a larger size.

Blundering Defense[ARG] **(Combat)**: You can spend 5 stamina points to cause allies within 10 feet who are also in your melee reach to gain the benefits of this feat.

Boar Ferocity[UC] **(Combat)**: If your foe is demoralized before you tear its flesh with Boar Style[UC], you can spend 5 stamina points to sicken it for 1 round.

Boar Shred[UC] **(Combat)**: You can spend 2 stamina points to demoralize an opponent as a swift action.

Boar Style[UC] **(Combat, Style)**: While using this style, you can spend 3 stamina points when you hit a target with only one unarmed strike during a round to tear flesh and deal 2d6 points of damage with the attack. You can still only tear flesh once per round.

Body Shield[UC] **(Combat)**: You can spend 5 stamina points to use this feat against a creature grappling you.

Bodyguard[APG] **(Combat)**: When you use an attack of opportunity to use an aid another action to improve an adjacent ally's Armor Class, you can spend 1 or 2 stamina points. Increase the bonus to the ally's AC by an amount equal to the number of stamina points you spent.

Bonebreaker[UC] **(Combat)**: When you make a successful Stunning Fist attempt against a creature that is dazed or staggered, you can spend 5 stamina points to forgo any other Stunning Fist effects and deal 1d6 points of Strength or Dexterity damage to that opponent instead.

Break Guard[UC] **(Combat)**: You can spend 5 stamina points to attack the opponent you disarmed with a free action instead of a swift action.

Broken Wing Gambit[UC] **(Combat, Teamwork)**: When an opponent with the +2 bonus on attack rolls granted by this feat attacks you, you can spend 5 stamina points to have that attack provoke an attack of opportunity from you also.

Bull Rush Strike[APG] **(Combat)**: When you fail to confirm a critical hit with a melee attack, you can spend 2 stamina points to attempt to bull rush the target anyway. If you do,

reroll the confirmation roll to determine if the bull rush attempt exceeds the opponent's CMD. This reroll is only for the bull rush combat maneuver; it can't cause the critical hit to be confirmed. You still can't make the attempt if the target is immune to critical hits.

Bullying Blow[ARG] **(Combat)**: You can spend 2 stamina points to gain the effects of this feat on a single attack made as part of a full attack.

Canny Tumble[ACG] **(Combat)**: Just before you make an attack roll with the +2 circumstance bonus granted by this feat, you can spend up to 5 stamina points. When you do, if your attack hits, you gain a bonus on the damage roll equal to double the number of stamina points spent.

Catch Off-Guard (Combat): When making an attack with an improvised weapon against an armed opponent, you can spend 5 stamina points. If you do, the target is considered flat-footed during that attack. An opponent who recognizes you and has seen you use Catch Off-Guard in this way is immune to this effect.

Cautious Fighter[ARG] **(Combat)**: When not fighting defensively or using total defense, you can spend 5 stamina points to increase your dodge bonus by 2. This increase lasts until the start of your next turn.

Cavalry Formation[UC] **(Combat, Teamwork)**: At the start of your turn, you can spend 2 stamina points to gain the ability to overlap with allied riders who do not have this feat. This ability lasts until the start of your next turn.

Channel Smite (Combat): When making an attack using this feat, you can spend a number of stamina points up to the number of dice in your channel energy. For each stamina point you spend in this way, add an additional 1d6 points of positive or negative energy damage to your Channel Smite attack. This damage is also halved if the target succeeds at its Will save against the Channel Smite attack.

Channeling Force[ACG] **(Combat)**: When you hit with an attack while using this feat, you can spend 5 stamina points to not have that attack count as one of the three attacks you can make with the force-imbued weapon.

Charge Through[APG] **(Combat)**: When you attempt and fail to overrun a creature in the path of your charge, you can spend 5 stamina points to finish your charge against that creature instead of losing your charge.

Charging Hurler[UC] **(Combat):** When using this feat, you can spend 2 stamina points to end your movement within 50 feet of your target instead of 30 feet.

Chokehold[UC] **(Combat)**: When you attempt a chokehold, you can spend 2 stamina points to reduce the penalty to –1.

Claw Pounce[ARG] **(Combat)**: When you charge, you can spend 5 stamina points to make a second attack with one of your claws.

Cleave (Combat): When using the Cleave or Great Cleave feat, you can spend 4 stamina points to negate the –2 penalty to Armor Class until your next turn.

Cleave Through[ARG] **(Combat)**: When using this feat, once per round when you hit a creature with a follow-up Cleave attack, you can spend 5 stamina points to take a second 5-foot step as a free action. If doing so places a creature within your threatened area, that creature becomes a legal target for your additional Cleave attacks as long as it meets all the other prerequisites.

Cleaving Finish[UC] **(Combat)**: After making a Cleaving Finish attack, if you bring another target below 0 hit points in the same round, you can spend 5 stamina points to make another Cleaving Finish attack.

Close-Quarters Thrower[UC] **(Combat)**: When throwing any thrown weapon, you can spend 2 stamina points. If you do, you do not provoke attacks of opportunity for that throw.

Cloven Helm[ARG] **(Combat)**: When you are threatened with a critical hit, you can spend up to 5 stamina points. You gain an additional bonus to AC against the critical confirmation roll equal to the number of stamina points you spent.

Clustered Shots[UC] **(Combat)**: When using this feat, you can spend up to 2 stamina points for each attack that hit the same target. Increase the damage pooled by this feat by an amount equal to the number of stamina points you spent.

Cockatrice Strike[APG] **(Combat)**: You can spend 5 stamina points to make a Cockatrice Strike attack against a foe you are flanking.

Combat Expertise (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefit of this feat only as long as you have at least 1 stamina point in your stamina pool. If you spend stamina points to raise an attack roll using the Combat Stamina feat's benefits, ignore an amount of your Combat Expertise penalty equal to the number of stamina points you spent.

Combat Patrol[APG] **(Combat)**: When moving before or after making an attack of opportunity while using Combat Patrol, you can spend 1 stamina point per 5 feet moved. When you do, that movement does not provoke attacks of opportunity.

Combat Reflexes (Combat): When you miss with an attack of opportunity, you can spend 5 stamina points to make a second attack for the same provoking action. That second attack of opportunity takes a –5 penalty on the attack roll and costs one of your attacks of opportunity for the round.

Combat Style Master[UC] **(Combat)**: When it is not your turn, you can spend 2 stamina points to take the free action to switch your style.

Coordinated Charge[UC] **(Combat, Teamwork)**: When an ally with this feat charges a creature, and that creature is farther than your speed but no farther than double your speed, you can spend 5 stamina points to charge that creature. You must still be able to follow all the rules for a charge.

Coordinated Defense[APG] **(Combat, Teamwork)**: When you are targeted with a combat maneuver while you are adjacent to an ally who also has this feat, you can spend 1 or 2 stamina points. If you do, your bonus to Combat Maneuver Defense against that combat maneuver attempt increases by an amount equal to the number of stamina points you spent.

Coordinated Maneuvers[APG] **(Combat, Teamwork)**: When you attempt a combat maneuver while adjacent to an ally who also has this feat, you can spend 1 stamina point to increase your bonus from this feat on that combat maneuver check by 2.

Coordinated Shot[ACG] **(Combat, Teamwork)**: When making an attack roll, you can spend 2 stamina points to ignore any cover provided by an ally who also has this feat.

Counter Reflexes[ACG] **(Combat)**: When an opponent with the Mobility feat moves out of or within your threatened area, you can spend 2 stamina points to gain a +4 bonus on your attack of opportunity.

Counterpunch[ACG] **(Combat)**: You can spend 5 stamina points to use this feat a second time during the same round.

Covering Defense[APG] **(Combat)**: When using the total defense action, you can spend 5 stamina points. If you do, your shield also provides a cover bonus on your ally's Reflex saves.

Crane Riposte[UC] **(Combat)**: At the start of a turn when you are fighting defensively, you can spend 2 stamina points to take no penalty on your attack rolls from fighting defensively. This lasts until the start of your turn.

Crane Style[UC] **(Combat, Style)**: While using this style and fighting defensively or using the total defense action, when you are targeted with a melee attack, you can spend up to 3 stamina points and take an immediate action to increase your dodge bonus to AC against that attack by an amount equal to the number of stamina points you spent.

Crane Wing[UC] **(Combat)**: When fighting defensively with at least one hand free, you can spend 5 stamina points to designate a second opponent for your Crane Wing feat. You also gain a +2 dodge bonus to AC against that opponent's attacks.

Crippling Critical[APG] **(Combat, Critical)**: When you confirm a critical hit and attempt to cripple an opponent with this feat, you can spend up to 5 stamina points to increase the DC of this feat's saving throw by an amount equal to the number of stamina points you spent.

Critical Focus (Combat): If your successful critical confirmation roll is a natural 19 or 20, you can spend 2 stamina points to roll another confirmation roll. If this confirmation roll also succeeds, increase your critical multiplier by 1 for this attack, and you can roll again. If you continue to roll 19 or 20, you can continue to spend stamina points for additional rolls, and the increases to the critical multiplier stack.

Critical Mastery (Combat): When you confirm a critical hit, instead of applying the effects of two critical feats you possess, you can spend 2 stamina points to apply the effect of any one critical feat you don't possess (but for which you qualify).

Critical Versatility[ARG] **(Combat)**: You can spend 5 stamina points to use this feat a second time per day.

Crossbow Mastery[APG] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, reloading any kind of crossbow no longer provokes attacks of opportunity.

Crusader's Fist[UC] **(Combat)**: When you use Crusader's Fist and confirm a critical hit, you can spend 5 stamina points to multiply the extra damage for that critical hit.

Crushing Blow[UC] **(Combat)**: When using this feat, you can spend either 2 or 4 stamina points. If you do, the Crushing Blow attack reduces the target's AC by an additional 1 for every 2 stamina points you spent.

Dastardly Finish[APG] **(Combat)**: You can spend 10 stamina points to deliver a coup de grace against two helpless, cowering, or stunned targets within your reach as a full-round action. This provokes attacks of opportunity twice—one for each coup de grace.

Dazing Assault[APG] **(Combat)**: After hitting an opponent with a melee attack, you can spend 5 stamina points to attempt to daze that opponent as if using this feat.

Dazing Fist[ACG] **(Combat)**: You can spend 5 stamina points to declare that you are using Dazing Fist after you've hit with an unarmed strike attack.

Dazzling Display (Combat): When wielding a melee weapon with which you have Weapon Focus, you can make a single melee attack as a standard action against a foe. If the attack hits, you can select any number of foes within 30 feet who saw the attack, including that foe. Spend 2 stamina points per foe you have selected, then attempt an Intimidate check to demoralize those foes.

Deadly Aim (Combat): When using this feat, you can spend 4 stamina points to reduce the penalty to attack rolls imposed by the feat by 1 until the beginning of your next turn. You can't reduce the penalty below 0.

Deadly Finish[UC] **(Combat)**: When you reduce an opponent to 0 hit points, you can spend 2 stamina points to force the creature to succeed at the saving throw for Deadly Finish or die.

Deadly Stroke (Combat): You can spend 5 stamina points to make a Deadly Stroke attack against a dazed opponent, or 10 stamina points to make a Deadly Stroke against an opponent you are flanking.

Deafening Critical (Combat, Critical): When you confirm a critical hit and attempt to deafen an opponent with this feat, you can spend up to 5 stamina points to increase the DC of this feat's saving throw by an amount equal to the number of stamina points you spent.

Death from Above[UC] **(Combat)**: When charging an opponent from higher ground or from above while flying, you can spend 4 stamina points to gain a +5 bonus on the damage roll, and also retain the bonuses from charging and being on higher ground.

Death or Glory[UC] **(Combat)**: When you make a Death or Glory attack, you can spend 5 stamina points to automatically negate the opponent's immediate-action attack against you after it takes the action but before it rolls the attack.

Deathless Initiate[UC] **(Combat)**: When you are at 0 or fewer hit points, you can spend 2 stamina points to avoid taking damage when you take both a move and a standard action or a full-round action.

Deathless Master[UC] **(Combat)**: When you are at 0 or fewer hit points, you can spend 2 stamina points as a standard action at the start of your turn to gain 2 temporary hit points. These hit points last for 1 minute.

Deathless Zealot[UC] **(Combat)**: Whenever a creature threatens a critical hit against you and neither of its confirmation rolls would succeed, you can spend 5 stamina points to make an attack of opportunity against that creature.

Defensive Combat Training (Combat): When targeted with a combat maneuver, you can spend any number of stamina points to gain a bonus to your CMD equal to the number of stamina points you spent.

Defensive Weapon Training[UC] **(Combat)**: You can spend 5 stamina points at the beginning of your turn to switch the weapon group of this feat to any other weapon group on the fighter's weapon training class ability list (except natural weapons). This benefit lasts for 3 rounds.

Deflect Arrows (Combat): You can spend 5 stamina points to deflect an arrow while you're flat-footed. You must still be aware of the attack.

Demoralizing Lash[ARG] **(Combat)**: When you hit a demoralized foe with a weapon in the flails fighter group, you can spend 2 stamina points to extend the duration of the shaken condition by 1d4 rounds instead of 1 round.

Dented Helm[ARG] **(Combat)**: After using this feat, you can spend 5 stamina points to become sickened rather than staggered until the end of your next turn. You can't use this ability if you are immune to being sickened.

Desperate Swing[ARG] **(Combat)**: You can spend 5 stamina points to use this feat an additional time per day. Each time you use this combat trick, you must spend 5 stamina points.

Destroyer's Blessing[ARG] **(Combat)**: You can spend 2 stamina points to regain 1 round of rage after reducing a foe whose CR is at least half your character level to below 0 hit points, rather than upon successfully sundering a target.

Devastating Strike[UC] **(Combat)**: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you can spend 5 stamina points to increase the bonus damage to +4 on each extra weapon damage die. For weapons with more than one damage die, count all of the weapon's base damage dice together as one set.

Disarming Strike[APG] **(Combat)**: When you fail to confirm a critical hit with a melee attack, you can spend 2 stamina points to attempt to disarm the target anyway. When you do, reroll the confirmation roll and use it to determine if the disarm attempt exceeds the opponent's CMD. This reroll is used only for the disarm combat maneuver; it can't cause the critical to be confirmed. You still can't make the attempt if the target is immune to critical hits.

Disengaging Feint[UC] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 5 stamina points to attempt a Disengaging Feint as a move action instead of a standard action.



Disengaging Flourish[UC] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 5 stamina points to make a Disengaging Flourish attempt as a move action instead of a standard action.

Disengaging Shot[UC] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefit of this feat only as long as you have at least 1 stamina point in your stamina pool. Just before you attempt your free melee attack with Disengaging Shot, you can spend up to 5 stamina points. If you do, increase the attack's damage by 2 points for each stamina point you spent.

Disheartening Display[ACG] **(Combat)**: When you affect a creature with this feat, you can spend 5 stamina points to gain the ability to affect that creature with this feat a second time during the same 24-hour period.

Disrupting Shot[APG] **(Combat)**: When you ready an action to shoot an opponent casting a spell, you can spend up to 3 stamina points. For each stamina point you spend, it increases the range from which you can successfully hit that opponent and gain the benefits of this feat by 10 feet (to a maximum of 60 feet).

Disruptive (Combat): When you use your last attack of opportunity available to you in a round, you can spend 2 stamina points to extend the duration of this feat's increase to DCs for enemies casting defensively within your threatened area until the start of your next turn.

Distance Thrower[UC] **(Combat)**: When making an attack with a thrown weapon, you can spend 2 stamina points to reduce your penalty on ranged attack rolls due to range by an additional 4.

Distracting Charge[ACG] **(Combat, Teamwork)**: You can spend 1 stamina point when an ally with this feat charges but misses with the charge attack. When you do, you can still gain the benefit of this feat when you charge.

Djinni Spin[UC] **(Combat)**: Instead of spending two uses of Elemental Fist[APG] to surround yourself in a whirlwind of electrified air, you can spend one use of Elemental Fist and 2 stamina points.

Djinni Spirit[UC] **(Combat)**: When you make an Elemental Fist[APG] attack, you can spend up to 5 stamina points to increase the DC of the saving throw of the deafening effect by an amount equal to the number of stamina points you spent.

Djinni Style[UC] **(Combat, Style)**: When you make an Elemental Fist[APG] attack to deal electricity damage, you can spend up to 5 stamina points. If you do, you deal an amount of additional electricity damage equal to double the number of stamina points you spent.

Dodge (Combat): When you move your speed or farther, you can spend a number of stamina points up to double your Dexterity bonus. If you do, until the start of your next turn, you gain an increase to the dodge bonus granted by the Dodge feat equal to half the number of stamina points you spent.

Domain Strike[UC] **(Combat)**: You can spend 2 stamina points to apply the effects of your chosen domain power as a free action instead of a swift action.

Double Slice (Combat): When you hit an opponent with both a primary-hand attack and an off-hand attack while using Two-Weapon Fighting, you can spend a number of stamina points up to half your Strength bonus. If you do, add a bonus on the damage roll of the second of the two attacks equal to the number of stamina points you spent. You can use this combat trick only once per round.

Drag Down[UC] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefit of this feat only as long as you have at least 1 stamina point in your stamina pool. If your retributive trip combat maneuver from Drag Down succeeds by 10 or more, you can spend 5 stamina points to stand up from prone without provoking an attack of opportunity as part of the same immediate action as the trip attempt.

Dragon Ferocity[UC] **(Combat)**: When you use this feat to make a foe shaken with a critical hit or a successful Stunning Fist attempt, you can spend 5 stamina points to also sicken that foe for 1d4 rounds.

Dragon Roar[UC] **(Combat)**: Instead of spending two uses of Stunning Fist to unleash a concussive roar, you can spend one use of Stunning Fist and 5 stamina points to do so.

Dragon Style[UC] **(Combat, Style)**: On your second and all subsequent unarmed strike attacks made in a round, you can spend 3 stamina points before making each attack to add 1-1/2 times your Strength modifier to that attack's damage roll.

Draining Strike[ACG] **(Combat)**: You can spend 5 stamina points to declare that you are using Draining Strike after you've hit with an unarmed strike attack.

Dramatic Display[UC] **(Combat, Performance)**: When using this feat, you can spend 5 stamina points to also gain a +2 dodge bonus to AC until the end of your next turn.

Dreadful Carnage[APG] **(Combat)**: When you reduce an enemy to 0 or fewer hit points, you can spend up to 6 stamina points to increase the radius of this feat's effect by 5 feet for each stamina point you spent (to a maximum of 60 feet).

Dueling Cape[ACG] **(Combat, Panache)**: When you use this feat to entangle a foe, you can spend 5 stamina points in place of spending 1 panache point.

Earth Child Binder[UC] **(Combat)**: You can spend 5 stamina points to use Stunning Fist without expending a normal use of Stunning Fist when a creature with the giant subtype provokes an attack of opportunity by standing up.

Earth Child Style[UC] **(Combat, Style)**: When you make a successful unarmed strike attack against a creature that has the giant subtype, you can spend up to 5 stamina points

to gain a bonus on the damage roll equal to double the number of stamina points you spent.

Earth Child Topple[UC] **(Combat)**: When you trip a creature with the giant subtype, you can spend 3 stamina points to cause the creature to also take 2d6 points of falling damage.

Efreeti Stance[UC] **(Combat)**: When making an Elemental Fist[APG] attack, you can spend up to 5 stamina points to increase the DC of the saving throw to avoid catching on fire by an amount equal to the number of stamina points you spent.

Efreeti Style[UC] **(Combat, Style)**: When you make an Elemental Fist[APG] attack to deal fire damage, you can spend up to 5 stamina points. When you do, you deal an amount of additional fire damage equal to double the number of stamina points you spent.

Efreeti Touch[UC] **(Combat)**: Instead of spending two uses of Elemental Fist[APG] to unleash a cone of flame, you can spend one use of Elemental Fist and 2 stamina points.

Eldritch Claws[APG] **(Combat)**: As long as you have 1 stamina point in your stamina pool, your claws are also considered to be cold iron weapons for the purpose of overcoming damage reduction.

Elemental Fist[APG] **(Combat)**: You can spend 5 stamina points to declare the use of Elemental Fist after making a successful attack roll.

Elven Accuracy[APG] **(Combat)**: If you miss an attack with a longbow or shortbow due to concealment, you can spend 5 stamina points to automatically succeed at the miss chance reroll from this feat.

Elven Battle Training[ARG] **(Combat)**: When you are wielding a traditional elven weapon as defined in the feat, you can spend 5 stamina points to make one additional attack of opportunity with that weapon. This stacks with additional attacks of opportunity granted by this feat, Combat Reflexes, and similar abilities.

Enfilading Fire[UC] **(Combat, Teamwork)**: Before making a ranged attack roll, you can spend 1 stamina point to gain the benefits of this feat against a target that is flanked by two or more allies, even if those allies don't have this feat.

Enforcer[APG] **(Combat)**: When you score a critical hit with a weapon dealing nonlethal damage, you can spend 5 stamina points to frighten the target for 1d4 rounds instead of 1 round.

Exhausting Critical (Combat, Critical): When you threaten a critical hit against an exhausted target and choose to use Exhausting Critical, you can spend up to 5 stamina points. If you do, you gain a +2 bonus on the confirmation roll for each stamina point you spent.

Extreme Prejudice[ACG] **(Combat)**: When you succeed at a sneak attack against a creature that is not the target of your Seething Hatred[ACG] feat, you can spend 5 stamina points to treat the creature as if it were the target of your Seething Hatred for that attack.

Faerie's Strike[ACG] **(Combat)**: When using this feat, you can spend up to 5 stamina points to increase the DC of the effect by an amount equal to the number of stamina points you spent.

False Opening[UC] **(Combat)**: When you use this feat, you can spend 5 stamina points to make an attack of opportunity against an opponent who misses you with the provoked attack (after it loses its Dexterity bonus to AC against you).

Far Shot (Combat): When making a single ranged attack as a standard action, you can spend 5 stamina points to ignore all range penalties on that attack.

Feint Partner[UC] **(Combat, Teamwork)**: When feinting an opponent, you can spend 5 stamina points to have that opponent lose its Dexterity bonus to AC against the next attack made by any of your allies. If the next ally to attack that opponent also has this feat, that ally's attacks do not count as the next attack for the purpose of this combat trick, allowing another ally to gain this benefit.

Felling Escape[UC] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefit of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 5 stamina points to make the trip attempt from this feat as a free action instead of a swift action.

Felling Smash[UC] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefit of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 5 stamina points to make the trip attempt from this feat as a free action instead of a swift action.

Feral Combat Training[UC] **(Combat)**: At the start of your turn, you can spend any number of stamina points. Until the beginning of your next turn, for every 2 stamina points you spent this way, you can apply the effects of Feral Combat Training to a single natural weapon attack made with a natural weapon other than the weapon chosen with this feat.

Ferocious Tenacity[ARG] **(Combat)**: When using this feat, you can spend 2 stamina points in place of 1 round of rage to gain the same effects.

Final Embrace[UC] **(Combat)**: You can spend 2 stamina points to grab a creature one size category larger than you.

Final Embrace Horror[UC] **(Combat)**: When a creature is damaged by your constrict ability, you can spend 5 stamina points to sicken that creature until the start of your next turn.

Final Embrace Master[UC] **(Combat)**: Each time you constrict, you can spend 5 stamina points to triple the damage dice of your constrict ability instead of doubling them.

Fire Hand[ARG] **(Combat)**: When you hit with a torch attack, you can spend 1 stamina point. If you do, the fire damage dealt with that attack increases to 1d6 points of fire damage.

Flanking Foil[UC] **(Combat)**: When using this feat, you can spend 5 stamina points. If you do, your target cannot flank with its allies against you until the start of your next turn.

Focused Shot[APG] **(Combat)**: You can spend 2 stamina points to make a Focused Shot attack against a target anywhere within your weapon's first range increment.

Following Step[APG] **(Combat)**: When you use this feat to move, you can spend 2 stamina points to increase your movement to 15 feet.

Fortified Armor Training[UC] **(Combat)**: When you use this feat to negate a critical hit, you can spend 5 stamina points to give your armor or shield a 50% chance to avoid gaining the broken condition.

Furious Focus[APG] **(Combat)**: When using the Power Attack feat and wielding a two-handed melee weapon or a one-handed melee weapon with two hands, you can spend 5 stamina points. If you do, each successful attack you make against a target reduces your Power Attack penalty against that target by 1 (to a minimum of 0) until the beginning of your next turn.

Gang Up[APG] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. If you spend 5 stamina points, you can gain the feat's benefits when you and one other ally are threatening an opponent (instead of two other allies).

Giant Killer[ARG] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, the bonus on Cleave attacks made against humanoids with the giant subtype increases to +4.

Gloom Strike[ARG] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you gain the bonus for this feat when you are in dim light or darkness, even if the creature you are attacking is not.

Gnome Weapon Focus[ARG] **(Combat)**: When you make a successful attack with a gnome weapon against an opponent that is at least one size category larger than you, you can spend up to 5 stamina points. If you do, you gain a bonus on the damage roll equal to double the number of stamina points you spent.

Goblin Cleaver[ARG] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, the bonus on Cleave attacks made against goblinoids increases to +4.

Goblin Gunslinger[ARG] **(Combat)**: When wielding a firearm that deals fire damage, when you threaten but fail to confirm a critical hit, you can spend 5 stamina points to regain 1 grit point. You still can't gain a grit point if the target is immune to critical hits.

Gorgon's Fist (Combat): You can spend 5 stamina points to make a Gorgon's Fist attack as one of the individual attacks made during a full attack.

Gory Finish[UC] **(Combat)**: You can spend 5 stamina points when confirming a critical on a Gory Finish attack to attempt an Intimidate check to demoralize all foes within 30 feet of you who can see your attack.

Grabbing Drag[ACG] **(Combat)**: After using the move grapple action and moving your full speed, you can spend 5 stamina points to move your full speed again (instead of half your speed) without the need to attempt another grapple check.

Grabbing Master[ACG] **(Combat)**: When you are grappling only one opponent while using Grabbing Style[ACG], you can spend 5 stamina points to continue to threaten the area within your reach with your free hand until the beginning of your next turn.

Grabbing Style[ACG] **(Combat, Style)**: When you make a grapple attempt with two hands while using this style, you can spend 1 stamina point to gain a +2 bonus on the grapple combat maneuver check.

Grasping Strike[ACG] **(Combat)**: When using this feat, you can spend up to 5 stamina points to increase the DC of the effect by an amount equal to the number of stamina points you spent.

Great Cleave (Combat): Once per round when you miss a foe with an attack gained from Cleave, you can spend 5 stamina points to make another Cleave attack anyway.

Great Hatred[ARG] **(Combat)**: When you hit an opponent of a subtype subject to your hatred racial trait, you can spend up to 5 stamina points to deal an amount of extra damage equal to double the number of stamina points you spent.

Greater Blind-Fight[APG] **(Combat)**: When you attack a creature subject to the *blink* spell, you can spend 5 stamina points. If you do, your Greater Blind-Fight feat works against that creature until the beginning of your next turn, either treating the *blink* miss chance as 20% and allowing a reroll or ignoring the *blink* miss chance if you have a way to see or strike ethereal creatures.

Greater Bull Rush (Combat): When you bull rush an opponent, you can spend 5 stamina points to have the opponent's movement from the bull rush provoke an attack of opportunity from you as well.

Greater Dirty Trick[APG] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. When you successfully complete a dirty trick[APG] combat maneuver, you can spend 5 stamina points to make the condition you inflicted with that maneuver require a full-round action to remove (instead of a standard action).

Greater Disarm (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. When you successfully disarm a foe, you can spend 5 stamina points to select where the weapon lands by choosing a square within 15 feet of the disarmed foe. If you choose a square in your space and have at least one hand free, you can grab the weapon as part of the disarm attempt.

Greater Drag[APG] (Combat): When you succeed at a drag[APG] combat maneuver check, you can spend 5 stamina points to gain up to 10 feet of movement for your drag. You can use this movement in place of your normal movement, but only to drag an opponent.

Greater Feint (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. If you have at least 1 point in your stamina pool, you can feint as a swift action, but the feint causes the opponent to become flat-footed only for your next attack rather than for all attacks until the beginning of your next turn.

Greater Grapple (Combat): After you take a move action to successfully maintain a grapple, you can spend 5 stamina points before the end of your turn to maintain that grapple as a swift action. This allows you to make up to three grapple checks to maintain a grapple during a round, but you still can't maintain a grapple until the round after you initiate it.

Greater Overrun (Combat): If you succeed at a combat maneuver check to overrun an opponent, but do not exceed your opponent's CMD by 5 or more, you can spend 2 stamina points to knock the target prone anyway.

Greater Penetrating Strike (Combat): When you use a weapon with which you have Weapon Focus to damage a creature that has damage reduction, you can spend 5 stamina points to allow all your allies within 30 feet to ignore 10 points of that creature's damage reduction for 1 round. This amount is reduced to 5 points for damage reduction without a type (such as DR 10/—). This effect does not stack with Greater Penetrating Strike's normal effect, but it does allow you to apply the effect to all your other weapons for the duration.

Greater Rending Fury[UC] (Combat): When you rend an opponent, you can spend 2 stamina points to deal 1d6+2 points of bleed damage to your opponent instead of 1d6 points of bleed damage.

Greater Reposition[APG] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. When attempting to reposition a foe, you can spend 5 stamina points to increase your melee reach by 5 feet for the purpose of determining where you can move the foe.

Greater Shield Focus (Combat): When an attack is made against you while you are using a shield, you can spend up to 4 stamina points. For that attack, your shield bonus increases by an amount equal to the number of stamina points you spent. This increase does not stack with any gained from the Shield Focus combat trick.

Greater Shield Specialization[APG] (Combat): You can spend 5 stamina points to use your selected shield to negate a critical hit a second time each day.

Greater Snap Shot[UC] (Combat): When you make an attack of opportunity using a ranged weapon, you can spend 3 stamina points to gain your bonus from Greater Snap Shot on the attack roll.

Greater Steal[APG] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. When attempting a steal[APG] combat maneuver with a whip, you can spend 2 stamina points to negate the –4 penalty on the check.

Greater Sunder (Combat): When you succeed at a sunder combat maneuver check, you can spend a number of stamina points up to your Strength bonus to deal an amount of extra damage to the target equal to double the number of stamina points you spent. The damage type is the same as that of the weapon you used to attempt the maneuver.



Greater Trip (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 2 stamina points after you successfully trip an opponent to deal 1d6 points of falling damage to the target.

Greater Two-Weapon Fighting (Combat): If you hit with the third attack granted by this feat and your base attack bonus is 16 or higher, you can spend 2 stamina points to make another attack with your off hand at a –15 penalty.

Greater Vital Strike (Combat): When using the Vital Strike combat trick, you can spend 4 stamina points instead of 2 to reroll four damage dice.

Greater Weapon Focus (Combat): Once per round, you can spend 2 stamina points to gain your Greater Weapon Focus bonus on attack rolls with another weapon. This bonus lasts until the start of your next turn.

Greater Weapon of the Chosen[ACG] (Combat): When making an attack as part of a full attack with the weapon designated by your Weapon of the Chosen[ACG] feat, you can spend 5 stamina points to gain the benefits of this feat on that attack.

Greater Weapon Specialization (Combat): Once per round, you can spend 2 stamina points to gain your Greater Weapon Specialization bonus on damage rolls with another weapon. This bonus lasts until the start of your next turn.

Greater Whip Mastery[UC] (Combat): When you initiate a grapple with a whip, you can spend 5 stamina points to attempt a second grapple check as a swift action to either move or damage the creature you are grappling. This is not a check to maintain the grapple.

Grudge Fighter[ARG] (Combat): When you hit a creature that attacked you in the current combat, you can spend up to 2 stamina points to deal an amount of extra damage to it equal to double the number of stamina points you spent.

Gruesome Slaughter[ACG] (Combat): When using this feat, you can spend up to 5 stamina points to increase the DC of the effect by an amount equal to the number of stamina points you spent.

Hammer the Gap[UC] (Combat): When you use this feat, you can spend 5 stamina points to increase the amount of extra damage dealt by 1 point per consecutive hit you make.

Hard-Headed[ARG] (Combat): When targeted by a spell or a special ability that could cause you to become staggered or stunned, you can spend up to 2 stamina points before attempting the save to gain a bonus on the saving throw equal to the number of stamina points you spent.

Haunted Gnome[UC] (Combat): You can spend 5 stamina points to use *haunted fey aspect*[UC] an additional time in a day.

Haunted Gnome Assault[UC] (Combat): When you hit an opponent with a charge attack or confirm a critical hit, you can spend 2 stamina points to make the target of the attack shaken for 1 round without discharging *haunted fey aspect*[UC].

Haunted Gnome Shroud[UC] (Combat): When an opponent misses you due to the miss chance from Haunted Gnome Shroud, you can spend 5 stamina points to impose a –2 penalty on all that opponent's attack rolls against you until that opponent deals damage to you. This ability doesn't stack with itself.

Hero's Display[UC] (Combat, Performance): When using this feat, you can spend up to 6 stamina points to increase the radius of the demoralizing effect by 5 feet per stamina point you spent (to a maximum of 60 feet).

Hex Strike[UC] (Combat): You can spend 5 stamina points to apply the effects of your chosen hex[APG] as a free action instead of a swift action.

Horse Master[UC] (Combat): You can spend 5 stamina points to grant your mount a number of temporary hit points equal to your character level. These temporary hit points last for 1 minute.

Impact Critical Shot[UC] (Combat, Critical): When you confirm a critical hit and use this feat to either bull rush or trip the target, you can spend 5 stamina points to perform the other combat maneuver as well. Use the confirmation roll for the combat maneuver check of both maneuvers.

Impaling Critical[UC] (Combat, Critical): When you impale a foe with this feat, you can spend 5 stamina points to make the weapon require a standard action to remove (rather than a move action).

Improved Awesome Blow[ACG] (Combat): When a creature attempts an awesome blow combat maneuver against you, you can spend up to 3 stamina points to increase your Combat Maneuver Defense against that combat maneuver by an amount equal to the number of stamina points you spent. This bonus stacks with the bonus granted by Improved Awesome Blow.

Improved Blind-Fight[APG] (Combat): When attacking a foe with total concealment, you can spend 5 stamina points to treat that foe as having normal concealment (20% miss chance instead of 50%).

Improved Bull Rush (Combat): When you are the target of a bull rush combat maneuver, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD increases by that number for that bull rush attempt.

Improved Charging Hurler[UC] (Combat): When using Charging Hurler[UC] against a target within 30 feet, you can spend up to 2 stamina points. When you do, the bonus on your damage roll for that attack increases by double the number of stamina points you spent.

Improved Cleaving Finish[UC] (Combat): Once per round when you confirm a critical hit, you can spend 5 stamina points to treat that attack as if you reduced the target to 0 or fewer hit points for the purpose of using the Cleaving Finish[UC] feat.

Improved Critical (Combat): When you hit with an attack and the roll fails to threaten a critical hit by 3 or less, you can spend 5 stamina points to attempt to deal double damage anyway. Roll as if confirming a critical hit. If this confirmation roll succeeds, your attack is still not a critical hit, but it deals double damage.

Improved Devastating Strike[UC] (Combat): Whenever you use the Devastating Strike combat trick, increase the bonus damage to +6 on each of the extra sets of weapon damage dice. For weapons with more than one damage die, count all the weapon's base damage dice together as one set.

Improved Dirty Trick[APG] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. When you are the target of a dirty trick[APG] combat maneuver, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD against that dirty trick attempt increases by that number.

Improved Disarm (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefit of this feat only as long as you have at least 1 stamina point in your stamina pool. When you are the target of a disarm combat maneuver, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD against that disarm attempt increases by that number.

Improved Drag[APG] (Combat): When you are the target of a drag[APG] combat maneuver, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD against that drag attempt increases by that number.

Improved Feint (Combat): You can select this feat even if you don't meet the Ability score prerequisite (Intelligence 13). You gain the benefit of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 5 stamina points to feint as a move action.

Improved Feint Partner[UC] (Combat, Teamwork): When you feint, you can spend 5 stamina points for each additional ally to grant an attack of opportunity to any number of additional allies—not just those with this feat.

Improved Grapple (Combat): When you are the target of a grapple combat maneuver to initiate or maintain a grapple, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD against that grapple attempt increases by that number.

Improved Impaling Critical[UC] (Combat, Critical): When using this feat to impale a foe, you can spend 5 stamina points to immobilize the foe in its current space (instead of halving its movement) for as long as you maintain your grip and the foe is impaled. If you let go of the weapon, the foe can move, but its movement is still halved.

Improved Initiative (Combat): Before rolling initiative, you can spend 10 stamina points to use 20 as the number rolled.

Improved Ki Throw[APG] (Combat): When using this feat to throw a target into another creature's space, you can spend up to 6 stamina points to reduce the penalty on the bull rush attempt against the secondary target by an amount equal to the number of stamina points you spent.

Improved Low Blow[ARG] (Combat): You can spend 5 stamina points to reroll a second critical hit confirmation roll in the same day.

Improved Overrun (Combat): When you are the target of an overrun combat maneuver, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD against that overrun attempt increases by that number.

Improved Precise Shot (Combat): When you use the ability of the Precise Shot combat trick, the bonuses increase to +4.

Improved Rending Fury[UC] (Combat): As long as you have at least 1 stamina point in your stamina pool, the extra damage from this feat is multiplied on a critical hit.

Improved Reposition[APG] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. When you are the target of a reposition[APG] combat maneuver, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD against that reposition attempt increases by that number.

Improved Second Chance[APG] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 5 stamina points to use Second Chance[APG] to reroll any attack after the first in a full attack at the same bonus. If you use Second Chance more than once in the same full attack, the penalties stack.

Improved Shield Bash (Combat): When attempting a shield bash attack, you can spend 5 stamina points to either wield a heavy shield as if it were a light weapon or gain a +2 bonus on the shield bash attack roll with a light shield. Whichever option you choose, the effect lasts until the start of your next turn.

Improved Sidestep[APG] (Combat): As long as you have at least 1 stamina point in your stamina pool, you can use the Improved Sidestep feat as a free action that you can take during your opponent's turn.

Improved Snap Shot[UC] (Combat): At the end of your turn, you can spend 5 stamina points to threaten an additional 15 feet with Snap Shot[APG] (instead of an additional 10 feet) until you take an attack of opportunity against an opponent in the expanded threat range or the beginning of your next turn, whichever comes first.

Improved Steal[APG] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. When you are the target of a steal[APG] combat maneuver, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD against that steal attempt increases by that number.

Improved Sunder (Combat): When you are the target of a sunder combat maneuver, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD increases by that number for that sunder attempt.

Improved Surprise Follow-Through[ARG] (Combat): When you hit a foe that's denied its Dexterity bonus via this feat and you use the Surprise Follow-Through combat trick to deal extra damage, the amount of extra damage dealt increases to 1d6 points.

Improved Swap Places[ACG] (Combat, Teamwork): When you attempt a bull rush when using this feat, you can spend 2 stamina points to gain the ability to move the target of that combat maneuver more than 5 feet if necessary to create space for your ally (you must still roll high enough on the bull rush attempt to move the target an extra distance, as normal).

Improved Trip (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. When you are the target of a trip combat maneuver, you can spend a number of stamina points up to your Strength or Dexterity bonus, whichever is greater. Your CMD against that trip attempt increases by that number.

Improved Two-Weapon Feint[UC] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 5 stamina points to increase the duration for which the opponent is denied its Dexterity bonus until the start of your next turn.

Improved Two-Weapon Fighting (Combat): When making an attack of opportunity, you can spend 5 stamina points to also make an attack of opportunity with your off-hand weapon. That second attack takes a –5 penalty.

Improved Unarmed Strike (Combat): When you deal nonlethal damage with an unarmed strike, you can spend up to 5 stamina points to deal an amount of additional nonlethal damage equal to double the amount of stamina points you spent.

Improved Vital Strike (Combat): When using the Vital Strike combat trick, you can spend 3 stamina points instead of 2 to reroll three damage dice.

Improvised Weapon Mastery (Combat): When making an improvised weapon attack, you can spend 2 stamina points to increase the damage of the attack by an additional step (to a maximum of 1d10, or 2d8 if the improvised weapon is two-handed).

Improved Weapon of the Chosen[ACG] (Combat): When using this feat, at the end of its normal duration you can spend 2 stamina points to extend the duration until the end of your next turn.

Improved Whip Mastery[UC] (Combat): At the start of your turn, you can spend 5 stamina points to increase the radius of the area you threaten while wielding a whip by an additional 5 feet until you make an attack against an opponent in the expanded reach or the beginning of your next turn, whichever comes first.

In Harm's Way[APG] (Combat): When using this feat's benefit, you can spend up to 5 stamina points to reduce the damage from the intercepted attack by an amount equal to double the number of stamina points you spent this way. This does not alter other effects from that attack (such as bleed, poison, etc.), even if the damage is reduced to 0.

Inner Flame[ARG] (Combat): When you fail a saving throw against an effect that has the fire or light descriptor, you can spend 5 stamina points to reroll the saving throw. You must take the second result, even if it is worse.

Intercept Charge[ACG] (Combat, Teamwork): When using this feat, you can spend 5 stamina points to not have your movement count toward your movement on your next turn.

Intimidating Prowess (Combat): When attempting an Intimidate check, you can spend 2 stamina points for each size category smaller you are than a given target to ignore the size difference penalty against that target.

Jabbing Dancer[ACG] (Combat): After you use Jabbing Style[ACG] to move 5 feet without provoking attacks of opportunity, if you have at least 1 stamina point in your stamina pool, you can still take a 5-foot step on your next turn.

Jabbing Master[ACG] (Combat): When you threaten a critical hit with an unarmed strike while using Jabbing Style[ACG], you can spend 5 stamina points to double your extra damage from Jabbing Master against that target. You can use this ability only once per target per round.

Jabbing Style[ACG] (Combat, Style): When you gain the extra damage from this style after hitting a single target with two or more unarmed strikes, you can spend 2 stamina points to increase the extra unarmed strike damage by 1d6 points.

Janni Rush[UC] (Combat): You can spend 5 stamina points to multiply the extra damage dice from this feat on a critical hit.

Janni Style[UC] (Combat, Style): When you charge while using this style, you can spend 2 stamina points to take no penalty to AC for charging and move an additional 10 feet as part of the charge.

Janni Tempest[UC] (Combat): When you hit an opponent with an unarmed strike while using Janni Style[UC], you can spend 2 stamina points to increase this feat's bonus

by 2. You can also spend 2 stamina points to apply the feat's bonus on checks to a drag[APG] or reposition[APG] combat maneuver instead of a bull rush or trip.

Jawbreaker[UC] (Combat): When you hit with a Jawbreaker attack, you can spend 5 stamina points to increase the bleed damage to 1d6 points, increase the DC of the Heal check to end the bleed to 20, and require the user of a spell or ability that cures hit point damage to succeed at a DC 15 caster level check to end the bleed effect.

Ki Throw[APG] (Combat): You can spend 5 stamina points to throw a creature one size category larger than you.

Kick Up[ACG] (Combat): You can spend 2 stamina points to kick up an unattended object in an adjacent space occupied by an enemy.

Killing Flourish[ACG] (Combat): When you confirm a critical hit, you can spend 5 stamina points and take a swift action to attempt an Intimidate check to demoralize all foes within 30 feet who can see your attack.

Kirin Path[UC] (Combat): When using Kirin Style[UC], you can spend 5 stamina points instead of using an attack of opportunity to move a distance equal to 5 feet × your Intelligence modifier.

Kirin Strike[UC] (Combat): As long as you have at least 1 stamina point in your stamina pool, when you hit a creature you have identified with Kirin Style[UC], you add your Intelligence modifier to melee and ranged attack damage rolls against that creature for the next 24 hours. You still can take a swift action to add twice your Intelligence modifier to damage rolls, but that damage doesn't stack with the damage from this combat trick.

Kirin Style[UC] (Combat, Style): When you attempt a Knowledge check to identify a creature, you can spend up to 2 stamina points to gain a bonus on that check equal to double the number of stamina points you spent.

Kobold Ambusher[ARG] (Combat): When you use the run or charge action and wish to remain hidden, you can spend 2 stamina points to decrease the penalty for doing so to –5.

Kobold Sniper[ARG] (Combat): When you are sniping, you can spend 5 stamina points to decrease the penalty on Stealth checks to stay hidden to –5 until the start of your next turn.

Landing Roll[UC] (Combat): When using this feat, you can spend 5 stamina points to stand up as part of your immediate action after you move. Standing up provokes attacks of opportunity.

Lightning Stance (Combat): When you take a single move action and move no less than your speed, you can spend 5 stamina points to benefit from a 50% miss chance until the start of your next turn.

Lookout[APG] (Combat, Teamwork): As long as you have at least 1 stamina point in your stamina pool, you gain the benefit of this feat as long as you are within 10 feet of an ally who has this feat.

Low Profile[APG] (Combat): When targeted by a ranged attack, you can spend a number of stamina points up to your Dexterity bonus. For each stamina point you spend in this way, your dodge bonus to AC against that attack increases by 1.

Lucky Strike[ARG] (Combat): You can spend 5 stamina points instead of a use of adaptable luck[ARG] to reroll the damage from a single attack.

Lunge (Combat): When you use this feat, you can spend 2 stamina points to avoid taking the –2 penalty to AC for that use.

Mantis Style[UC] (Combat, Style): While using this style, you can spend 5 stamina points to use Stunning Fist without expending a use of Stunning Fist for the day.

Mantis Torment[UC] (Combat): Instead of expending two uses of Stunning Fist to make the Mantis Torment unarmed strike, you can choose to spend either 5 stamina points or one use of Stunning Fist and 2 stamina points.





Mantis Wisdom[UC] **(Combat)**: You can spend 2 stamina points and take a standard action to remove any Stunning Fist effect you have applied to a creature without making a touch attack. You can use this ability no matter where the affected creature is located.

Manyshot (Combat): When using this feat, you can spend 5 stamina points to fire two arrows with your final iterative attack during the full attack.

Marid Coldsnap[UC] **(Combat)**: Instead of spending two uses of Elemental Fist[APG] to unleash a line of frigid water, you can spend one use of Elemental Fist and 2 stamina points.

Marid Spirit[UC] **(Combat)**: When a creature takes cold damage from your Elemental Fist[APG] attack, you can spend up to 5 stamina points to increase the DC of the saving throw to avoid becoming entangled by an amount equal to the number of stamina points you spent.

Marid Style[UC] **(Combat, Style)**: When you make an Elemental Fist[APG] attack to deal cold damage, you can spend up to 5 stamina points to deal an amount of additional cold damage equal to double the number of stamina points you spent.

Martial Mastery[ARG] **(Combat)**: At the start of your turn, you can spend 5 stamina points to apply the feats to another weapon that is not of the same weapon group. You gain this benefit until the start of your next turn.

Martial Versatility[ARG] **(Combat)**: At the start of your turn, you can spend 2 stamina points to apply the selected feat to another weapon that is not of the same weapon group. You gain this benefit until the start of your next turn.

Master Combat Performer[UC] **(Combat)**: When you attempt a performance combat check, you can spend up to 5 stamina points to gain a bonus on the check equal to the number of stamina points you spent.

Master Siege Engineer[UC] **(Combat)**: You can spend 5 stamina points to reduce the number of actions it takes to aim and load a siege engine by one for 1 round (minimum one action). You must be the crew lead of that siege engine.

Masterful Display[UC] **(Combat, Performance)**: When choosing the effects of any two performance feats you possess, you can spend 2 stamina points to gain the bonus from both feats on your performance combat check.

Medusa's Wrath (Combat): While using this feat, you can spend 10 stamina points to make the bonus attacks against a foe that you are flanking, instead of only a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

Merciless Butchery[ACG] **(Combat)**: You can spend 10 stamina points when you use this feat to increase your weapon's critical multiplier by 1 (×2 becomes ×3, and ×3 becomes ×4) for your coup de grace.

Missile Shield[APG] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you can use this feat with a buckler. You can spend 5 stamina points to deflect an arrow even while you're flat-footed. You must still be aware of the attack.

Mobility (Combat): Your dodge bonus to AC from the Dodge feat combat trick is doubled against attacks of opportunity provoked by movement. If you don't have the Dodge feat, you can still use its combat trick.

Mocking Dance[UC] **(Combat, Performance)**: When using this feat, you can spend 5 stamina points to move up to half your speed (instead of only 5 feet) without provoking attacks of opportunity.

Monastic Legacy[UC] **(Combat)**: At the start of your turn, you can spend 5 stamina points to use your full character level to determine your effective monk level for your unarmed strike damage. This increase lasts until the start of your next turn.

Monkey Moves[UC] **(Combat)**: At the start of your turn, you can spend 5 stamina points to gain a climb speed equal to your land speed until the start of your next turn.

Monkey Shine[UC] **(Combat)**: After you have used this feat to enter an opponent's space, if that opponent moves away from you, you can spend stamina points to move along with the opponent. You must spend 2 stamina points per 5 feet you move. The opponent's movement doesn't provoke attacks of opportunity from you if you move with the opponent, nor do you provoke attacks of opportunity when moving in this way.

Monkey Style[UC] **(Combat, Style)**: When using this style, you can spend 2 stamina points to stand up as a swift action without having to succeed at a DC 20 Acrobatics check.

Moonlight Stalker[UC] **(Combat)**: When you have total concealment from an opponent, you can spend 2 stamina points to increase your bonuses on attack and damage rolls from this feat to +4.

Moonlight Stalker Feint[UC] **(Combat)**: When you attempt a Bluff check to feint against an opponent from whom you have concealment, you can spend up to 5 stamina points to gain a bonus on the Bluff check equal to double the number of stamina points you spent.

Moonlight Stalker Master[UC] **(Combat)**: When an opponent makes an attack against you while you have concealment, you can spend 5 stamina points to increase that attack's miss chance by an additional 20%.

Mounted Archery (Combat): When making an attack using a ranged weapon while mounted, you can spend 1 or 2 stamina points to reduce the penalties on the attack roll by double the number of stamina points you spent.

Mounted Combat (Combat): Once you have already used this feat, you can spend 5 stamina points to use it an additional time during the same round. You can use this trick as many times in a round as you like, as long as you spend 5 stamina points per use.

Mounted Shield[APG] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you can add your shield's enhancement bonus to your mount's Armor Class.

Mounted Skirmisher[APG] **(Combat)**: When your mount moves its speed or less, you can spend 5 stamina points to spur it on 10 additional feet. This is bonus movement, and you can still make a full attack when your mount takes this bonus movement.

Murderer's Circle[UC] **(Combat, Performance)**: You can spend 2 stamina points to use this feat after dealing maximum damage to or successfully feinting against a creature. You must still be adjacent to the creature.

Neckbreaker[UC] **(Combat)**: When using this feat, you can spend 10 stamina points to deal 1d6 points of Constitution damage instead of 2d6 points of Strength or Dexterity damage.

Net Adept[UC] **(Combat)**: You can spend 2 stamina points to fold a net as a standard action.

Net and Trident[UC] **(Combat)**: When you use a light or one-handed melee weapon to attack an opponent entangled by your net, you can spend up to 5 stamina points when you hit the opponent to gain a bonus on the damage roll equal to double the number of stamina points you spent.

Net Maneuvering[UC] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you can also use a net to drag or reposition an opponent.

Net Trickery[UC] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you can dazzle or sicken the opponent with a dirty trick[APG] combat maneuver instead of blinding it.

Nightmare Fist[UC] **(Combat)**: When fighting in an area of magical darkness, you can spend up to 5 stamina points to increase the bonus granted by this feat on one damage roll by double the number of stamina points you spent.

Nightmare Striker[UC] **(Combat)**: When you hit an opponent with a Stunning Fist attack and that opponent fails its saving throw, you can spend 5 stamina points to make the opponent frightened for 1d4 rounds instead of shaken.

Nightmare Weaver[UC] **(Combat)**: When you cast *darkness* as a standard action, you can spend 5 stamina points to also attempt Intimidate checks to demoralize all foes in the spell's initial area.

Nimble Striker[ARG] **(Combat)**: When you use the Cleave or Lunge feats or when you charge, you can spend 5 stamina points to gain a +2 dodge bonus to AC. This bonus lasts until the start of your next turn.

Opening Volley[UC] **(Combat)**: When you deal damage with a ranged attack, you can spend 2 stamina points to gain a

+4 circumstance bonus on the next two melee attack rolls you make against that opponent until the end of your next turn, instead of on only the next melee attack.

Orc Hewer[ARG] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, the bonus on Cleave attacks against humanoids with the orc subtype increases to +4.

Orc Weapon Expertise[ARG] **(Combat)**: When wielding a weapon with "orc" in its name that you are proficient with, you can spend 5 stamina points to gain one of the benefits for this feat that you don't already have for 1 minute.

Outflank[APG] **(Combat, Teamwork)**: When you threaten but fail to confirm a critical hit against a creature you are flanking, you can spend 5 stamina points. If you do, that creature provokes an attack of opportunity from each ally with this feat who is flanking the creature, even though you didn't confirm the critical hit. You still can't use this ability against targets immune to critical hits.



Pack Attack[UC] **(Combat, Teamwork)**: When you are adjacent to an ally that also has this feat, you can spend 2 stamina points to take a 5-foot step as a free action instead of an immediate action. You can still use this feat's ability only once per round.

Paired Opportunists[APG] **(Combat, Teamwork)**: As long as an ally that also has this feat is within your melee reach, you can spend 2 stamina points to gain this feat's benefits until the end of your next turn.

Panther Claw[UC] **(Combat)**: When making a retaliatory strike, you can spend up to 5 stamina points to gain a bonus on the damage roll equal to double the number of stamina points you spent.

Panther Parry[UC] **(Combat)**: When your retaliatory strike damages an opponent, you can spend 5 stamina points to increase the penalty the target takes on attack and damage rolls to –4.

Panther Style[UC] **(Combat, Style)**: Whenever you provoke an attack of opportunity, you can spend 5 stamina points to make a retaliatory strike as a swift action.

Paralyzing Strike[ACG] **(Combat)**: You can spend 5 stamina points to declare that you are using this feat after you've hit with an unarmed strike roll.

Parting Shot[APG] **(Combat)**: You can spend 2 stamina points to use this feat's benefit a second time during a single encounter. You can use this combat trick only once per encounter, so you still can't make more than two Parting Shot attacks total in one encounter.

Passing Trick[UC] **(Combat)**: You can spend 5 stamina points to attempt a Bluff check as a free action instead of a swift action when using this feat.

Penetrating Strike (Combat): Whenever you deal damage to a creature with damage reduction using the selected weapons, you can spend 5 stamina points to allow all your allies (other than yourself) within 30 feet of the creature to ignore 5 points of the creature's damage reduction for 1 round. This has no effect on creatures with damage reduction without a type (such as DR 10/—). This effect does not stack with Penetrating Strike's normal effect, but it does allow you to apply the effect to all your other weapons for the duration.

Perfect Strike[APG] **(Combat)**: You can spend 5 stamina points to use Perfect Strike a second time during the same round.

Performance Weapon Mastery[UC] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you treat all weapons—not just the ones you are proficient with—as if they had the performance[UC] weapon quality.

Performing Combatant[UC] **(Combat)**: When using this feat, you can spend up to 5 stamina points to gain

a bonus on your performance combat check equal to the number of stamina points you spent.

Pin Down[UC] (Combat): When using this feat, you can spend 5 stamina points to gain its benefits and still deal damage with the attack of opportunity.

Pinning Knockout[UC] (Combat): When using an unarmed strike or a light or one-handed weapon to deal nonlethal damage to a pinned opponent with this feat, you can spend 5 stamina points to triple the damage instead of doubling it.

Pinning Rend[UC] (Combat): When you deal bleed damage with this feat, you can spend up to 5 stamina points to increase the bleed damage by an amount equal to the number of stamina points you spent.

Pinpoint Poisoner[UC] (Combat): When throwing blowgun darts as shuriken with this feat while you're within 10 feet of your target, you can spend 5 stamina points to make your attack roll against the target's touch AC instead.

Pinpoint Targeting (Combat): When you use this feat, you can spend stamina points to retain the ability to move. If you spend 2 stamina points, you can take a 5-foot step after you make the attack. If you instead spend 5 stamina points, you can move up to half your speed as a move action.

Point-Blank Master[APG] (Combat): When firing any type of ranged weapon, throwing a weapon, or making a ranged touch attack, you can spend 2 stamina points to avoid provoking an attack of opportunity.

Point-Blank Shot (Combat): You can spend up to 6 stamina points to increase this feat's range by 5 feet for each stamina point you spent.

Power Attack (Combat): When using this feat, you can spend 2 stamina points to gain the benefits and the hindrances of that feat until the end of your turn, instead of until your next turn.

Precise Shot (Combat): As a standard action, you can spend 2 stamina points and make a ranged attack against a foe engaged in melee with an ally. If the attack hits, it deals no damage, but your ally gains your choice of either a +2 bonus on her next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack. This bonus lasts until the start of your next turn.

Precise Strike[APG] (Combat, Teamwork): When dealing precision damage with this feat, you can spend 2 stamina points to increase that precision damage to 2d6.

Prone Shooter[UC] (Combat): As long as you have at least 1 stamina point in your stamina pool, you gain the bonuses from this feat even if you haven't been prone since the end of your last turn.

Prone Slinger[UC] (Combat): As long as you have at least 1 stamina point in your stamina pool, you gain a +2 bonus on attack rolls made while prone and using a sling.

Pummeling Bully[ACG] (Combat): When you hit with a Pummeling Style[ACG] attack, you can spend 2 stamina points to make a bull rush attempt as a free action instead of a reposition attempt.

Pummeling Charge[ACG] (Combat): When you make a Pummeling Charge attack, you can spend 5 stamina points to make a single extra attack at your highest bonus.

Pummeling Style[ACG] (Combat, Style): While using this style, you can spend 5 stamina points to pool all of your attacks as a standard action, instead of a full-round action.

Punishing Kick[APG] (Combat): You can spend 5 stamina points to declare you are using this feat after you make a successful unarmed strike attack.

Pushing Assault[APG] (Combat): You can spend 5 stamina points to gain the effects of this feat and still deal the extra damage from Power Attack.

Quarterstaff Master[UM] (Combat): When you use this feat to wield a quarterstaff as a one-handed weapon, you can spend 5 stamina points to retain the ability to use it as a double weapon and still keep a hand free. This effect lasts until the beginning of your next turn.

Quick Bull Rush[UC] (Combat): You can spend 2 stamina points to change an attack that does not have your highest base attack bonus into a bull rush combat maneuver. You can use this combat trick only once per round, but you can use it even if you already used your attack at the highest base attack bonus to bull rush.

Quick Dirty Trick[UC] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 2 stamina points to change an attack that does not have your highest base attack bonus into a dirty trick[APG] combat maneuver. You can use this combat trick only once per round, but you can use it even if you already used your attack at the highest base attack bonus for a dirty trick.

Quick Drag[UC] (Combat): You can spend 2 stamina points to change an attack that does not have your highest base attack bonus into a drag[APG] combat maneuver. You can use this combat trick only once per round, but you can use it even if you already used your attack at the highest base attack bonus to drag.

Quick Draw (Combat): As long as you have at least 1 stamina point in your stamina pool, you can sheathe a weapon as a swift action.

Quick Reposition[UC] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 2 stamina points to change an attack that does not have your highest base attack bonus into a reposition[APG] combat maneuver. You can use this combat trick only once per round, but you can use it even if you already used your attack at the highest base attack bonus to reposition.

Quick Steal[UC] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefit of this feat only as long as you have at least 1 stamina point in your stamina pool. You can spend 2 stamina points to change an attack that does not have your highest base attack bonus into a steal[APG] combat maneuver. You can use this combat trick only once per round, but you can use it even if you already used your attack at the highest base attack bonus to steal.

Rapid Grappler[UC] **(Combat)**: You can spend 2 stamina points to gain a +2 bonus on a grapple check made as a swift action with this feat.

Rapid Reload (Combat): When reloading a crossbow or firearm, you can spend 5 stamina points to reduce the reload time by one step; a standard action becomes a move action, a move action becomes a swift action, and a swift action becomes a free action. The weapon you are reloading doesn't need to be the one you chose when you took this feat. If the weapon already has a reload time of one free action, when you make a full attack with the weapon, you can spend 2 stamina points to gain a +1 bonus on all damage rolls with the weapon during that full attack.

Rapid Shot (Combat): When using this feat, you can spend a number of stamina points up to the number of shots taken using this feat. If you do, you decrease the penalty of a single Rapid Shot ranged attack by 2 for each stamina point you spent.

Ray Shield[APG] **(Combat)**: You can spend 2 stamina points to gain the effect of this feat while preventing the spell or effect from affecting your shield.

Rebounding Leap[UC] **(Combat)**: When attempting an Acrobatics check to jump as part of your leaping lance class feature, you can spend up to 5 stamina points to gain a bonus on that check equal to the number of stamina points you spent.

Rebuffing Reduction[UC] **(Combat)**: When you succeed at a bull rush combat maneuver check with this feat, you can spend 2 stamina points to move up to 5 feet with the target.

Rending Claws[APG] **(Combat)**: When you make two claw attacks but hit with only one, you can spend 5 stamina points to deal the precision damage granted by this feat anyway.

Rending Fury[UC] **(Combat)**: When you make a rend attack, you can spend up to 5 stamina points to deal an amount of additional damage equal to double the number of stamina points you spent.

Repositioning Strike[APG] **(Combat)**: When you fail to confirm a critical hit with a melee attack, you can spend 2 stamina points to attempt to reposition the target anyway. If you do, reroll the confirmation roll and use it to determine if the reposition[APG] attempt exceeds the opponent's CMD. This reroll is used only for the reposition combat maneuver; it can't cause the critical hit to be confirmed. You still can't make the attempt if the target is immune to critical hits.

Revelation Strike[UC] **(Combat)**: After hitting with an unarmed strike, you can spend 2 stamina points to apply the effects of your chosen revelation[APG] as a free action instead of a swift action. If the chosen revelation has unlimited daily uses, this combat trick costs 5 stamina points instead.

Reverse-Feint[ARG] **(Combat)**: You can spend 2 stamina points to make the attack granted by this feat as a free action rather than an immediate action. You can still make the attack only once per use of this feat.

Ride-By Attack (Combat): After making a mounted charge attack using this feat, you can spend 5 stamina points to change the direction of your movement instead of continuing to move in a straight line.

Risky Striker[ARG] **(Combat)**: When using this feat, you can spend 5 stamina points to gain the bonus on damage rolls against creatures one or more size categories larger than you. This benefit ends when you stop using this feat or after 1 minute, whichever comes first.

Riving Strike[ACG] **(Combat)**: When you use this feat, you can spend up to 3 stamina points to increase the duration of the effect by 1 round for each stamina point spent.

Sap Adept[UC] **(Combat)**: When you use this feat, you can spend a number of stamina points equal to the number of sneak attack dice you roll to increase the amount of nonlethal damage dealt by double the number of stamina points you spent.

Sap Master[UC] **(Combat)**: You can spend 10 stamina points to use this feat on one attack against an opponent you are flanking, instead of one that is flat-footed.

Savage Display[UC] **(Combat, Performance)**: When using this feat, you can spend 2 stamina points to gain a +2d6 bonus on damage rolls (instead of +1d6).

Saving Shield[APG] **(Combat)**: When you use this feat, you can spend 2 stamina points to increase the shield bonus granted to your ally by an amount equal to the enhancement bonus of the shield you are using.

School Strike[UC] **(Combat)**: After hitting with an unarmed strike, you can spend 2 stamina points to apply the effects of your chosen arcane school power as a free action instead of a swift action.

Scorching Weapons[ARG] **(Combat)**: When you use this feat to make one or more metallic weapons red hot for 1 round, you can spend 2 stamina points to increase the additional fire damage to 2 points, and have that damage stack with other effects that add fire damage to a weapon (such as the *flaming* weapon special ability).

Scorpion Style (Combat): When you hit with an unarmed attack using this feat and the target successfully saves against the effect, you can spend 2 stamina points to reduce the target's movement speed by half for 1 round.

Sea Hunter[ARG] **(Combat)**: When you successfully knock a target off balance while using this feat, you can spend

up to 5 stamina points to apply a penalty on the target's Swim checks to recover its balance from the effect equal to the number of stamina points you spent.

Second Chance[APG] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. After you use Second Chance, you can spend 5 stamina points to still make an attack at your second-highest attack bonus after rerolling your first attack.

Seething Hatred[ACG] **(Combat)**: You can spend 5 stamina points to change your favored enemy type to any other favored enemy on the Ranger Favored Enemies table (*Core Rulebook* 64). This change lasts until the start of your next turn.

Seize Advantage[ACG] **(Combat)**: When you make a riposte using this feat, you can spend up to 5 stamina points to increase the damage of the riposte by double the number of stamina points you spent.

Seize the Moment[UC] **(Combat, Teamwork)**: When an ally with this feat threatens a critical hit but fails to confirm it, you can spend 5 stamina points to make your attack of opportunity anyway.

Shadow Strike[APG] **(Combat)**: You can spend 5 stamina points when you hit a creature with total concealment to deal precision damage to that creature.

Shaitan Earthblast[UC] **(Combat)**: Instead of spending two uses of Elemental Fist[APG] to unleash a column of acid, you can spend one use of Elemental Fist and 2 stamina points.

Shaitan Skin[UC] **(Combat)**: When you make an Elemental Fist[APG] attack, you can spend up to 5 stamina points to increase the DC of the saving throw to avoid being staggered by an amount equal to the number of stamina points you spent.

Shaitan Style[UC] **(Combat, Style)**: When you make an Elemental Fist[APG] attack to deal acid damage, you can spend up to 5 stamina points. When you do, you deal an amount of additional acid damage equal to double the number of stamina points you spent.

Sharpclaw[ARG] **(Combat)**: You can spend 2 stamina points to increase the damage die of your claw attacks to 1d6 until the start of your next turn.

Shatter Defenses (Combat): When you hit an opponent that has been made flat-footed to your attacks by this feat, you can spend 5 stamina points to make that opponent flat-footed to the attacks of one ally who is within 30 feet of that creature until the start of your next turn.

Shatterspell[ARG] **(Combat)**: When you have depleted all uses of this feat for a day, you can spend 5 stamina points to use this feat one additional time that day.

Shield Focus (Combat): When an attack is made against you while you are using a shield, you can spend up to 2 stamina points. If you do, the shield's bonus to AC against that attack increases by an amount equal to the number of stamina points you spent.

Shield Master (Combat): Just before you roll a Fortitude or Reflex saving throw, you can spend 5 stamina points to add your shield's enhancement bonus as a bonus on the saving throw.

Shield of Swings[APG] **(Combat)**: When using this feat, you can spend 2 stamina points to reduce your damage dealt by half only until the end of your turn, but you gain the +2 shield bonus to AC only from the end of your turn until the start of your next turn.

Shield Slam (Combat): Instead of attempting a free bull rush when using the Shield Slam feat, you can spend 2 stamina points to attempt a disarm, reposition[APG], trip, or sunder combat maneuver. This combat maneuver attempt does not provoke an attack of opportunity from the target.

Shield Specialization[APG] **(Combat)**: When you are the target of a combat maneuver, you can spend 2 stamina points to add your shield's enhancement bonus to your CMD for that combat maneuver.

Shield Wall[APG] **(Combat, Teamwork)**: You can spend 2 stamina points to increase the bonus you grant to your ally with this feat by 1 until the end of your next turn.

Shot on the Run (Combat): You can spend 5 stamina points to use this feat as a standard action instead of a full-round action.

Sickening Critical (Combat, Critical): When you threaten a critical hit using this feat, before rolling the confirmation roll, you can spend 5 stamina points. If you do and the critical hit is confirmed, the foe is nauseated for 1d4+1 rounds unless it succeeds at a Fortitude save with a DC equal to 10 + your base attack bonus, which reduces the effect to the normal sickened condition.

Sidestep[APG] **(Combat)**: When this feat lets you move, you can spend 2 stamina points to move 10 feet instead of 5. You must still remain in your opponent's threatened area. You still lose your 5-foot step or 5 feet of movement—the movement lost doesn't increase to 10 feet.

Siege Commander[UC] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, when you lead a siege engine assembly crew, even those among the crew who are not trained in Craft (siege engine) can take 10 on the check to assemble the siege engine.

Siege Engineer[UC] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you gain a +1 bonus on attack rolls with all siege weapons.

Siege Gunner[UC] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you gain a +1 bonus on attack rolls with all siege weapons you are proficient with.

Silent Kill[ACG] **(Combat)**: When you use this feat, you can spend a number of stamina points up to your Dexterity bonus and gain a bonus on the Stealth check equal to the number of stamina points you spent.

Slashing Grace[ACG] **(Combat)**: You can spend 2 stamina points to select another light or one-handed slashing weapon.

That weapon counts as a chosen weapon for Slashing Grace until the start of your next turn.

Slayer's Feint[ACG] **(Combat)**: When attempting a feint using Acrobatics, you can spend a number of stamina points up to your Dexterity bonus. If you do, you gain a bonus on that feint attempt equal to the number of stamina points you spent.

Sling Flail[UC] **(Combat)**: You can spend 2 stamina points to increase the damage dealt by the melee attacks you make with a loaded sling as if your sling were one size category larger than its actual size. For example, a Small sling would deal 1d4 points of damage, while a Medium one would deal 1d6. This benefit lasts until the start of your next turn, and doesn't stack with other effects that treat the sling as a larger size category unless they increase the sling's actual size.

Smash[APG] **(Combat)**: When attempting a sunder combat maneuver or making an attack against a construct that has a hardness, you can spend 5 stamina points to ignore the first 10 points of the target's hardness.

Snake Fang[UC] **(Combat)**: When you miss with an attack of opportunity you made due to Snake Fang, you can spend 5 stamina points to reroll the attack roll. You can use this combat trick only once per attack of opportunity.

Snake Sidewind[UC] **(Combat)**: When you threaten a critical hit with your unarmed strike while using Snake Style[UC] and choose to attempt a Sense Motive check in place of the confirmation roll, you can spend up to 5 stamina points to gain a bonus on the Sense Motive check equal to the number of stamina points you spent.

Snake Style[UC] **(Combat, Style)**: When targeted by a melee or ranged attack, you can spend 5 stamina points to attempt the Sense Motive check by using one of your attacks of opportunity for the round instead of taking an immediate action.

Snap Shot[UC] **(Combat)**: At the end of your turn, you can spend 2 stamina points to increase the range at which you threaten squares with ranged weapons to 10 feet until you take an attack of opportunity against an opponent in the expanded threat range or the beginning of your next turn, whichever comes first.

Snapping Turtle Clutch[UC] **(Combat)**: When you attempt a grapple combat maneuver as an immediate action as a result of this feat, you can spend 2 stamina points to negate the –2 penalty on that combat maneuver check.

Snapping Turtle Shell[UC] **(Combat)**: While using Snapping Turtle Style, you can spend up to 5 stamina points to cause an enemy to take an additional penalty on one critical confirmation roll against you equal to the number of stamina points you spent.

Snapping Turtle Style[UC] **(Combat, Style)**: When using this style, as long as you have at least 1 stamina point in your stamina pool, your shield bonus to AC increases by 1.

Snatch Arrows (Combat): When you snatch a thrown weapon, as long as you have at least 1 stamina point in your stamina pool, you can make a thrown ranged attack with it against any target, not just the original attacker.

Sorcerous Strike[UC] **(Combat)**: After hitting with an unarmed strike, you can spend 2 stamina points to apply the effects of your chosen bloodline power as a free action instead of a swift action.

Spellbreaker (Combat): When you hit a caster with an attack of opportunity it provoked by failing to cast defensively, you can spend 5 stamina points to daze the caster until the end of its next turn. If the caster succeeds at a Fortitude save with a DC equal to 10 + your base attack bonus, it is staggered instead.

Spinning Throw[UC] **(Combat)**: If you succeed at the bull rush check, you can spend 2 stamina points to push the opponent 5 additional feet, or 4 stamina points to push the target 10 additional feet.

Spirited Charge (Combat): When making a mounted charge, you can spend a number of stamina points up to your Strength bonus. If your charge attack hits, you deal an amount of extra damage equal to the number of stamina points you spent. This additional damage is doubled by this feat (or tripled if you're using a lance).

Spit Venom[ARG] **(Combat)**: When you spit poison, you can spend up to 5 stamina points. For each stamina point spent, you can increase the range of the attack by 5 feet.

Spring Attack (Combat): You can spend 5 stamina points to use this feat as a standard action instead of a full-round action.

Stabbing Shot[APG] **(Combat)**: When using this feat, you can spend 2 stamina points to negate the –2 penalty on all attacks for 1 round.

Stage Combatant[UC] **(Combat)**: If you have at least 1 stamina point in your stamina pool, you gain a +2 bonus on attack rolls with a weapon with which you have Weapon Focus when you attempt to make an attack that deals no damage.

Staggering Critical (Combat, Critical): When you score a critical hit and attempt to stagger an opponent with this feat, you can spend up to 5 stamina points to increase the DC of this feat's saving throw by an amount equal to the number of stamina points you spent.

Staggering Fist[ACG] **(Combat)**: You can spend 5 stamina points to declare that you are using this feat after you've hit with an unarmed strike.

Stand Still (Combat): When you succeed at a combat maneuver check to stop a creature's movement with this feat, you can spend 5 stamina points. If you do, on that creature's next turn, its movement speed is halved and it can't take a 5-foot step.

Step Up (Combat): As long as you have at least 1 stamina point in your stamina pool, on the turn after you use this feat, you can still take a 5-foot step, and you don't reduce your speed if you take an action to move due to this feat.

Step Up and Strike[APG] **(Combat)**: You can spend 5 stamina points to make this feat's attack without having that attack count as one of your attacks of opportunity for the round.

Strangler[UC] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you can automatically deal your sneak attack damage to a creature you are grappling when you successfully maintain the grapple, instead of taking a swift action to deal damage.

Strike Back (Combat): When you ready an action to attack someone outside of your melee reach, you can spend 5 stamina points to take a 5-foot step, but you must move closer to the attacking creature. You can take this 5-foot step even if your readied action includes a 5-foot step.

Stunning Assault[APG] **(Combat)**: You can spend 2 stamina points to end the effects of this feat at the end of your turn instead of the start of your next turn.

Stunning Critical (Combat, Critical): When you confirm a critical hit and attempt to stun an opponent with this feat, you can spend up to 5 stamina points to increase the DC of this feat's saving throw by an amount equal to the number of stamina points you spent.

Stunning Fist (Combat): You can spend 5 stamina points to declare that you are using Stunning Fist after you've hit with an unarmed strike.

Stunning Pin[UC] **(Combat)**: You can spend 5 stamina points to use Stunning Pin as a free action instead of a swift action.

Sundering Strike[APG] **(Combat)**: When you fail to confirm a critical hit with a melee attack, you can spend 2 stamina points to attempt to sunder the target's weapon anyway. When you do, reroll the confirmation roll and use it to determine if the sunder attempt exceeds the opponent's CMD. This reroll is used only for the sunder combat maneuver; it can't cause the critical hit to be confirmed. You still can't make the attempt if the target is immune to critical hits.

Surprise Follow-Through[ARG] **(Combat)**: When you hit a foe that has been denied its Dexterity bonus by this feat, you can spend 2 stamina points to deal an extra 1d6 points of damage. This damage is precision damage and is not multiplied on a critical hit.

Surprise Strike[ARG] **(Combat)**: After you have used this feat once, you can spend 5 stamina points to use it additional times per day, at a cost of 5 stamina points per use.

Swap Places[APG] **(Combat, Teamwork)**: When using this feat, you can spend 2 stamina points. If you do, your movement during the swap doesn't provoke attacks of opportunity.

Swift Aid[APG] **(Combat)**: As long as you have at least 1 stamina point in your stamina pool, you can use this feat to aid another as a move action.

Sword and Pistol[UC] **(Combat)**: When you use the Two-Weapon Fighting feat while wielding a melee weapon and a crossbow or firearm, as long as you have 1 stamina point in your stamina pool, you gain a +1 bonus on all attack rolls made with the crossbow or firearm.

Sympathetic Rage[ARG] **(Combat)**: When an ally within 30 feet is raging, you can spend 5 stamina points to enter a sympathetic rage even if you aren't adjacent to that ally. Until the rage ends, you only need to stay within 30 feet of a raging ally to maintain your sympathetic rage.

Tail Terror[ARG] **(Combat)**: At the start of your turn, you can spend 5 stamina points to treat your tail slap as a primary natural attack until the beginning of your next turn. The tail slap is treated as a primary attack even if used along with weapon attacks as part of a full attack.

Tandem Trip[UC] **(Combat, Teamwork)**: When attempting to trip a target that is threatened by one of your allies, you can spend 2 stamina points to gain this feat's benefit even if the threatening ally doesn't have this feat.

Tangle Feet[ARG] **(Combat)**: When you make an opponent lose its balance with this feat, you can spend 2 stamina points to increase the DC of its Acrobatics check to avoid falling prone to 20.

Target of Opportunity[UC] **(Combat, Teamwork)**: You can spend 5 stamina points to make the attack granted by this feat as an attack of opportunity instead of an immediate action. You can use this combat trick only once per round.

Taskmaster[ARG] **(Combat)**: When using this feat, you can spend 5 stamina points to affect a creature with up to 5 more Hit Dice than you possess.

Team Up[APG] **(Combat)**: When you and at least two of your allies are adjacent to an opponent, you can spend 2 stamina points to attempt to aid another as a swift action.

Teleport Tactician[APG] **(Combat)**: When you hit a target with an attack of opportunity granted by this feat, you can spend 2 stamina points to daze the target for 1 round. The target can attempt a Fortitude save with a DC equal to 10 + your base attack bonus to negate this effect.

Terrorizing Display[ARG] **(Combat)**: When you use this feat, you can spend 5 stamina points to affect allies within 60 feet instead of 30 feet.

Throw Anything (Combat): As long as you have at least 1 stamina point in your stamina pool, when you use a melee weapon that is not a thrown weapon for a ranged improvised weapon attack, you use the weapon's melee critical threat range and multiplier instead of the normal 20/×2 for improvised weapons. You can spend 2 stamina points to increase your range increment for thrown weapon attacks (including ranged improvised weapons) by 10 feet until the beginning of your next turn.

Tiger Claws[UC] **(Combat)**: If your bull rush attempt from this feat succeeds, you can spend 2 stamina points to move with your opponent normally.

Tiger Pounce[UC] **(Combat)**: When using Tiger Style[UC], you can spend 2 stamina points and take a swift action to move closer to an enemy you've hit with an unarmed strike or made a successful combat maneuver against at any point during this combat, instead of one you hit on this or your last turn.

Tiger Style[UC] **(Combat, Style)**: When you score a critical hit with your slashing unarmed strike, you can spend

2 stamina points to make the bleed damage last until the target is healed either with a Heal check or magical healing (instead of lasting only 2 turns).

Tiring Critical (Combat, Critical): When you threaten a critical hit against a fatigued foe, you can spend 5 stamina points before attempting the confirmation roll. If you confirm the critical hit, the foe becomes exhausted.

Touch of Serenity[APG] **(Combat)**: You can spend 5 stamina points to declare you are using this feat after you hit with an attack roll. The target can still attempt the saving throw to resist Touch of Serenity's effects.

Trample (Combat): When you attempt to overrun an opponent while mounted and you don't succeed at the overrun combat maneuver check, you can spend 2 stamina points and continue to move as if the target of the overrun had moved out of the way.



Tree Hanger[ARG] **(Combat)**: When you jump upward to use your tail to hang from an object, you can spend up to 5 stamina points. You gain a bonus on the Acrobatics check equal to the number of stamina points you spent.

Trick Riding[APG] **(Combat)**: As long as you have 1 stamina point in your stamina pool, you gain the effects of this feat when wearing medium armor.

Tripping Staff[UM] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool.

Tripping Strike[APG] **(Combat)**: When you fail to confirm a critical hit with a melee attack, you can spend 2 stamina points to attempt to trip the target anyway. When you do, reroll the confirmation roll and use it to determine if the trip attempt exceeds the opponent's CMD. This reroll is used only for the trip combat maneuver; it can't cause the critical hit to be confirmed. You still can't make the attempt if the target is immune to critical hits.

Tripping Twirl[UM] **(Combat)**: You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool.

Twin Thunders[UC] **(Combat)**: You can spend 2 stamina points to gain the benefits of this feat against a creature at least one size category larger than you that does not have the giant subtype. You gain this benefit until the start of your next turn.

Twin Thunders Flurry[UC] **(Combat)**: You can spend 2 stamina points to attempt a trip combat maneuver against a Huge creature that does not have the giant subtype.

Twin Thunders Master[UC] **(Combat)**: When you use the Twin Thunders[UC] feat to deal extra damage to an opponent, you can spend 2 stamina points to make that opponent shaken for 1d4 rounds.

Twinned Feint[ACG] **(Combat)**: After succeeding at the first feint while using this feat, you can spend 2 stamina points to attempt a second feint against any foe within your reach, even if it's not adjacent to the first foe.

Two-Handed Thrower[UC] **(Combat)**: When you throw a one-handed thrown weapon with two hands or throw a two-handed thrown weapon, you can spend 2 stamina points to add twice your Strength bonus to that attack's damage instead of 1-1/2 times your Strength bonus.

Two-Weapon Defense (Combat): Once per round, you can spend 2 stamina points to double the bonuses granted by this feat until the start of your next turn.

Two-Weapon Feint[UC] (Combat): You can select this feat even if you don't meet the ability score prerequisite (Intelligence 13). You gain the benefits of this feat only as long as you have at least 1 stamina point in your stamina pool. When using Two-Weapon Fighting to make a melee attack, you can spend 5 stamina points to forgo any one of your melee attacks (not just your first primary-hand attack) to attempt a Bluff check to feint an opponent. This feint attempt occurs before all of your attacks, even if you give up a later attack.

Two-Weapon Fighting (Combat): You can spend any number of stamina points to reduce the penalty from Two-Weapon Fighting on attacks made with a weapon in your primary hand by 1 for every 2 stamina points you spent. This benefit lasts until the start of your next turn. You can't reduce the penalty below 0.

Two-Weapon Rend (Combat): You can spend 5 stamina points to use this feat's benefit a second time in a single round.

Uncanny Defense[ARG] (Combat): When fighting defensively or taking the total defense action, if you attempt a Reflex saving throw or are the target of a combat maneuver, you can spend a number of stamina points up to your Dexterity bonus to gain a bonus on the Reflex save or to your CMD equal to the number of stamina points you spent.

Under and Over[APG] (Combat): When using this feat, you can spend a number of stamina points up to your Dexterity bonus to increase the bonus on the trip attempt by 2 for each stamina point spent.

Underfoot[APG] (Combat): You can spend 2 stamina points to use the benefit of this feat against opponents of your size until the end of your turn.

Undersized Mount[ACG] (Combat): While you have at least 1 stamina point in your stamina pool, the DCs of your Ride checks to leap with a mount of your size, and to perform a fast mount or dismount with such a mount, decrease by 5.

Unseat (Combat): When you use this feat to successfully unseat a foe, you can spend 5 stamina points to make the rider fall prone in an unoccupied space of your choice adjacent to the mount instead of a space directly away from you.

Vast Hatred[ARG] (Combat): You can spend 5 stamina points to designate a creature type (and subtype, if appropriate) from the Ranger Favored Enemies table (*Core Rulebook* 64). Your attack bonus from the hatred racial trait also applies to creatures of the selected type (and subtype, if appropriate) until the start of your next turn.

Vicious Stomp[UC] (Combat): When an opponent provokes an unarmed strike attack of opportunity from you by falling prone, you can spend 2 stamina points to deal an additional 1d6 points of damage with that unarmed strike.

Vital Strike (Combat): After rolling the damage of a Vital Strike attack, you can spend 2 stamina points to reroll up to two of the weapon's damage dice. (For weapons with more than one damage die, count all the weapon's base damage dice together as one.) You must take the second result, even if it's lower.

Wave Strike[UC] (Combat): You can spend 2 stamina points to use this feat on your second or subsequent turns in a combat. You can use this combat trick only once per combat, though you can use it in addition to using the feat on your first turn.

Weapon Finesse (Combat): You can spend 2 stamina points to negate the penalty on attack rolls from your shield's armor check penalty until the start of your next turn.

Weapon Focus (Combat): Once per round, you can spend 2 stamina points to gain your Weapon Focus bonus on attack rolls with a weapon with which you don't have Weapon Focus. This bonus lasts until the start of your next turn.

Weapon of the Chosen[ACG] (Combat): When using this feat, you can spend 5 stamina points to designate a weapon other than your deity's favored weapon. You gain this feat's benefits with that weapon until the start of your next turn.

Weapon Specialization (Combat): Once per round, you can spend 2 stamina points to gain your Weapon Specialization bonus on damage rolls with a weapon with which you don't have Weapon Specialization. This bonus lasts until the start of your next turn.

Whip Mastery[UC] (Combat): When using a whip to deal nonlethal damage, as long as you have at least 1 stamina point in your stamina pool, the whip deals 1d8 points of nonlethal damage (1d6 for a Small whip). At the start of your turn, you can spend 2 stamina points to increase the damage die of the whip as if it were one size category larger for your next attack, regardless of whether you are dealing lethal or nonlethal damage. For nonlethal attacks, these two increases stack. This effect doesn't stack with other effects that treat the weapon as a larger size category unless they increase the actual size.

Whirlwind Attack (Combat): When using this feat, you can spend stamina points to still take bonus or extra attacks granted by other feats, spells, or abilities. You must spend 5 stamina points per extra attack you take in this way. This combat trick allows you to make extra attacks to which you have access—it doesn't by itself grant extra attacks.

Wind Stance (Combat): When using this feat, you can spend 5 stamina points to gain 20% concealment for 1 round against all attacks (not just ranged attacks).

Winter's Strike[ACG] (Combat): When using this feat, you can spend up to 5 stamina points to increase the DC of the effect by an amount equal to the number of stamina points you spent.

Wounded Paw Gambit[ACG] (Combat, Teamwork): When you make a ranged attack granted by this feat, you can spend 5 stamina points to make that ranged attack as an attack of opportunity instead of as an immediate action. You can still use this feat to make an extra attack only once per round.

Wound Thresholds

In a standard Pathfinder game, when a dragon with 800 hit points has taken 798 points of damage, it's still fighting at full capacity, but as soon as it has taken 801 points of damage, it's knocked completely unconscious. Though this ensures that injured characters remain useful and effective, it can feel unrealistic, and it devalues any healing that doesn't strictly prevent a knockout. Consider using the following variant to add tension and increase the strategic value of healing, but be aware that it can lead to situations that punish the side that's already behind, and that the pace of fights could drag in the late stages as two injured parties slug it out. Wound thresholds also make it especially dangerous for a party to take on higher-CR opponents.

Setup

In the wound thresholds variant, a character divides her hit point total into four quarters, and takes penalties whenever she's not in her top quarter. A character at 3/4 of her maximum hit points is less effective than one at full hit points, one at 1/2 is less effective than one at 3/4, and so on.

Hit Points		Current Hit Points
Maximum	71	~~62~~
Grazed (–1)	53	~~51~~ ~~31~~
Wounded (–2)	35	31
Critical (–3)	17	
Disabled	0 to –1	

To prevent the need to divide on the fly, start out by calculating 3/4, 1/2, and 1/4 of your total hit points and add them to your character sheet as "Grazed (–1)," "Wounded (–2)," and "Critical (–3)." If you have a Constitution bonus of +1 or higher, also write down the negative of your Constitution bonus next to the word "Disabled." These terms indicate the conditions a character gains as her hit points drop. For example, a 7th-level sorcerer with a maximum of 71 hit points would become grazed at 53 hit points, wounded at 35 hit points, and critical at 17 hit points. If she had a Constitution score of 12, she would be disabled if she had 0 or –1 hit points, and would start dying at –2 hit points. As usual, she would die when her hit points drop to –12 or lower.



Thresholds and Conditions

This rules variant uses three special conditions that apply automatically when a character reaches the corresponding wound thresholds: grazed, wounded, and critical. These conditions are not cumulative—only the most severe one applies at a given time. The disabled and staggered conditions have the same effects as in the core rules, but apply to a wider range of hit point totals, as described below. Unlike grazed, wounded, and critical, the disabled and staggered conditions stack, so a character who is disabled or staggered is still critical as well.

Healthy

A character above her grazed threshold (3/4 of her maximum hit points) is healthy, applying no special modifiers. The character doesn't gain a condition in this state.

Grazed

A character above her wounded threshold (1/2 of her maximum hit points) but at or below 3/4 of her maximum hit points is grazed. She takes a –1 penalty on all attack rolls, saving throws, skill checks, and ability checks, as well as to AC and caster level.

Wounded
A character above her critical threshold (1/4 of her maximum hit points) but at or below 1/2 of her maximum hit points is wounded. She takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks, as well as to AC and caster level.

Critical
A character at or below 1/4 of her maximum hit points is in critical condition. She takes a –3 penalty on all attack rolls, saving throws, skill checks, and ability checks, as well as to AC and caster level.

Disabled
A character with a Constitution score of 12 or higher who is at or below 0 hit points is disabled until she falls below a number of hit points equal to the negative of her Constitution modifier. For example, a character with a Constitution score of 18 would be disabled from 0 to –4 hit points and unconscious at –5 hit points. A character with a Constitution score of 11 or lower is disabled only while she has exactly 0 hit points.

Staggered
Instead of being staggered only when their amount of nonlethal damage equals their remaining hit points, characters using this system continue to be staggered from that point until their nonlethal damage exceeds their current hit points by an amount greater than their Constitution bonus, at which point they fall unconscious. A character with a Constitution score of 11 or lower is staggered only when her nonlethal damage exactly equals her current hit point total.

Monster Wound Thresholds
Keeping track of wound thresholds for a horde of monsters can be a significant amount of work. To simplify the process, the GM can use only the wounded threshold and ignore the increased range for the disabled condition. This means she only needs to keep track of 1/2 of each monster's hit points and the –2 penalty. The GM should use this method primarily for large groups of monsters; prominent NPCs and enemies that fight on their own should use all the thresholds.

Wound Threshold Feats
The following feats are either new feats or *Core Rulebook* feats adapted to work with the wound threshold system. Though the system doesn't require their use, they're a great way to expand the role of wound thresholds in your game.

Critical Cure
Your healing is more effective if your patient is badly injured.

Benefit: When you cast a conjuration (healing) spell, it cures 1 additional hit point if the recipient of the healing is grazed, wounded, or critical. The additional healing increases by an additional 1 point at caster level 6th, and every 6 caster levels thereafter.

Endurance
Harsh conditions or long exertions do not easily tire you.

Benefit: You reduce the penalty from being grazed, wounded, or critical by 1 (to –0, –1, and –2, respectively).

In addition, you gain a +4 bonus on the following checks and saves: Swim checks to resist nonlethal damage from exhaustion, Constitution checks to continue running, Constitution checks to avoid nonlethal damage from a forced march, Constitution checks to hold your breath, Constitution checks to avoid nonlethal damage from starvation or thirst, Fortitude saves to avoid nonlethal damage from hot or cold environments, and Fortitude saves to resist damage from suffocation.

You can sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Twist the Knife (Combat)
You're especially dangerous against enemies who are suffering from injuries.

Benefit: You gain a +1 bonus on attack and damage rolls against grazed, wounded, or critical enemies.

Gritty Mode
For a grittier game in which wounds have a much larger impact, double the penalties imposed by the grazed, wounded, and critical conditions. Use this mode carefully, since it can cause a serious death spiral—in other words, the side that starts losing has tremendous disadvantages and is far more likely to die or need to escape. This adjustment also means that a spellcaster will always lose a level of spells she can cast when she drops from one wound threshold to a lower one, so the effects of wound thresholds on spellcasting are more predictable and stay consistent whether a character is at an even or odd level.

Caster Level Penalties
The penalty to caster level from the grazed, wounded, or critical condition can make it so an injured spellcaster is unable to cast the highest levels of spells she would normally be able to. However, it doesn't cause her to lose any prepared spells or spell slots. The penalty to caster level also reduces her bonus on concentration checks and lowers the range, duration, and effectiveness of her spells. The penalty can't make her effective caster level lower than 1.

Diseases and Poisons

The basic Pathfinder rules for diseases and poisons don't necessarily mimic the progression of these afflictions in a believable way; a character with a few *lesser restoration* spells can simply ignore most diseases, and diseases and poisons that don't affect your Constitution score can never kill you. What's more, because these afflictions tend to affect ability scores, their effects can be unrealistically powerful—a poison that damages Intelligence can take down any creature of animal intelligence, regardless of CR. The following optional system presents progression tracks for diseases and poisons that cause the victim's situation to become increasingly worse.

Progression and End States

When a victim fails his initial save and is afflicted with a disease or poison, he immediately gains the effects of the first step down that affliction's progression track. For diseases, this is latent/carrier; for poisons, it's usually weakened. This replaces the affliction's normal effects (such as ability damage and ability drain), though many afflictions still produce additional symptoms. At the GM's discretion, truly deadly diseases and poisons might cause the victim to start further along the progression track than normal. All effects from disease and poison tracks are cumulative.

Most afflictions also have an end state—a point at which the disease or poison has progressed as far as it can. Once an affliction has reached its end state, the victim keeps all current effects (but doesn't suffer further effects) and can no longer attempt saving throws to recover from the affliction. By default, each disease and poison track has an end state of dead, but some afflictions have less severe end states, and others might progress only to a certain intermediate state at worst, allowing victims to continue attempting saves.

In general, whenever a victim fails a saving throw against her affliction, she moves one step further down the progression track, gaining the effects of the next state and keeping all previous effects, until she reaches the end state. If she's afflicted with a disease, she moves one step back toward healthy whenever she fulfills the conditions in the disease's Cure entry (usually by succeeding at one or more saves). Once she reaches healthy, she is cured. Poisons work differently—fulfilling the cure condition removes a poison from the victim's system, but she remains at the same step on the track and recovers gradually. (Treat a poison that has exhausted its duration in the same way.) For every day of bed rest (or 2 nights of normal rest), a victim recovers one step; this recovery is doubled as normal by Heal checks, and tenacious poisons might require a longer recovery period.

Usually, *neutralize poison* or *remove disease* immediately moves the victim to a healthy state on the respective track, and a *heal* spell will work for both. However, once the disease or poison has reached its end state, only a more powerful spell such as *miracle* or *wish* can remove its effects.

Some diseases and poisons cause the same effects as a condition (such as sickened) or render characters paralyzed. Effects that modify or remove those conditions (such as immunities) do not apply; only effects and immunities that help against diseases or poisons apply, as appropriate.

Diseases

The disease track simulates the progression of a disease, starting with incubation. Ignore any onset entry for a disease; the victim attempts saving throws at a rate based on the disease's frequency. At the GM's discretion, if the disease's Cure entry does not allow a cure, the disease's progression may be irreversible without the use of a *heal* spell, and even a successful *remove disease* only prevents further deterioration.

There are two different tracks: one for diseases that affect physical ability scores (such as bubonic plague or slimy doom), and one for those that affect mental ability scores (such as cackle fever or mindfire). Sample diseases can be found on page 140.

Physical Disease Track

Healthy—Latent/Carrier—Weakened—Impaired—Disabled—Bedridden—Comatose—Dead

Latent/Carrier: A character in this stage has the disease, and may pass it on if contagious, but suffers no ill effects.

Weakened: A character weakened by a physical disease suffers all the effects of the sickened and fatigued conditions.

Impaired: A character impaired by a physical disease also suffers the effects of the exhausted condition. Whenever he takes a standard action, he must succeed at a Fortitude save at the same DC as the disease's DC or lose the action and gain the nauseated condition for 1 minute.

Disabled: A character disabled by a physical disease gains the disabled condition. If he takes a standard action, his hit points drop by 1 or to –1, whichever is worse.

Bedridden: A character rendered bedridden by a physical disease is awake and can converse, but he can't stand on his own or take any standard or move actions.

Comatose: A character rendered comatose by physical disease is unconscious and feverish. He can't be woken by any means as long as he remains in this state on the disease track.

Dead: The disease overcomes the body's immune system, and the character dies. The corpse may be still be contagious, and some diseases may have unusual effects after the character dies.

Mental Disease Track

Healthy—Latent/Carrier—Weakened—Impaired—Befuddled—Deranged—Comatose—Dead

Latent/Carrier: A character in the latent stage has the disease, and may pass it on if contagious, but suffers no ill effects.

Weakened: A character weakened by a mental disease suffers all the effects of the shaken condition. The DCs of

her spells and spell-like abilities decrease by 2. If she is a spellcaster, she can no longer cast her highest level of spells.

Impaired: A character impaired by a mental disease no longer adds her mental ability score modifiers to the number of uses per day of pools (such as an arcane pool or a ki pool), abilities (such as channel and lay on hands), and bonus spells per day. Her DCs decrease by an additional 2. If she is a spellcaster, she can no longer cast her 2 highest levels of spells.

Befuddled: A character befuddled by a mental disease is losing her grasp on thought, reality, and self. She has a 50% chance each round to take no relevant action, instead babbling randomly, wandering off, or talking to unseen things.

Deranged: A character rendered deranged by a mental disease is almost entirely disconnected from reality. Her mind filters and twists all external stimuli into strange forms.

Comatose: A character rendered comatose by a mental disease has lost all grip on reality and entered an inner world of dreams. She can't be woken by any means as long as she remains in this state on the disease track.

Dead: The disease has harmed the character's brain beyond repair, killing her. The corpse may still be contagious, and some diseases may have unusual effects after the character dies.

Poisons

The poison track simulates the progressive effects of poison in the body. A character who is poisoned rolls a saving throw after the listed onset at the listed frequency. On an initial exposure to poison, regardless of whether her save succeeds, a victim takes an amount of poison damage equal to the poison's DC – 10, divided by 2 (for example, 5 points of poison damage for a DC 20 poison). This is hit point damage, not ability damage. If a victim is exposed to additional doses of the same poison, a failed save progresses the poison track by one step and increases the duration by 50%, but doesn't increase the DC.

Strength Poison Track

Healthy—Weakened—Impaired—Staggered—Immobile—Dead

Weakened: A character weakened by Strength poison suffers a –2 penalty on Strength-based attack rolls, damage rolls, skill checks, and ability checks. Her carrying capacity is divided by 3. She is always considered to be carrying at least a medium load.

Impaired: A character impaired by Strength poison experiences rapid muscle atrophy. She takes an additional –2 penalty on the affected Strength-based rolls, and is always considered to be carrying at least a heavy load.

Staggered: A character staggered by Strength poison is so weakened that she suffers the effects of the staggered condition (except she can take a full-round action if it is purely mental).

Immobile: A character rendered immobile by Strength poison cannot move her body at all. She is helpless and can take only purely mental actions.

Dead: All the character's muscles cease functioning, including the heart.

Dexterity Poison Track

Healthy—Sluggish—Stiffened—Staggered—Immobile—Dead

Sluggish: A character rendered sluggish by Dexterity poison has dulled reactions. He takes a –2 penalty on Reflex saves and all Dexterity-based attack rolls, ability checks, and skill checks, as well as to AC.

Stiffened: A character stiffened by Dexterity poison feels numb and stiff. He is considered flat-footed and is denied his Dexterity bonus to AC, even if he has uncanny dodge. He can't make attacks of opportunity.

Staggered: A character staggered by Dexterity poison is so slowed and stiffened that he gains all the effects of the staggered condition (except that he can take a full-round action if it is purely mental).

Immobile: A character rendered immobile by Dexterity poison cannot move his body at all. He is helpless and can take only purely mental actions.

Dead: The character's body becomes completely incapable of movement and dies.

Constitution Poison Track

Healthy—Weakened—Impaired—Disabled—Unconscious—Dead

Weakened: A character whose health is weakened by Constitution poison takes a –2 penalty on all Fortitude saves and Constitution checks. Every time she attempts a Fortitude save against the poison, whether she succeeds or fails, she takes damage as on initial exposure.

Impaired: A character impaired by Constitution poison takes an additional –2 penalty on the above checks.

Disabled: A character disabled by Constitution poison gains the disabled condition. If she takes a standard action, her hit points drop by 1 or to –1, whichever is worse.

Unconscious: A character rendered unconscious by Constitution poison enters a state of shock and can't be woken by any means as long as she remains in this state.

Dead: The character's immune system is ravaged by the poison, and she expires.

Intelligence Poison Track

Healthy—Weakened—Impaired—Animalistic—Comatose—Dead

Weakened: A character whose reason is weakened by Intelligence poison takes a –2 penalty on all Intelligence-based skill checks and ability checks. A character with spellcasting based on Intelligence decreases his DCs by 2 and can no longer cast his highest level of spells.

Impaired: A character impaired by Intelligence poison does not add his Intelligence bonus to the number of uses per day

of pools and abilities (such as an arcane pool) and does not gain bonus spells per day from his Intelligence. He takes an additional –2 penalty on the above Intelligence-based rolls. An Intelligence-based caster reduces his DCs by an additional 2, and he can no longer cast his 2 highest levels of spells.

Animalistic: A character rendered animalistic by Intelligence poison suffers the same effects as from a *feeblemind* spell, except his Charisma and Charisma-based skills are unaffected.

Comatose: A character rendered comatose by Intelligence poison is no longer able to process thoughts. He cannot be woken by any means as long as he remains in this state.

Dead: The character's brain stops functioning, and he dies.

Wisdom Poison Track

Healthy—Weakened—Impaired—Confused—Comatose—Dead

Weakened: A character whose awareness is weakened by Wisdom poison takes a –2 penalty on all Wisdom-based skill checks and ability checks, as well as on Will saves. A character with spellcasting based on Wisdom decreases her DCs by 2 and can no longer cast her highest level of spells.

Impaired: A character impaired by Wisdom poison does not add her Wisdom bonus to the number of uses per day of pools and abilities (such as a ki pool) and does not gain bonus spells per day from her Wisdom. She takes an additional –2 penalty on the above Wisdom-based rolls. A Wisdom-based caster reduces her DCs by an additional 2, and can no longer cast her 2 highest levels of spells.

Confused: A character who's confused by Wisdom poison has difficulty processing reality and is dangerous to herself and others. Each round, she rolls on the chart from the *confusion* spell to determine her actions.

Comatose: A character rendered comatose by Wisdom poison is no longer able to experience reality or receive sensory information. She can't be woken by any means as long as she remains in this state.

Dead: Forever lost in her own inner reality, the character's brain stops working, and she dies.

Charisma Poison Track

Healthy—Weakened—Impaired—Pliable—Catatonic—Dead

Weakened: A character whose sense of self is weakened by Charisma poison takes a –2 penalty on all Charisma-based skill checks and ability checks. A character with spellcasting based on Charisma decreases his DCs by 2 and can no longer cast his highest level of spells.

Impaired: A character impaired by Charisma poison doesn't add his Charisma bonus to the number of uses per day of pools and abilities (such as lay on hands) and doesn't gain bonus spells per day from his Charisma. He takes an additional –2 penalty on the above Charisma-based rolls. A Charisma-based caster reduces his DCs by an additional 2, and can no longer cast his 2 highest levels of spells.

Pliable: A character rendered pliable by Charisma poison has little sense of self and will go along with nearly anything. Bluff, Diplomacy, and Intimidate checks automatically succeed against a pliable character, except Diplomacy checks to improve a pliable character's attitude, which have the normal DC. This still does not allow characters to whom the pliable character is unfriendly or hostile to make requests of the pliable character using Diplomacy.

Catatonic: A character rendered catatonic by Charisma poison can see, hear, and process his environment, but has lost all agency and can't interact with the world in any way.

Dead: The character loses even autonomic functions, and dies.

SAMPLE DISEASES

Examples of diseases that use the various tracks are given below. If a disease does not specify an effect, it imposes only the effects for the victim's state on the pertinent track.

BLINDING SICKNESS

Type disease, ingested; **Save** Fortitude DC 16
Track physical; **Frequency** 1/day
Effect At the impaired state, also become permanently blind
Cure 2 consecutive saves

BUBONIC PLAGUE

Type disease, injury or inhaled **Save** Fortitude DC 17
Track physical; **Frequency** 1/day
Cure 2 consecutive saves

CACKLE FEVER

Type disease, inhaled; **Save** Fortitude DC 16
Track mental; **Frequency** 1/day
Cure 2 consecutive saves

DEMENTIA DUST

Type disease, inhaled; **Save** Fortitude DC 14
Track mental; **Frequency** 1/week
Effect Even if the disease is removed with *remove disease*, condition does not improve without *greater restoration* or *heal*
Cure magic only

DEMON FEVER

Type disease, injury; **Save** Fortitude DC 18
Track physical; **Frequency** 1/day
Effect At the impaired state, penalties from the weakened state become permanent until victim receives *heal* or *restoration*
Cure 2 consecutive saves

DEVIL CHILLS

Type disease, injury; **Save** Fortitude DC 14

Track physical; **Frequency** 1/day
Cure 3 consecutive saves

FILTH FEVER

Type disease, injury; **Save** Fortitude DC 12
Track physical; **Frequency** 1/day
Cure 2 consecutive saves

LEPROSY

Type disease, contact, inhaled, or injury; **Save** Fortitude DC 12
Track physical (special); **Frequency** 1/week
Effect Healthy—Latent/Carrier—Sluggish—Stiffened; sluggish and stiffened are as Dexterity poison, stiffened is an end state
Cure 2 consecutive saves

MINDFIRE

Type disease, inhaled; **Save** Fortitude DC 12
Track mental; **Frequency** 1/day
Cure 2 consecutive saves

MUMMY ROT

Type disease, injury; **Save** Fortitude DC 16
Tracks physical and mental (special); **Frequency** 1/day
Effect No latent/carrier state; victim suffers all penalties from progressing on both the physical and mental disease tracks
Cure *remove curse* and *remove disease* within 1 minute of each other

RED ACHE

Type disease, injury; **Save** Fortitude DC 15
Track physical; **Frequency** 1/day
Cure 2 consecutive saves

SHAKES

Type disease, contact; **Save** Fortitude DC 13
Track physical; **Frequency** 1/day
Cure 2 consecutive saves

SLIMY DOOM

Type disease, contact; **Save** Fortitude DC 14
Track physical; **Frequency** 1/day
Effect At the impaired state and beyond, penalties from the weakened state become permanent until the victim receives *heal* or *restoration*
Cure 2 consecutive saves

SAMPLE POISONS

Examples of poisons that use the various tracks are given below. If a poison does not specify an effect, it imposes only the effects for the victim's state on the pertinent track.

BLACK LOTUS EXTRACT

Type poison, contact; **Save** Fortitude DC 20
Track Constitution (special); **Onset** 1 minute; **Frequency** 1/round for 6 rounds
Effect Healthy—Weakened—Disabled—Dead
Cure 2 consecutive saves

BLUE WHINNIS

Type poison, injury; **Save** Fortitude DC 14
Track Constitution (special); **Frequency** 1/round for 2 rounds
Effect Healthy—Weakened—Unconscious; no end state
Cure 1 save

DEATHBLADE

Type poison, injury; **Save** Fortitude DC 20
Track Constitution; **Frequency** 1/round for 6 rounds
Cure 2 consecutive saves

GREEN LOTUS

Type poison, contact; **Save** Fortitude DC 18
Track Charisma (special); **Onset** 1 minute; **Frequency** 1/round for 6 rounds
Effect Healthy—Weakened—Impaired—Pliable—Pliable; the second pliable is an end state
Cure 1 save

ID MOSS

Type poison, ingested; **Save** Fortitude DC 14
Track Intelligence; **Onset** 10 minutes; **Frequency** 1/minute for 6 minutes
Cure 1 save

INSANITY MIST

Type poison, inhaled; **Save** Fortitude DC 15
Track Wisdom; **Frequency** 1/round for 6 rounds
Cure 1 save

LARGE SCORPION VENOM

Type poison, injury; **Save** Fortitude DC 17
Track Strength; **Frequency** 1/round for 6 rounds
Cure 1 save

SMALL CENTIPEDE POISON

Type poison, injury; **Save** Fortitude DC 11
Track Dexterity; **Frequency** 1/round for 4 rounds
Effect Requires two failed saves to progress to each state past sluggish
Cure 1 save

UNGOL DUST

Type poison, inhaled; **Save** Fortitude DC 15
Track Charisma; **Frequency** 1/round for 4 rounds
Effect Victim does not recover past weakened without *heal* or *restoration*
Cure 1 save



4 Magic



The banshee opened its mouth, only to have its wail cut off by the sizzling blast of Shardra's spell.

"If you've got anything left in that bag of tricks," the dwarf called over to Feiya, "I suggest you use it now."

Feiya reached into her pouch and produced a handful of purple powder. She eyed the banshee skeptically. "I was saving this, you know."

"Well, now you're saving us," Shardra said. "And I suggest you do it quickly."

Feiya sighed, then blew the powder toward the ghostly woman. The banshee screamed as tiny motes of light flared, surrounding her...

Introduction

This chapter introduces the following new rules to help enhance the sense of wonder magic can bring and allow you to more easily play games that are free from the standard assumptions of magic availability and stat-boosting items.

Simplified Spellcasting: When playing a high-level spellcaster, it can be a pain to keep track of which spells you've prepared out of several dozen every time a new day dawns in the game. This system allows you to focus on preparing your most powerful spells while using a flexible pool to cast all the rest.

Spell Alterations: This section includes new rules options that alter magic in different ways: limited magic, which weakens spellcasting's free scaling ability; wild magic, which subjects the spellcaster to magical surge effects; and active spellcasting, which adds more options to keep the spellcaster involved with her spells.

Esoteric Material Components: Since the introduction of the spell component pouch, material components have been reduced to little more than flavor. This system brings back significance to spell components, introducing new esoteric components whose effects vary depending on the style of your campaign.

Automatic Bonus Progression: The Pathfinder Roleplaying Game assumes you have access to certain bonuses at each level. But what if you want to play a game where magic items are rare or have non-numerical effects? This system allows the PCs to gain the bonuses they need from their own inner power—no bonus-granting items are necessary.

Innate Item Bonuses: What if you like magic items to grant bonuses but are frustrated because that makes bonus-granting items the obvious choice, narrowing your options? This system eliminates items that only grant bonuses and instead adds bonuses to all items in most slots, ensuring that the items in those slots are both flavorful and highly functional.

Scaling Items: Sometimes an inherited weapon turns out to be more powerful than it had seemed at first, and the hero refuses to give it up even when given the option of flashier blades or when facing overwhelming foes. Scaling items are magic items that grow with your character and unlock new special abilities as she levels up. This section presents numerous examples of scaling items to add to your games.

Dynamic Magic Item Creation: In legends and stories, the process of creating a magic item requires much more than a simple roll of the dice. This system turns magic item creation into dynamic events that include the whole adventuring party and add unique flavors and attributes to the items the characters create.

Simplified Spellcasting

For a 1st-level wizard who knows only a small handful of spells, it isn't too hard to decide which spells to prepare each day. But a 20th-level wizard could easily have more than 60 spells from which to select. Choosing them can eat up quite a bit of time, leaving the other players in your game twiddling their fingers.

With simplified spellcasting, you keep track of only your 3 highest levels of spells, and all the other spells are placed in a pool that you can use on the fly. The number of spells in the pool is smaller than the number of lower-level spells you could otherwise cast, but the pool is more flexible than preparing all the spells in advance would be, and allows you to save the tricky decision-making for your most important spells. Because this system affects only your 3 highest levels of spells, it doesn't change anything for a character who isn't yet able to cast 4th-level spells.

Simplified Spellcasting Rules

To use simplified spellcasting, find the appropriate progression table for your class (or the table for a class that normally has the same spell progression as your class) on page 145 and consult the row for your caster level. The 3 highest spell levels in the row each have a listed number indicating spells per day. Prepare these spells each day as you normally would; you still gain bonus spells per day for those levels if you have a high enough ability score. The letter "P" appears in the columns of all other available spell levels (except level 0) to indicate lower-level spells that are cast using your class's spell pool.

Each day, you can spontaneously cast a number of lower-level spells from your class's spell list equal to the number listed for your class level in the Pool column of the table. The level of spell doesn't matter (as long as it's one of the levels that uses your pool), so if you could cast five spells from your pool per day, it wouldn't matter if you cast five 1st-level spells, five 2nd-level spells, or a mix of the two. A spell cast using slots from your spell pool must still be on your spell list or in your spellbook, just as it would need to be if you were preparing the spell. It also must meet any other restrictions imposed by your class or other abilities, such as restrictions on casting spells of an opposing alignment. The slots in your spell pool refresh after 8 hours of rest, and any effect that prevents you from preparing spells also prevents you from refreshing your spell pool.

Your pool increases if you have a high spellcasting ability modifier, similar to how you gain bonus spells in slots you prepare. Add a number of spells to your pool equal to 1/4 the ability score modifier of the ability score you would normally use to calculate your number of bonus spells per day.

If your class grants bonus spells that are selected from an extremely limited number of options (such as domain spells, spirit spells, or similar bonus spells), you gain those spells separately from your pool. If your class grants bonus spells from a somewhat limited list (such as wizards' specialty school spells), when you gain a pool, you gain one additional slot in your spell pool each day that can be used only to cast spells of that type, and at 13th level you gain a second additional slot with the same restriction.

For example, a 13th-level necromancer with an Intelligence score of 26 has a pool of five spells—three for being a 13th-level wizard and two for his high Intelligence (a +8 Intelligence modifier divided by 4)—as well as two additional spells per day that must be from the necromancy school. He could use the pool to cast his 1st- to 4th-level spells, but would still need to prepare his 5th- to 7th-level spells.

Expending Multiple Spell Slots: If you have a class ability that requires expending multiple spell slots, such as a battle oracle's combat healer revelation or a wizard's opposition school, you must expend the appropriate number of slots from your spell pool to use the ability. For instance, if the 13th-level necromancer in the example above has conjuration as an opposition school, he could expend two slots from his spell pool to cast *summon monster II*.

Other Spellcasters

Though spontaneous casters can use this system, they gain relatively little, since they already don't need to select which spells to prepare in advance, and their spell slots are comparable in number to those they would have if they used a spell pool.

This system doesn't apply to spellcasters such as paladins and rangers, who gain only 1st- to 4th-level spells, since they have so few spell slots that they don't run into the same problems other spellcasters do.

Metamagic

When using a metamagic feat to modify a spell cast from a spell pool, the caster is treated as if he were a spontaneous caster (increasing the casting time to a full-round action if applicable). The spell must still fall under the level he can cast with his pool. Otherwise, he must still expend one of his spell slots to prepare it.

For instance, our example 13th-level necromancer could cast an enlarged *fireball* as a full-round action using his spell pool, but to cast an empowered *fireball*, he would have to expend a 5th-level spell slot to prepare it, since 5th-level spells aren't part of his pool.

Pearls of Power

A *pearl of power* can be used only to regain a spell slot of a level you prepare, not to restore slots to your spell pool. Conversely, a *runestone of power* (*Pathfinder RPG Advanced Class Guide* 234) can allow the caster to cast a spell without expending a slot from his pool. The spell must be both of a level the runestone can restore and of a low enough level to be a part of his spell pool rather than a prepared spell.

Table 4-1: Magus or Warpriest

	Spells per Day							
Level	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**	**Pool**
1st	3	1	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—
3rd	4	3	—	—	—	—	—	—
4th	4	3	1	—	—	—	—	—
5th	4	4	2	—	—	—	—	—
6th	5	4	3	—	—	—	—	—
7th	5	4	3	1	—	—	—	—
8th	5	4	4	2	—	—	—	—
9th	5	5	4	3	—	—	—	—
10th	5	P	4	3	1	—	—	1
11th	5	P	4	4	2	—	—	1
12th	5	P	5	4	3	—	—	1
13th	5	P	P	4	3	1	—	3
14th	5	P	P	4	4	2	—	3
15th	5	P	P	5	4	3	—	3
16th	5	P	P	P	4	3	1	4
17th	5	P	P	P	4	4	2	4
18th	5	P	P	P	5	4	3	4
19th	5	P	P	P	5	5	4	4
20th	5	P	P	P	5	5	5	4

Table 4-2: Cleric, Druid, Shaman, Witch, or Wizard

	Spells per Day									
Level	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**	**7th**	**8th**	**9th**	**Pool**
1st	3	1	—	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—	—
4th	4	3	2	—	—	—	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—	—	—
6th	4	3	3	2	—	—	—	—	—	—	—
7th	4	P	3	2	1	—	—	—	—	—	1
8th	4	P	3	3	2	—	—	—	—	—	1
9th	4	P	P	3	2	1	—	—	—	—	2
10th	4	P	P	3	3	2	—	—	—	—	2
11th	4	P	P	P	3	2	1	—	—	—	2
12th	4	P	P	P	3	3	2	—	—	—	2
13th	4	P	P	P	P	3	2	1	—	—	3
14th	4	P	P	P	P	3	3	2	—	—	3
15th	4	P	P	P	P	P	3	2	1	—	4
16th	4	P	P	P	P	P	3	3	2	—	4
17th	4	P	P	P	P	P	P	3	2	1	5
18th	4	P	P	P	P	P	P	3	3	2	5
19th	4	P	P	P	P	P	P	4	3	3	5
20th	4	P	P	P	P	P	P	4	4	4	5

Spell Alterations

The following optional rules alter normal spellcasting in fun new ways. Each system is fairly simple in concept, but could generate ramifications not fully detailed below, and GMs should be ready to reconcile or arbitrate unexpected effects.

Limited Magic

As a character gains caster levels under the normal magic system, the efficacy of her spells can swing wildly, necessitating a constant reevaluation of each spell's utility. The limited magic rules are meant to keep spells' power more tightly tiered by spell level and reduce the amount by which a caster's power level escalates.

When using limited magic rules, all spells are cast at the minimum caster level and with the minimum required ability score. The minimum caster level of a spell is fixed at 2 × the spell's level – 1, and does not change based on class levels. A spell's level can vary by class; therefore, different classes may have different minimum caster levels for the same spell. The minimum ability score for any spell is 10 + the spell's level, so the save DC for each spell (10 + the spell's level + the caster's ability score modifier) is also constant. These values are listed below on Table 4–3: Limited Magic for ease of reference. The CL (9) column lists the minimum caster level for casters who get up to 9th-level spells, such as the cleric, druid, or wizard. The CL (6) column covers casters who get 6th-level spells, such as bards. The CL (4) column covers casters who get up to only 4th-level spells, such as paladins and rangers. If a class's spellcasting progression differs from these minimum caster levels, it always overrides the numbers on this table.





Table 4-3: Limited Magic

Spell Level	CL (9)*	CL (6)	CL (4)	Ability Score	DC
0	1	1	—	10	10
1	1	1	4	11	11
2	3	4	7	12	13
3	5	7	10	13	14
4	7	10	13	14	16
5	9	13	—	15	17
6	11	16	—	16	19
7	13	—	—	17	20
8	15	—	—	18	22
9	17	—	—	19	23

* For a sorcerer, increase the minimum caster level of any spell of 2nd level or higher by 1.

Magic Items

Spells from magic items use the same rules as above. That means a *fireball* cast from a wand created by a sorcerer or wizard has the same save DC and amount of damage dice as a *fireball* cast by any sorcerer or wizard. When calculating the base cost or price of a magic item, always use the minimum CL as defined by this system (even if the item's creator would have had a higher caster level). Potions and scrolls always default to the appropriate cleric, druid, or wizard spell level to determine their base costs.

Heighten Spell

Under this system, spells can still be improved using Heighten Spell. A heightened spell uses the minimum CL, but does so as though it were a higher-level spell. For example, a *fireball* heightened to 5th level would have a DC of 17 and deal 9d6 points of damage, the same as a *cone of cold* cast in the same slot.

Other Considerations

Limited magic can take some getting used to. It reduces the power of most spellcasters dramatically, but can speed the game up by

requiring less research into the caster levels of monsters, NPCs, and magic items. Limited magic can also encourage better-rounded spellcaster characters, especially if you're using the purchase system to generate ability scores, as there's less reward for focusing solely on their spellcasting attributes.

Using this system means that if a class gets a spell at a lower level than another class does, that spell's effects are weaker for the former class. A bard's *heroism* is not as good as a wizard's. However, classes with slower spell progressions (such as the bard, paladin, and ranger) have other abilities that keep them competitive when limited magic weakens the overall power of spells.

Consider altering other rules to account for a landscape with lower average DCs. For instance, Great Fortitude, Iron Will, and Lightning Reflexes might provide only a +1 bonus on saves, or the increases to spell DCs from Spell Focus and Greater Spell Focus could go up to 2.

With Esoteric Spell Components: This system works especially well with the esoteric spell components system described on page 150. Using both systems means that spellcasting in the campaign is weaker overall, but can be boosted on occasion by characters willing to spend money to increase the potency of their spells.

Wild Magic

Though many spellcasters like to consider their use of magic a science, the effects of magic are not always easy to predict. Wild, uncontrolled magic sometimes surges as a side effect of spellcasting or magical experimentation. Wild magic can be used in any situation where magic might cause randomness and chaotic effects. When a character casts a spell or takes an action that could trigger a surge of wild magic (see Implementing Wild Magic below), roll on Table 4–4: Wild Magic Surge.

Roll to determine the surge effect before the spell is cast, but apply the effect after the spell is cast unless it alters the spell itself in some way (such as changing the effective caster level). Any reference on the table to the spell or the spell's level applies to the spell being cast, supernatural ability being used, or magic item effect being activated. Similarly, any reference to the caster applies to the character who triggers the surge. If an effect requires a caster level, use the caster's full character level.

If the wild magic surge effect you roll isn't possible due to the nature of the spell or effect, roll instead on Table 4–5: Universal Surge Effects. A wild magic surge effect doesn't allow a saving throw, even if it's replicating a spell that normally would, and any effect that would normally have a limit on the amount of Hit Dice it can affect ignores that limit. Higher results on the table are more likely to be beneficial, so a GM might give a bonus or penalty on the check if an action would alter how likely it is that the wild magic surge would be helpful.

Implementing Wild Magic

Though the rules on when to use wild magic are deliberately vague to give the GM leeway, here are some suggestions, presented in order from simplest to most complex.

Failed Concentration: When a caster fails a concentration check, and thereby loses a spell, some of the spell's energy escapes in a wild magic surge.

Dispel and Counterspell: When a spell or magical effect is dispelled or counterspelled, it triggers a wild magic surge on the caster or subject.

Wild Zones: Some places are magically unstable. When a creature casts a spell, uses a spell-like ability, or activates a magic item in such an area, it causes a wild magic surge.

Boost Casting: A caster can attempt to use a metamagic feat she has with a spell she's casting without expending a higher-level spell slot, needing to prepare the spell at a higher level (if a prepared caster), or increasing the casting time (if a spontaneous caster). To do so, she must attempt a caster level check with a DC equal to 10 + the spell's level + 5 for every increase in spell level the metamagic feat would normally cause. If she succeeds, her spell gains the metamagic feat's benefit and she causes a wild magic surge. If she fails, she still rolls on Table 4–4, but subtracts from the result a number equal to the amount by which she failed the check.

Table 4-4: Wild Magic Surge

d%	Surge Effect
01–02	The caster takes 1d6 points of damage per spell level.
03–04	The caster is affected by a *slow* spell for 5 rounds.
05	The spell takes effect at a random location within the spell's range.
06	The caster is confused for 1 round (as *confusion*).
07	The caster takes 1 point of Constitution bleed.
08	The caster takes 1 point of ability bleed that matches her spellcasting ability score (determine randomly if the creature isn't a spellcaster).
09–10	The caster is dazed for 1 round (as *daze monster*).
11–12	The spell deals half as much damage as normal.
13	The caster takes 1d4 points of bleed damage.
14	The caster falls asleep for 1 minute (as *sleep*).
15–16	The caster can't cast or concentrate on spells for 1 round.
17	The caster is affected by *reduce person* for 1 minute.
18–19	The caster becomes sickened for 5 rounds.
20	A *zone of truth* appears, centered on the caster.
21–29	The caster is affected as if targeted by the spell.
30–32	All targets of the spell are affected by *lesser restoration*.
33–38	All targets of the spell are healed of 1d8+1 points of damage. This is a positive energy effect.
39–43	The spell's area or the targets of the spell become affected by *silence* for 3 rounds.
44–50	All targets of the spell become invisible for 1 round (as *invisibility*).
51–58	The area of the spell is filled with *daylight*.

59–64	A *shatter* spell affects a 5-foot radius around each target of the spell (or the spell's area).
65–71	The spell's area is coated in *grease*.
72–74	One random tree or animal targeted by the spell or in the spell's area is affected by *awaken*.
75–78	An instrument appears adjacent to each target (as *summon instrument*).
79–80	Every door within 100 feet of the caster is affected by a *knock* spell.
81–83	The caster teleports to a square of her choice adjacent to the spell's target or within the spell's area.
84–86	The next spell targeting the caster is turned back, as *spell turning*.
87–90	The caster gains 2d6 temporary hit points that last 1 hour and don't stack with any other temporary hit points.
91–92	A random creature from the *summon monster I* list is summoned in a square adjacent to the caster. It is under the caster's control.
93–95	The caster is affected by *tongues* for 10 minutes.
96–97	The caster is affected by *haste* for 5 rounds.
98	The spell is extended.
99	The spell is maximized.
100	The spell slot used to cast the spell is not expended.



Table 4-5: Universal Surge Effects

d%	Surge Effect
01–20	The caster takes 1d6 points of damage that can't be prevented in any way.
21–80	The caster is affected by *faerie fire* for 1 round.
81–100	The caster gains 1d6 temporary hit points that last for 1 hour. These don't stack with other temporary hit points.

Active Spellcasting

Under the core rules, a spellcaster is largely passive when resolving the effects of her spells. She announces which spell she's casting, and the targets roll their saves in response. Compare this with attacks, where the attacker rolls all the dice. The following variants help spellcasters feel more involved in the resolution of spells.

Overclocked Spells

Using the overclocked spells variant, confident spellcasters can attempt to weave more power into their spells as they cast them. This is not without risk: deviating from the stable, standard formulation of the spell risks collapse of the spell and the magical energy therein.

As a swift action while casting a spell, a spellcaster can attempt to increase either the spell's DC or her caster level for the spell. She must attempt a Spellcraft check with a DC equal to 15 + the spell's level + the minimum caster level of that spell for her class. If she succeeds, she can increase either her caster level or the DC of the spell by 2. If she fails, the spell is not cast and she loses the prepared spell or spell slot. If she fails the Spellcraft check by 5 or more, she also suffers a mishap, similar to a scroll mishap (*Pathfinder RPG Core Rulebook* 491).

With Limited Magic: If you are using the limited magic rules, instead of increasing the caster level or DC by 2 on a successfully overclocked spell, instead allow the caster to gain the standard benefits of her full caster level and ability scores.

With Spell Fumbles: Apply the results of a spell fumble (see page 149) in place of a mishap.

Spell Attack Roll

When casting a spell or using a magical effect that allows a saving throw, the caster makes a spell attack roll, rolling 1d20 with a bonus equal to her spellcasting ability modifier plus the spell's level. Any bonuses that would normally make the

spell more difficult to avoid (such as the Spell Focus feat) also apply. The DC of this roll is equal to 11 + the target's relevant save bonus. If the caster succeeds, treat the spell or effect as if the target had failed its save. Otherwise, treat it as if the target succeeded at its save. Just like an ordinary attack roll, a natural 1 is an automatic failure, while a natural 20 is an automatic success. This rule does not change the chances of success; it just changes who is rolling the die.

For example, a wizard with an Intelligence score of 18 casts *charm person* on an orc guard. Normally, the orc would attempt a DC 15 Will saving throw (10 + 1 for a 1st-level spell + 4 for the wizard's Intelligence bonus). Since the orc's Will save modifier is –1, he has to roll a 16 to succeed, and thus will fail his save 80% of the time. Under the spell attack roll rules, rather than the orc attempting a Will save, the wizard makes a spell attack roll with a +5 bonus (the spell's DC of 15 – 10) against a DC of 10 (11 + the orc's –1 Will save modifier). The wizard has to roll at least a 5 to succeed, so he still affects his target 80% of the time.

This variant puts more dice in the hands of the players. Consider running NPC spellcasters under the core rules instead, so that players can feel responsible for their own saves. It's usually easiest for the player to write down the spell attack roll bonus for each level.

Faster Variant: Normally, a caster would roll a separate spell attack roll against each target. A GM who wants to speed up play (at the expense of making the game more prone to extremes and not matching the core rules as closely) can instead require only a single roll and apply it against the defenses of all the targets.

Spell Critical Hits

Spells that require attack rolls follow the standard critical hit rules as described in the *Core Rulebook*. With this variant, spells that require a saving throw gain the same benefit. If a creature rolls a natural 1 on its saving throw, the spell threatens a critical hit. That creature rolls the save again, and if it fails on this second roll, the critical hit is confirmed, and any numeric effect of the spell is doubled. For spells that lack a direct numeric effect, such as *charm person*, the duration is doubled instead. A spell that requires both an attack roll and a saving throw (such as *ray of enfeeblement*) can threaten a critical hit only on the attack roll.

The GM is encouraged to apply other types of doubling where appropriate. For instance, a *poison* spell might afflict a target with 2 doses of poison on a critical hit instead of doubling the effect of the poison.

With Spell Attack Rolls: This rule combines well with the spell attack roll rule. If you roll a natural 20 on your spell attack roll, you threaten a critical hit, then roll the attack roll again to confirm the critical. Avoid the faster variant of spell attack rolls if you're also using spell critical hits, or at the very least roll to confirm each one separately.

With Spell Fumbles: This system is meant to be used in a campaign alongside the spell fumbles variant, though the two can be used separately.

Spell Fumbles

Spells have a chance to automatically miss, just like any other attack. Normally, this is represented by the target rolling a natural 20 on its save. However, you might be interested in a more dramatic "fumble" result. If an enemy rolls a natural 20 on its save, it rolls the save again. If it succeeds at the second save, then the spell was fumbled, resulting in an accident similar to a scroll mishap (*Core Rulebook* 491). Roll 1d10 and consult Table 4–6: Spell Fumbles. You can fumble only once per spell cast. If more than one target rolls a 20, only the first target rolls to confirm the fumble.

Table 4–6: Spell Fumbles

d10	Fumble Result
1	A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the caster.
2	The spell strikes the caster or an ally instead of the intended target.
3	The spell takes effect at a random location within the spell's range.
4	The spell's effect on the target is contrary to the spell's normal effect.
5	The spellcaster suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
6	A random innocuous item or items suddenly appear in the spell's area.
7	The spell's effect is delayed. Sometime within the next 1d12 hours, the spell activates. The spell goes off in the general direction of the original target, up to the spell's maximum range if the target has moved away.
8	The caster can't cast or concentrate on spells for 1 round.
9	The caster is dazed for 1 round.
10	The caster takes 1 point of Constitution damage.

With the Critical Fumble Deck: If you're using the *Pathfinder Cards: Critical Fumble Deck* in your game, draw a fumble card and apply the Magic result instead of rolling on the fumble table. You can use the Critical Fumble Deck for spell fumbles in your game even if you aren't using it to add other fumbles.

With Wild Magic: You can use Table 4–4: Wild Magic Surge instead of Table 4–6: Spell Fumbles. If you use that table, roll 1d20 instead of d%.

With Spell Attack Rolls: When using the spell attack roll variant, a fumble might occur if you roll a natural 1 on the attack roll. Roll the attack roll a second time—if it would miss again, the spell has fumbled.

Esoteric Material Components

A handful of hard-to-find, naturally occurring substances contain magical potency and can be used as special material components. Some spellcasters are trained to use these esoteric material components in their enhanced practice of the magical arts. The four more common types—entropic resin, geodes, prismatic sand, and verdant salts—link to two schools of magic each. A fifth type, yliaster, is extremely potent, but far more rare; it is universally useful, and can be substituted for any other material component.

Use the following rules for esoteric material components with the variants presented on pages 151–152.

Component Cost: The value of esoteric material components that must be spent on a spell is equal to 1 gp × caster level × spell level, as shown on Table 4–7: Esoteric Material Component Costs. This value *must* be spent if esoteric components are mandatory in the campaign, or *can* be spent to replace normal material components if esoteric material components are optional.

Expending Components: Each component works effectively for only two schools of magic. A caster can expend an esoteric component type that doesn't match his spell's school, but he must expend twice as much of the substitute component to fake the effects of the appropriate component. The esoteric components used in a spell need not all be of the same type. For example, a 3rd-level wizard casting *bear's endurance* could expend 6 gp worth of geodes, or 12 gp total worth of entropic resin and verdant salts, or 4 gp worth of geodes plus 4 gp worth of verdant salts, and so on.

Greater Component Effects: Expending twice the amount of components indicated on Table 4–7 activates a greater component effect, which varies by esoteric component type. These benefits are listed under the component descriptions at the end of the chapter, and depend on the component expended. To obtain the greater component benefit, the caster must use a single component type; using a type that doesn't match the spell's school still costs twice as much. The wizard in the above example could gain the geodes' greater component benefit by expending an extra 6 gp worth of geodes, or gain the verdant salts' greater component benefit by expending an extra 12 gp worth of verdant salts. A single casting of a spell can normally benefit from only one greater component effect, but the caster can expend additional components and attempt a Spellcraft check with a DC equal to 20 + double the spell's level to add more. The caster must pay the cost in esoteric components even if the Spellcraft check fails. For each greater component effect beyond the second, the DC increases by 5 + the spell's level. If the caster fails this check by 5 or more, the spell fails and its slot is lost. You can't apply the greater component effect of a single type of component more than once on a single casting of a spell.



Buying Esoteric Components

Each common esoteric material component has the same price, and a spellcaster buys them based on their gp value. Though each type of component comes in different sizes and purities, it's usually simplest to just track the total gp value of each type of component a spellcaster carries rather than the specific forms of those components. In a collection of geodes, some might be large and some small, some fine and some flawed.

Each bit of esoteric component goes a long way, so 500 gp worth of components weighs 1 pound regardless of its type.

Table 4-7: Esoteric Material Component Costs

	Spell Level									
CL	0	1	2	3	4	5	6	7	8	9
1st	5 sp	1 gp	—	—	—	—	—	—	—	—
2nd	1 gp	2 gp	—	—	—	—	—	—	—	—
3rd	1 gp, 5 sp	3 gp	6 gp	—	—	—	—	—	—	—
4th	2 gp	4 gp	8 gp	—	—	—	—	—	—	—
5th	2 gp, 5 sp	5 gp	10 gp	15 gp	—	—	—	—	—	—
6th	3 gp	6 gp	12 gp	18 gp	—	—	—	—	—	—
7th	3 gp, 5 sp	7 gp	14 gp	21 gp	28 gp	—	—	—	—	—
8th	4 gp	8 gp	16 gp	24 gp	32 gp	—	—	—	—	—
9th	4 gp, 5 sp	9 gp	18 gp	27 gp	36 gp	45 gp	—	—	—	—
10th	5 gp	10 gp	20 gp	30 gp	40 gp	50 gp	—	—	—	—
11th	5 gp, 5 sp	11 gp	22 gp	33 gp	44 gp	55 gp	66 gp	—	—	—
12th	6 gp	12 gp	24 gp	36 gp	48 gp	60 gp	72 gp	—	—	—
13th	6 gp, 5 sp	13 gp	26 gp	39 gp	52 gp	65 gp	78 gp	91 gp	—	—
14th	7 gp	14 gp	28 gp	42 gp	56 gp	70 gp	84 gp	98 gp	—	—
15th	7 gp, 5 sp	15 gp	30 gp	45 gp	60 gp	75 gp	90 gp	105 gp	120 gp	—
16th	8 gp	16 gp	32 gp	48 gp	64 gp	80 gp	96 gp	112 gp	128 gp	—
17th	8 gp, 5 sp	17 gp	34 gp	51 gp	68 gp	85 gp	102 gp	119 gp	136 gp	153 gp
18th	9 gp	18 gp	36 gp	54 gp	72 gp	90 gp	108 gp	126 gp	144 gp	162 gp
19th	9 gp, 5 sp	19 gp	38 gp	57 gp	76 gp	95 gp	114 gp	133 gp	152 gp	171 gp
20th	10 gp	20 gp	40 gp	60 gp	80 gp	100 gp	120 gp	140 gp	160 gp	180 gp

Esoteric material components aren't inherently magical, and can't be found using *detect magic*.

Material components can be found either in the form of raw, unprocessed base components or refined units of various values. They can be found in nature, purchased from merchants, or discovered in treasure hoards. How often a PC finds esoteric components is determined by the variant you are using (see below). Especially among the treasure of a spellcaster, it would be reasonable to find various quantities of multiple types of esoteric components. The same could be said for an alchemist's lab or a stash hidden by bandits who recently raided a wizards' college.

The rare esoteric component yliaster is a special case. Yliaster appears only in major treasure hoards, especially those belonging to powerful spellcasters. A GM who would prefer not to allow the effects of yliaster can simply use only the common esoteric components and leave the rare one out of the game entirely.

Implementing Esoteric Components

There's more than one way to introduce esoteric components to a game. Three variants are detailed below.

Optional Components

The esoteric material components system can be added directly on top of the normal spellcasting system. Spells don't need esoteric components to be cast, and normal material components function as normal. Expending esoteric material components worth the listed values allows the caster to replace normal material components she lacks (but not to replace expensive material components). It's far more useful in this system to pay double the amount of esoteric components to gain the greater component effect. A 6th-level wizard casting *fireball* can do so using a normal spell component pouch. If he's missing his pouch, he can expend 18 gp worth of entropic resin to cast the spell anyway. He could expend 36 gp worth (with or without a spell component pouch) to make the spell more powerful with its greater component effect.

Adding esoteric material components as an option makes spellcasters considerably more powerful. When used this way, esoteric components are essentially an additional type of treasure. Use esoteric components as treasure only rarely, and consider ignoring the rules that allow scrounging for components (see page 152). Esoteric components might not be very well known in the world, and aren't readily available to purchase.

Mandatory Components

If esoteric components are mandatory, casting any spell that requires a material component requires expending the proper amount of esoteric material components instead. A 6th-level wizard casting *fireball* must expend 18 gp worth of entropic resin, and can expend 36 gp worth to make the spell more powerful with its greater component effect. If he doesn't have enough components, he can't cast the

Lowering Your Caster Level

A spellcaster using esoteric material components can voluntarily cast a spell as though she had a lower caster level. This means if she doesn't have enough components—or would like to save some money—she can still cast a less effective version of the spell. She can't lower her caster level to be lower than the level at which she could cast the spell. Table 4–7: Esoteric Material Component Cost shows this value for clerics, druids, and wizards, but a spellcaster with a slower progression has the same limitation. A bard couldn't cast a 3rd-level spell at a caster level lower than 7th, for example.

For spells that don't continue to increase in power after a certain caster level, it's usually best for the spellcaster to cast that spell as though she were a lower caster level to reduce the cost of her esoteric components.

spell. However, if he had 15 gp worth of entropic resin, he could cast the *fireball* at caster level 5th (see the Lowering Your Caster Level sidebar). A spell that doesn't require material components can be cast normally, but the caster can choose to expend esoteric components for the greater component effect.

Under this system, a spell component pouch includes 1 gp worth of each common component, plus an additional 1 gp worth of a common type of the buyer's choice.

Requiring esoteric components significantly impacts a spellcaster's treasure acquisition, so the mandatory components variant should be used with caution, especially if the campaign already uses variants that make spellcasting less powerful (such as limited magic; see page 146). Include esoteric components in most treasure hoards and in NPC spellcasters' gear.

With Limited Magic

In a game that uses the limited magic variant (see page 146), you can add esoteric components to take some of the sting out of the weakened spellcasting. It's best to include the components as described in the optional components variant on page 151, rather than saddling spellcasters with both weakened spellcasting and decreased treasure.

Limited magic uses a fixed caster level, which acts as the baseline for casting a spell using esoteric components or gaining the greater component benefits. When used together, the esoteric components and limited magic systems also allow another option: expending esoteric components to gain the benefits of a higher CL or save DC. The specific limited magic benefit is listed under each component description. The caster must expend components whose value is equal to twice the esoteric component cost for his caster level (rather than the spell's minimum caster level) to gain the limited magic benefit. For example, a 6th-level wizard casting *fireball* could gain the limited magic benefit by expending 36 gp worth of entropic resin.

As with greater component effects, expending multiple types of esoteric components can apply other limited magic effects, but requires a Spellcraft check. This option is deliberately more expensive to discourage casters from using it too routinely.

A spellcaster can choose to apply either greater component effects or limited magic effects—but not both—on the same casting of a spell.

Scrounging

This optional rule allows a low-level spellcaster to find enough components to keep casting her spells. It's recommended to use scrounging if esoteric components are mandatory.

Over the course of an adventuring day, a spellcaster can scrounge for esoteric components in her environment. At the end of each day, she can collect 1d6 gp worth of each common esoteric component. (Rare components can never be found by scrounging.) This requires her to explore a decent-sized area. Spending several days in one town or repeatedly going through the same few rooms in a dungeon doesn't yield more than 1 day's worth of components. Depending on the likelihood of finding a type of component in an area, the GM can adjust the die size up or down by one. For instance, while exploring caverns, a scrounger might find 1d8 gp worth of geodes, but only 1d4 gp worth of verdant salts.

A scrounger can hunt exclusively for a specific type of common esoteric component. Because esoteric components are naturally occurring, she must succeed at a DC 15 Knowledge (nature) check or come up empty-handed. If she succeeds, she gains 2d6 gp worth of the component she was searching for and none of the others.

Components

This system uses four common esoteric components—entropic resin, geodes, prismatic sand, and verdant salts—plus one rare component called yliaster. A GM can change the descriptions of these components to different substances that better fit her game if she so chooses. The rare component could be a catchall for a number of equally potent magical substances. The blood of a god, a sliver of stone from deep in the earth, or a piece of ethereal substance made solid could each be used as the rare component, even within the same campaign.

Each entry includes the associated schools, a description of the esoteric component type, the greater component effect, and the limited magic effect. The limited magic effect entry applies only if the campaign is also using the limited magic system (see page 146).

Entropic Resin

Associated Schools evocation, necromancy



This slightly viscous, pearlescent gray-black substance is most commonly stored in small vials, jars, and bottles. It's most frequently found at sites of carnage and places where undead creatures dwell. Locations where multiple creatures died from flames, acid, or lightning are excellent potential sources of entropic resin. It seems to be organic in nature, or at least formed of trace substances from the bodies of organic life forms, though there is some debate on the issue among necromantic scholars.

Unrefined entropic resin is potent, but can still be distilled and refined. The more it's refined, the darker and more solid it becomes. The most potent entropic resin is pitch black and snaps if bent.

Greater Component Effect: Treat your caster level as though it were 1 higher for determining the number of damage dice used by this spell. This also increases the maximum number of damage dice a spell can have by 1, if applicable. For example, a 10th-level wizard casting *fireball* could expend 60 gp worth of entropic resin to deal 11d6 points of fire damage.

Limited Magic Effect: Use your full caster level (to a maximum of the spell's minimum caster level + 3) for determining the damage dice of the spell.

Geodes

Associated Schools abjuration, transmutation



Geodes are loose, spheroid, rocklike structures found within flows of lava rock, areas of upheaval, and places associated with earth and fire elementals. Often mistaken for simple rocks due to their nondescript coating, geodes are hollow with various crystal formations hidden within. Formed from molten rock and exotic trapped gases that turn into crystals, geodes can have innate properties that help extend perceptions and pierce barriers, both astral and physical.

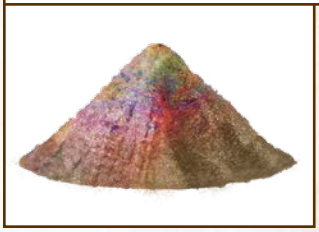
Small or crudely worked geode fragments or nodes are more than potent enough to be used with low-level spells, but for more complex spells, it's more efficient for the geodes to be cleansed, cut, and worked into a more refined state.

Greater Component Effect: Treat your caster level as though it were 2 higher for determining the duration of this spell.

Limited Magic Effect: Use your full caster level instead of the minimum for determining the duration of the spell.

Prismatic Sand

Associated Schools conjuration, illusion



Made of incredibly tiny polyhedrons, prismatic sand reflects a rainbow of colors. Most commonly found by sifting sand from warm beaches, this substance appears to be normal glass cut into very specific multifaceted shapes. Due to the substance's apparent mundanity, spellcasters frequently try to manufacture it, but so far no attempt has been successful. When gathered in enough quantity, typically 2 ounces or so, prismatic sand takes on a rainbow sheen across its surface.

To make prismatic sand more effective, it must be carefully separated from the normal sand it's typically mixed with—it functions much better when pure. Prismatic sand also works better when treated with cleansing chemicals, polished, and shined with a variety of specialized cloths and materials. Individual grains come in all variety of prismatic shapes, and the more sides a grain has, the better its mirrored surface captures light. The most intricate grains bend, manipulate, and split light into a dazzling spectrum.

Greater Component Effect: You can either treat your caster level as though it were 4 higher for determining the range of the spell, or increase or decrease the spell's area of effect by 5 feet if it's a burst, emanation, line, or spread with a radius or length of at least 20 feet.

Limited Magic Effect: Use your full caster level for determining the spell's range and area.

Verdant Salts

Associated Schools divination, enchantment



Verdant salts are found upon the dried, post-flowering pods of a common plant used in making textiles. The salt gathers on the plant only on dewy mornings following a full moon. Consuming verdant salts alters perceptions, and is said to improve the eater's health. Grazing animals drawn to the salty taste frequently eat the crystals, so following deer or livestock that exhibit erratic behavior can lead a spellcaster to fields where verdant salts can be found.

Raw verdant salts can be dissolved, refined, and processed into more complex salt crystals or solid rods of compressed salt. Such refinements take time, and require special training in order for a wizard, alchemist, or craftsperson to produce properly.

Greater Component Effect: Increase the DC of any saving throw, skill check, or ability check an enemy must attempt due to this spell by 1.

Limited Magic Effect: The saving throw DC of the spell equals the base DC + 3, or 10 + the spell's level + your spellcasting ability modifier, whichever is lower.

YLIASTER (RARE COMPONENT)

ASSOCIATED SCHOOLS All



The rare substance yliaster is the universal esoteric component, and has the same effect and price no matter the school of the spell it's used on. It can even be substituted for an equivalent value of an expensive material component—5,000 gp worth of yliaster could be used to cast *raise dead* without a diamond worth 5,000 gp, for example. Yliaster is a claylike material found in small clods typically no bigger than a berry or thimble. It's remarkably light, seems to be composed of many colors, and does not crumble or compress in the same fashion as normal clay or soil.

A spell cast using yliaster can't also benefit from common esoteric components.

Greater Component Effect: Increase the DC of any saving throw, skill check, or ability check an enemy must attempt due to this spell by 1. In addition, treat your caster level as though it were 2 higher for this spell. This increase can also raise the maximum damage dice of the spell beyond its limit. For example, a 10th-level wizard casting *fireball* could expend 600 gp worth of yliaster to cast it at CL 12th and deal 12d6 points of fire damage. This bonus also applies on caster level checks to overcome spell resistance and on concentration checks while casting the spell.

Price: Unlike with other esoteric components, the required amount of yliaster doesn't vary with caster level. The cost of using yliaster is always 200 gp per spell level. Yliaster is even lighter than common components, weighing 1 pound per 2,000 gp of value. Few people, even experienced spellcasters, are able to find yliaster easily. Treat it as though it were a major magic item for the purposes of determining its availability (*Core Rulebook* 460). It's typically sold in pieces worth 1,000 gp (five castings of a 1st-level spell), or multiples of 1,000 gp for larger pieces.

CRAFTING MAGIC ITEMS

Scrolls, wands, and magic items can be crafted using esoteric components. This increases the cost of the item accordingly. If a wizard expends 56 gp worth of prismatic sand while creating a *scroll of black tentacles*, that spell gains the greater component effect when cast from the scroll. For a staff or wand, the creator must make the same decision for all castings of a particular spell and pay the full price for each. He can't make a wand with 30 charges of *cure light wounds* and 20 charges of *cure light wounds* with the greater component effect, but can spend an additional 100 gp to give all the charges the greater component effect (for a CL 1st wand).

In a game that uses mandatory components, magic item crafting becomes much more expensive since each casting of the spell requires spending components. A *wand of burning hands* would cost a minimum of 800 gp (750 gp + 1 gp per charge).

FEATS

In a campaign that uses the esoteric material component system, characters have access to the following feats. Any time a character would gain a bonus metamagic feat, he can choose to take an esoteric feat instead.

Esoteric Abjuration (Esoteric)

A carefully selected set of geodes causes the defenses you create with your spells to offer even better protection.

Benefit: When you cast an abjuration spell using geodes as an esoteric material component, you can grant a single target of that spell a +1 competence bonus on its Fortitude, Reflex, or Will saving throws for the duration of the spell. The spell must have a duration measured in rounds or minutes, and a creature can benefit from no more than one bonus from this feat at a time.

When you gain geodes' greater component effect with an abjuration spell, treat your caster level as an additional 1 higher for determining the duration.

Esoteric Conjuration (Esoteric)

Prismatic sand refracts the spatial energies of your conjuration magic, creating a magical distortion.

Benefit: When you cast a conjuration spell using prismatic sand as an esoteric material component, select one creature summoned, called, or moved from another plane by your spell. For 1 round, that creature hasn't fully phased onto the current plane, causing all attacks against it to suffer a 20% miss chance (attacks without attack rolls deal 20% less damage).

When you gain prismatic sand's greater component effect with a conjuration spell, treat your caster level as an additional 2 higher for determining the range. This happens regardless of whether you chose to increase range or area with the greater component effect. This feat does not allow you to further increase the size of an area.

Esoteric Divination (Esoteric)

Scrying and other difficult divinations become more likely to get to the truth when you use verdant salts.

Benefit: When you cast a divination spell using verdant salts as an esoteric material component, you're more likely to get good information. You gain one of the following benefits, as appropriate to the spell: you increase the likelihood of a percentage-based divination to work correctly by 5% (giving a –5 penalty on the d% roll for *contact other plane*, for

example), you gain a +2 competence bonus on Perception checks while perceiving through a divination (scrying) spell such as *scrying*, or you can ask one additional question (with *contact other plane* or *speak with dead*).

When you gain verdant salts' greater component effect with a divination spell, increase the DC by an additional 1.

Esoteric Enchantment (Esoteric)

Verdant salts addle your target's mind when properly combined with an enchantment spell.

Benefit: When you cast an enchantment spell using verdant salts as an esoteric material component, one target affected by your spell takes a –2 penalty on your choice of ability checks, attack rolls, damage rolls, saving throws, or skill checks for 1 round. If your spell allows a saving throw and the target succeeds at its save, it doesn't take this penalty. A creature can be affected by only one penalty from this feat at a time. This is a mind-affecting effect.

When you gain verdant salts' greater component effect with an enchantment spell, increase the DC by an additional 1.

Esoteric Evocation (Esoteric)

Entropic resin flares from your hand when you use it for an evocation spell, striking a nearby foe.

Benefit: When you cast an evocation spell using entropic resin as an esoteric material component, you can damage one creature adjacent to you. The resin deals 1 point of damage per 2 caster levels of the spell (minimum 1), and matches the damage type of your spell.

When you gain entropic resin's greater component effect with an evocation spell, treat your caster level as an additional 1 higher for determining both the damage dice of the spell and the extra damage from Esoteric Evocation. This also increases the spell's maximum damage dice if applicable.

Esoteric Illusion (Esoteric)

Prismatic sand perfects and stabilizes the forms of your illusions.

Benefit: When you cast an illusion spell using prismatic sand as an esoteric material component, the DC to disbelieve the illusion increases by 2, as does the spell's AC, if applicable. This benefit lasts for the duration of the spell, but doesn't affect spells with a duration of instantaneous or permanent.

When you gain prismatic sand's greater component effect with an illusion spell, treat your caster level as an additional 2 higher for determining the range. This happens regardless of whether you chose to increase range or area with the greater component effect. This feat does not allow you to further increase the size of an area.

Esoteric Necromancy (Esoteric)

Your expertise with entropic resin causes your necromancy spells to strike fear in those they affect.

Alternate Eschew Materials

Because it would function poorly with the esoteric components system, the Eschew Materials feat should be replaced in a game that uses esoteric material components. Use the alternate version below.

Eschew Materials

You can cast spells using fewer esoteric material components.

Benefit: When you cast a spell that uses esoteric material components, you can spend components as though your caster level were 2 lower (with a minimum of the spell's minimum caster level). This does not affect the cost of expensive material components.

Benefit: When you cast a necromancy spell using entropic resin as an esoteric material component, one target of that spell becomes shaken. If your spell allows a saving throw and the target succeeds at its save, it is unaffected by this effect. If the spell causes the target to become shaken or frightened, this effect doesn't increase the severity of that condition (so a spell that frightens a creature wouldn't instead cause it to become panicked due to this feat). This is a mind-affecting fear effect.

When you gain entropic resin's greater component effect with a necromancy spell, treat your caster level as an additional 1 higher for determining the damage dice. (This also increases the spell's maximum damage dice if applicable.)

Esoteric Transmutation (Esoteric)

Geodes strengthen your physical prowess when you use them to cast transmutation spells.

Benefit: When you cast a transmutation spell using geodes as an esoteric material component, you gain a +2 bonus on attack rolls, ability checks, and skill checks based on your choice of Strength, Dexterity, or Constitution (you make this choice each time). This bonus lasts until the end of your next turn.

When you gain geodes' greater component effect with a transmutation spell, treat your caster level as an additional 1 higher for determining the duration.

Unstoppable Esotery (Esoteric)

When you cast a spell using esoteric materials, you reinforce your spell's magical structure, making the spell difficult to stop or remove.

Benefits: When you use esoteric material components as part of casting a spell, you gain a +2 bonus on concentration checks to cast that spell, and the spell is treated as though its caster level were 2 higher against attempts to dispel it. This increase is in addition to any increases due to greater component or limited magic benefits.

Automatic Bonus Progression

In order to face the dangers of the game, characters in the Pathfinder RPG normally need items that grant bonuses to their statistics. With this variant, characters instead gain those bonuses automatically as they increase in level, allowing them to use magic item slots for more interesting items.

All characters gain the abilities listed on the table below when they reach the appropriate level. Decrease character wealth by level (*Core Rulebook* 399) to half the normal amount. The automatic bonuses are often more beneficial than that reduction in wealth, but characters have less flexibility, so the advantages and disadvantages balance out. Items that only grant bonuses to AC, saving throws, and ability scores don't exist in this variant, and *wish* and similar spells never grant inherent bonuses to ability scores. Magic weapons and armor do exist, but grant only special abilities, not enhancement bonuses; calculate their prices with the table on page 157.

If you want to remove magic items entirely (or make them so exceedingly rare that there is no expectation of finding them), consider giving the characters bonuses from the following table as if they were 2 levels higher. The table extends to 22nd level to account for games without magic items.

Level	Bonuses Gained
1st	—
2nd	—
3rd	Resistance +1
4th	Armor attunement +1, weapon attunement +1
5th	Deflection +1
6th	Mental prowess +2
7th	Physical prowess +2
8th	Armor attunement +1/+1, resistance +2, toughening +1, weapon attunement +1/+1
9th	Armor attunement +2, weapon attunement +2
10th	Deflection +2, resistance +3
11th	Mental prowess +4
12th	Physical prowess +4
13th	Mental prowess +4/+2, physical prowess +4/+2, resistance +4, toughening +2
14th	Armor attunement +2/+2 or +3, resistance +5, weapon attunement +2/+2 or +3
15th	Armor attunement +3/+3 or +4, mental prowess +6/+2 or +4/+4, weapon attunement +3/+3 or +4
16th	Deflection +3, physical prowess +6/+2 or +4/+4, toughening +3
17th	Armor attunement +4/+3 or +5, deflection +4, mental prowess +6/+2/+2 or +4/+4/+2, physical prowess +6/+2/+2 or +4/+4/+2, toughening +4, weapon attunement +4/+3 or +5
18th	Deflection +5, mental prowess +6/+4/+2 or +4/+4/+4, physical prowess +6/+4/+2 or +4/+4/+4, toughening +5
19th	3 legendary gifts
20th	5 legendary gifts (8 total)
21st	7 legendary gifts (15 total)
22nd	8 legendary gifts (23 total)

Bonuses

The entries below describe the bonuses characters gain.

Armor Attunement

The character can attune herself to one suit of armor or one shield in her possession; she can change that attunement once per day. If she selects a normal set of clothing as her armor, it counts as having a starting enhancement bonus of +0. The attuned suit of armor gains a +1 enhancement bonus at 4th level. At 8th level, she can split her attunement between a suit of armor and a shield, granting each a +1 enhancement bonus. At 9th level, she can grant a suit of armor or a shield a +2 enhancement bonus (instead of granting each a +1 enhancement bonus). At 14th level, she can either grant a suit of armor or a shield a +3 enhancement bonus or grant each a +2 enhancement bonus. At 15th level, she can either grant a suit of armor or a shield a +4 enhancement bonus or grant both a +3 enhancement bonus. At 17th level, she can either grant a suit of armor or a shield a +5 enhancement bonus or grant one a +4 enhancement bonus and the other a +3 enhancement bonus.

Deflection

The character gains a +1 deflection bonus to AC at 5th level; this bonus increases to +2 at 10th level, to +3 at 16th level, to +4 at 17th level, and to +5 at 18th level.

Legendary Gifts

The character gains three legendary gifts at 19th level and five more at 20th level. (If you're using the variant with no magic treasure, characters gain seven more legendary gifts when their effective level reaches 21 and eight more when it reaches 22.) Select these legendary gifts from the following list.

Legendary Ability: Gain a +1 inherent bonus to any ability score. You can select this legendary gift multiple times, and it stacks up to +5 in any one ability score.

Legendary Armor: Your enhancement bonus from armor attunement increases by 2. If you are attuned to a suit of armor and a shield, you can either increase both bonuses by 1 or increase one bonus by 2. The enhancement bonus on a single attuned item can't exceed +5, but you can use the excess to add special abilities to the armor or shield (see Magic Weapons and Armor on page 157). You can select this legendary gift multiple times; it stacks up to +10 on any one suit of armor or shield.

Legendary Body: Increase your bonuses from physical prowess to +6/+6/+4. This counts as two legendary gifts.

Legendary Body 2: Increase your bonuses from physical prowess to +6/+6/+6. You must already have legendary body to select this legendary gift.

Legendary Mind: Increase your bonuses from mental prowess to +6/+6/+4. This counts as two legendary gifts.

Legendary Mind 2: Increase your bonuses from mental prowess to +6/+6/+6. You must already have legendary mind to select this legendary gift.

Legendary Shieldmaster: Gain a +5 enhancement bonus from armor attunement for both your armor and your shield. You can select this legendary gift multiple times, choosing a different attuned suit of armor or shield each time.

Legendary Twin Weapons: Gain a +5 enhancement bonus from weapon attunement for two weapons at the same time. This counts as two legendary gifts. You can select this legendary gift multiple times, adding an additional attuned weapon with a +5 enhancement bonus each time.

Legendary Weapon: Your enhancement bonus from weapon attunement increases by 1. If you are attuned to more than one weapon, you can increase only one weapon's enhancement bonus in this way. The enhancement bonus on a single weapon can't exceed +5, but you can use the excess to add magic abilities to weapons (see Magic Weapons and Armor, below). You can select this legendary gift multiple times, and it stacks up to +10 for any one weapon.

Mental Prowess

At 6th level, the character chooses one mental ability score (Intelligence, Wisdom, or Charisma) to gain a permanent +2 enhancement bonus. At 11th level, this bonus increases to +4. At 13th level, the character chooses a second mental ability score to gain a permanent +2 enhancement bonus. At 15th level, the character increases one of these enhancement bonuses by 2. At 17th level, she chooses a third mental ability score to gain a permanent +2 enhancement bonus.

Physical Prowess

At 7th level, the character chooses one physical ability score (Strength, Dexterity, or Constitution) to gain a permanent +2 enhancement bonus. At 12th level, this bonus increases to +4. At 13th level, the character chooses a second physical ability score to gain a permanent +2 enhancement bonus. At 16th level, the character increases one of these enhancement bonuses by 2. At 17th level, she chooses a third physical ability score to gain a permanent +2 enhancement bonus.

Resistance

At 3rd level, the character gains a +1 resistance bonus on all saving throws. This bonus increases to +2 at 8th level, to +3 at 10th level, to +4 at 13th level, and to +5 at 14th level.

Toughening

At 8th level, the character gains a +1 enhancement bonus to natural armor. This bonus increases to +2 at 13th level, to +3 at 16th level, to +4 at 17th level, and to +5 at 18th level.

Weapon Attunement

The character can attune herself to any one weapon in her possession, and can change that attunement once per day. The attuned weapon gains a +1 enhancement bonus at 4th level. At 8th level, the character can split her attunement between two weapons, granting each a +1 enhancement bonus. At 9th level, she can grant a single weapon a +2 enhancement bonus instead of granting two weapons a +1 enhancement bonus each. At 14th level, she can either grant a single weapon a +3 enhancement bonus or grant two weapons a +2 enhancement bonus each. At 15th level, she can either grant a single weapon a +4 enhancement bonus or grant two weapons a +3 enhancement bonus each. At 17th level, she can either grant a single weapon a +5 enhancement bonus or grant one weapon a +4 enhancement bonus and another weapon a +3 enhancement bonus.

Magic Weapons and Armor

In this system, magic weapons, armor, and shields never have enhancement bonuses of their own; those bonuses are granted only through attunement. Any weapon, armor, or shield special abilities on attuned items count against a character's enhancement bonus from attunement. To determine an attuned magic item's enhancement bonus, subtract the cost of its special ability from the enhancement bonus granted by attunement. (This applies only to special abilities whose cost is equivalent to an enhancement bonus, not to those that cost a flat amount of gold pieces.) For example, if a character with a +3 enhancement bonus from weapon attunement wields a *keen scimitar*, she subtracts 1 point of her enhancement bonus (for the cost of *keen*), leaving her with a +2 *keen scimitar*. If a character doesn't have enough of an enhancement bonus to afford the special ability (such as a 4th-level character with a *vorpal longsword*), she can still use the weapon's power on its own, but the weapon gains no enhancement bonus.

In this system, adding bonus-equivalent special abilities to items costs significantly less because you are paying only for the special ability, not for a base enhancement bonus (see the table below). To determine the price of specific weapons and armor, remove the flat enhancement bonus and reduce the item's cost by the amount listed on the table below. For example, a *flame tongue*[UE] is normally worth 20,715 gp, but under this system, it would lose its +1 enhancement bonus and its price would be reduced to 18,715 gp. Specific weapons and armor can be attuned; they then grant the character's enhancement bonuses from weapon attunement and armor attunement as normal.

Base Price Modifier	Weapon Cost	Armor/Shield Cost
+1	2,000 gp	1,000 gp
+2	8,000 gp	4,000 gp
+3	18,000 gp	9,000 gp
+4	32,000 gp	16,000 gp
+5	50,000 gp	25,000 gp

Innate Item Bonuses

Some GMs may find themselves frustrated by the need for players to seek out magic items granting specific bonuses. Under this new system, characters gain the statistical bonuses they're expected to gain from magic items as they level up so long as they have any item in the relevant slot, instead of needing specific items. The system involves minimal alterations to existing items, and works especially well for campaigns with higher than normal wealth.

The rules in the Automatic Bonus Progression section (see page 156) downplay the role of magic items by granting bonuses to characters directly as they increase in level, and restricting the abilities of magic items. However, those rules don't work as well as the innate item bonuses system does in games that include more magic items than is assumed in the *Core Rulebook*. In addition, this system helps those GMs who prefer to emphasize the wonder and power of magic items.



Bonus and Price Overview

In this system, the bonus a magic item grants corresponds to the item's starting market price as it appears in the item's original statistics. This price is shown on each table in this section in the "Starting Price" column. The second column shows the value of the bonus at a particular price range, and the header indicates to which statistics the bonus applies. In addition, any item that gains an innate item bonus also increases its market price by the amount shown on each table's "Price Increase" column.

For example, a *belt of dwarvenkind* isn't a popular choice, since players typically want a *belt of giant strength* +4 or similar item for close to the same price. When using innate bonuses, items such as the *belt of giant strength*—which only grants an enhancement bonus—wouldn't exist, and the *belt of dwarvenkind* would count as a body slot item (see the Altered Item Slots section under Wondrous Items, below). Since it costs 14,900 gp in the *Core Rulebook*, it would grant a +2 bonus to two ability scores in addition to its usual effects, and cost an additional 10,000 gp, for a total of 24,900 gp.

The price increase means that a significant range of prices doesn't come into play in a campaign that uses this system. For example, if a neck slot item would normally have a base market price of 2,000 gp, it would now grant an additional +1 enhancement bonus to natural armor, and its price would increase by 2,000 gp. That means a neck slot item can't have a final price between 2,000 gp and 3,999 gp. If you need treasure at a value in that range, look at items that don't grant innate bonuses.

To use this system, institute the following changes.

Wondrous Items

Most items that grant bonuses to statistics fall into the wondrous items category.

Removed Items: Remove all *amulets of natural armor*, *cloaks of resistance*, and items that grant enhancement bonuses to ability scores.

Altered Item Slots: Remove the belt and headband slots. For the remaining items in those slots (those that do not grant enhancement bonuses), move all belt slot items to the body slot and all headband slot items to the head slot. This alteration reduces the total number of magic item slots, and does mean that some items that could normally be worn in tandem can't in this system.

Ability Changes: If the table specifies that an item grants enhancement bonuses to ability scores, the wearer can change the associated ability scores by removing an item and

then putting it back on. This causes the new bonus to become temporary for 24 hours. All items capable of granting an Intelligence bonus increase the bonus of a preset skill, just like a *headband of vast intelligence*. *Amulets of mighty fists* and *bracers of armor* follow the rules for weapons and armor; this means it is possible to make more powerful (+10 equivalent) *amulets of mighty fists* and *bracers of armor* than before.

Table 4-8: Body Slot Items

Starting Price	Enhancement Bonus to Physical Ability Scores	Price Increase
0–3,999 gp	—	—
4,000–9,999 gp	+2 to one score	+4,000 gp
10,000–15,999 gp	+2 to two scores	+10,000 gp
16,000–35,999 gp	+4 to one score, or +2 to all three	+16,000 gp
36,000–39,999 gp	+6 to one score, or +4 to one and +2 to two others	+36,000 gp
40,000–63,999 gp	Any choice above, or +4 to two scores	+40,000 gp
64,000–89,999 gp	+6 to one score and +4 to another, or +4 to all three	+64,000 gp
90,000–143,999 gp	+6 to two scores, or +6 to one and +4 to two others	+90,000 gp
144,000+ gp	+6 to all three scores	+144,000 gp

Table 4-9: Head Slot Items

Starting Price	Enhancement Bonus to Mental Ability Scores	Price Increase
0–3,999 gp	—	—
4,000–9,999 gp	+2 to one score	+4,000 gp
10,000–15,999 gp	+2 to two scores	+10,000 gp
16,000–35,999 gp	+4 to one score, or +2 to all three	+16,000 gp
36,000–39,999 gp	+6 to one score, or +4 to one and +2 to two others	+36,000 gp
40,000–63,999 gp	Any choice above, or +4 to two scores	+40,000 gp
64,000–89,999 gp	+6 to one score and +4 to another, or +4 to all three	+64,000 gp
90,000–143,999 gp	+6 to two scores, or +6 to one and +4 to two others	+90,000 gp
144,000+ gp	+6 to all three scores	+144,000 gp

Table 4-10: Neck Slot Items

Starting Price	Enhancement Bonus to Natural Armor	Price Increase
0–1,999 gp	—	—
2,000–7,999 gp	+1	+2,000 gp
8,000–17,999 gp	+2	+8,000 gp
18,000–31,999 gp	+3	+18,000 gp
32,000–49,999 gp	+4	+32,000 gp
50,000+ gp	+5	+50,000 gp

Table 4-11: Shoulder Slot Items

Starting Price	Resistance Bonus on Saving Throws	Price Increase
0–999 gp	—	—
1,000–3,999 gp	+1	+1,000 gp
4,000–8,999 gp	+2	+4,000 gp
9,000–15,999 gp	+3	+9,000 gp
16,000–24,999 gp	+4	+16,000 gp
25,000+ gp	+5	+25,000 gp

Rings

Rings work in much the same way as wondrous items.

Removed Items: Remove all *rings of protection*, and add the deflection bonus specified on Table 4–12: Rings to all other rings.

Multiple Rings: Note that deflection bonuses granted by multiple rings don't stack. It's up to the GM to decide how to deal with this, with two main options. The first option is to follow the rule outlined above and charge the price increase for each ring—consider the additional cost the price of essentially getting a third ring slot. The other option is to make the deflection bonus granted by rings (and the associated price increases) optional on a ring-by-ring basis, allowing characters to avoid paying twice for a non-stacking bonus. Doing so adds additional bookkeeping, however.

Table 4-12: Rings

Starting Price	Deflection Bonus to AC	Price Increase
0–1,999 gp	—	—
2,000–7,999 gp	+1	+2,000 gp
8,000–17,999 gp	+2	+8,000 gp
18,000–31,999 gp	+3	+18,000 gp
32,000–49,999 gp	+4	+32,000 gp
50,000+ gp	+5	+50,000 gp

Arms and Armor

Under this system, weapons and armor are not forged with pure enhancement bonuses, and don't need to have a +1 enhancement bonus to have a special ability. Instead, add up the effective enhancement bonus for the item's special abilities, then assign the total to the item as its new enhancement bonus on attack and damage rolls. To find the new price, multiply the total cost of its original special abilities—not counting the new enhancement bonus—by 4.

For example, the *keen* ability is equivalent to a +1 bonus and would normally cost 2,000 gp. Under these rules, a *keen falchion* would gain a +1 bonus on top of its *keen* ability, and the cost would become 8,000 gp. A *keen holy falchion*, on the other hand, normally costs 18,000 gp and has abilities equivalent to a +3 bonus, so it would gain a +3 enhancement bonus on top of its abilities and cost 72,000 gp instead.

Scaling Items

Typically, player characters find themselves buying and selling magic items as they gain levels to keep up with the increasing threats they face. Items come and go from each character's inventory with such frequency that they hardly have the chance to impact the game's story. Scaling items, however, increase in power along with the characters who carry them, allowing an old and cherished item to develop and retain its utility rather than being sold and forgotten.

Scaling items work like normal magic items, but they gain new powers as their wielders gain levels, and their existing powers sometimes also improve. Additional item powers appear in a scaling magic item's entry with a header indicating the character level at which they unlock.

The caster level of the item scales up as well. A scaling item's effective caster level is its listed caster level or the character level of its wielder, whichever is higher, to a maximum of the item's highest-level ability. For instance, if an item has a base caster level of 5th and additional abilities at 7th and 9th levels, it's treated as caster level 8th in the hands of an 8th-level character, but is treated as only caster level 9th in the hands of a 10th-level character.

Each scaling item has a base price that represents its value to a character whose level is equal to or less than the item's caster level. As the item's caster level increases in the hands of a more powerful character, the item's value increases as well. The values of such items fall into three categories (baubles, prizes, and wonders), which indicate the rough percentage of the character's wealth a scaling item represents.

The weakest items, baubles, represent 5% of a PC's character wealth at her level (*Pathfinder RPG Core Rulebook* 399) and can be compared to consumable magic items (even though baubles aren't destroyed by use). Items in the middle category, prizes, represent 15% of a PC's suggested wealth and correspond to magic items of moderate power. An item of the most valuable category, wonders, represents 30% of a PC's suggested wealth and corresponds to a major magic item, such as a fighter's most beloved and powerful sword. Wonders exceed the normal cost assumptions of the game at their highest level. Such items approach the power of minor artifacts, though they're not indestructible and can still be created normally.

Adjusting Treasure

Since scaling items improve as characters level up, they effectively add wealth to their owners over time. To balance this out, the Game Master should reduce treasure awards in proportion to how many scaling items the party has. This can be done per character or for the whole group, as described below. Note that the original level and price of a scaling item don't matter once the character's level exceeds the minimum caster level of the item, since the item accrues value based on its category (bauble, prize, or wonder), not on its original price. The adjustments to treasure awards are the same for all items in a category.

Table 4-13: Value of Scaling Items

Level	Bauble (5%)	Prize (15%)	Wonder (30%)
1st	15 gp	45 gp	90 gp
2nd	50 gp	150 gp	300 gp
3rd	150 gp	450 gp	900 gp
4th	300 gp	900 gp	1,800 gp
5th	525 gp	1,575 gp	3,150 gp
6th	800 gp	2,400 gp	4,800 gp
7th	1,175 gp	3,525 gp	7,050 gp
8th	1,650 gp	4,950 gp	9,900 gp
9th	2,300 gp	6,900 gp	13,800 gp
10th	3,100 gp	9,300 gp	18,600 gp
11th	4,100 gp	12,300 gp	24,600 gp
12th	5,400 gp	16,200 gp	32,400 gp
13th	7,000 gp	21,000 gp	42,000 gp
14th	9,250 gp	27,750 gp	55,500 gp
15th	12,000 gp	36,000 gp	72,000 gp
16th	15,750 gp	47,250 gp	94,500 gp
17th	20,500 gp	61,500 gp	129,000 gp
18th	26,500 gp	79,500 gp	159,000 gp
19th	34,250 gp	102,750 gp	205,500 gp
20th	44,000 gp	132,000 gp	264,000 gp

Per Character: If you apply the scaling item treasure reduction for each character, do so after dividing up shares of treasure for the characters. Reduce the treasure received by a character with a scaling item by the percentage listed for the item's category (5% for baubles, 15% for prizes, and 30% for wonders). If the character has multiple scaling items, combine the percentages before adjusting the amount of treasure.

For example, a PC with a wonder and a prize would receive 45% less treasure, because the PC has effectively already received that amount of treasure in the form of the items' increased values. Since the value of a scaling item is based on wealth for an entire level, apply this adjustment to every treasure allotment the character receives. If you'd prefer to keep the adjustments more tied to the game world, you can instead replace the character's lost treasure share with a magical substance that must be used to increase the power of scaling items. This might be magical residue, vibrant crystals, or spellbook-style pages of magical phrases that increase the item's power. In any case, this substance should be treated as almost worthless to sell, and therefore useful only for upgrading scaling items.

Group Basis: You can use the scaling items of the whole party to adjust treasure. This implementation works best if all or most of the characters possess scaling items, and no character possesses a far higher number than the others.

This method has the advantage of hiding behind the scenes, requiring no in-game justification. Add up the percentages of all scaling items owned by all PCs. Divide this percentage by the number of PCs, and reduce the total value of treasure the party finds by that percentage before dividing it among the characters. For example, if a group of four PCs have between them one bauble, three prizes, and a wonder, their treasure is reduced by 20% (80% divided by 4).

Maximum Level

Many scaling items unlock new powers all the way up to 20th level. Others reach the caps on their abilities at lower levels. Once an item reaches the level of its most powerful ability, stop adjusting treasure for that item. At that point, the scaling item is considered fully "paid for."

Mismatched Levels

If a PC receives a scaling item of a caster level lower than her character level, she effectively receives an item that's worth more than the price listed in the stat block. Reference Table 4–13: Value of Scaling Items and use the PC's level to estimate how much the item is really worth to that PC, and use that purchase price as its treasure value. Giving an item with a caster level higher than the character's level doesn't present the same problems; it just means the PC won't be unlocking the item's higher-level powers for some time. Don't reduce treasure for such an item until the PC's level exceeds the item's caster level.

Buying and Selling

Selling a scaling item presents a tricky balance proposition. Such an item is worth more to a higher-level buyer, and a high-level seller has spent more effective wealth acquiring and keeping the item. The maximum amount a PC can get for a scaling item is half the value (as normal for selling magic items) listed on Table 4–13 for the item's category and the PC's current level. To get this amount, the PC must find a motivated buyer of her level or higher, which may involve considerable time and effort. If the PC must sell in a hurry, she might get 25% of the listed value, or even less. A PC can't sell a scaling item for more than 50% of the item's value for her current level, even if she sells it to a higher-level NPC.

Crafting

Scaling items must be crafted at their highest level of power, with a cost determined by referencing Table 4–13. Start with the value listed on the table for the item's category and its highest-level ability. Divide this by 2 to get the crafting cost, and add the value of any nonmagical armor or weapon component. The crafting cost is always much higher than the market price of a scaling item, since the crafting cost is based on the full set of abilities but the market price is based on the minimum caster level. When a PC crafts a scaling item, he doesn't need to pay any further cost in reduced treasure for keeping the item, because the full value of the item has already been accounted for. When setting the DC for crafting a scaling item, use the item's highest-level ability instead of its base caster level.

Pricing New Scaling Items

To determine the price when creating a new scaling item, determine the cost of the base item without any of the level-based upgrades, and increase that price based on each additional ability as described below.

Pricing the Base Item: First, decide whether the new item is a wonder (best for major items), a prize (best for utility items), or a bauble (suitable for items that are interesting but not significant). Price the base item according to the normal rules for creating magic items (*Core Rulebook* 549). Then, using the column on Table 4–13 that corresponds to the item's category, find the lowest gp value that includes that initial price. Use that value to determine the item's starting caster level.

Adding Scaling Abilities: Use the following steps to assign additional abilities and spells, and the levels at which those abilities unlock.

Adding Unlockable Abilities: Determine the first unlockable ability or increase in power. Price the item again, using the new ability plus all the abilities of the base item; you will use this price to determine the level at which the ability unlocks (see below). However, because many scaling items have a large range of limited-use abilities, following the standard rules can result in items that are too expensive for their actual utility. Therefore, on worn items, you should typically waive the 50% increase in price for an additional power unless it's a particularly useful ability or has a strong synergy with the item's other abilities. For instance, if you create a set of gloves with a *burning hands* effect, you wouldn't need to pay the extra cost for a higher-level ability that grants you fire resistance, but you would for an ability that grants fire resistance to all allies within 10 feet of you since that ability complements *burning hands* so well.

Adding Spells: Assign a price for any spells the item allows its owner to use. Table 4–14: Spell Prices includes the typical prices of one daily use of spells at different caster levels. Because the price of spells varies based on the item's caster level, it's usually best to price other abilities first, then estimate the finished caster level, then price the spell at that caster level. If a spell doesn't improve significantly at higher caster levels, price it using the item's minimum caster level. If the spell becomes more powerful with level increases (as does *fireball*), use the caster level of the level at which it's unlocked to determine its price. Cap a spell's caster level at the highest level that makes a significant difference, such as 10th level for *fireball*. Generally, if only the spell's duration changes with caster level, spells with a duration of 1 minute per level or 1 round per level should use the full

Table 4-14: Spell Prices (One Use per Day)

	Spell Level									
CL	0	1	2	3	4	5	6	7	8	9
1st	180 gp	360 gp	—	—	—	—	—	—	—	—
2nd	360 gp	720 gp	—	—	—	—	—	—	—	—
3rd	540 gp	1,080 gp	2,160 gp	—	—	—	—	—	—	—
4th	720 gp	1,440 gp	2,880 gp	—	—	—	—	—	—	—
5th	900 gp	1,800 gp	3,600 gp	5,400 gp	—	—	—	—	—	—
6th	1,080 gp	2,160 gp	4,320 gp	6,480 gp	—	—	—	—	—	—
7th	1,260 gp	2,520 gp	5,040 gp	7,560 gp	10,080 gp	—	—	—	—	—
8th	1,440 gp	2,880 gp	5,760 gp	8,640 gp	11,520 gp	—	—	—	—	—
9th	1,620 gp	3,240 gp	6,480 gp	9,720 gp	12,960 gp	16,200 gp	—	—	—	—
10th	1,800 gp	3,600 gp	7,200 gp	10,800 gp	14,400 gp	18,000 gp	—	—	—	—
11th	1,980 gp	3,960 gp	7,920 gp	11,880 gp	15,840 gp	19,800 gp	23,760 gp	—	—	—
12th	2,160 gp	4,320 gp	8,640 gp	12,960 gp	17,280 gp	21,600 gp	25,920 gp	—	—	—
13th	2,340 gp	4,680 gp	9,360 gp	14,040 gp	18,720 gp	23,400 gp	28,080 gp	32,760 gp	—	—
14th	2,520 gp	5,040 gp	10,080 gp	15,120 gp	20,160 gp	25,200 gp	30,240 gp	35,280 gp	—	—
15th	2,700 gp	5,400 gp	10,800 gp	16,200 gp	21,600 gp	27,000 gp	32,400 gp	37,800 gp	43,200 gp	—
16th	2,880 gp	5,760 gp	11,520 gp	17,280 gp	23,040 gp	28,800 gp	34,560 gp	40,320 gp	46,080 gp	—
17th	3,060 gp	6,120 gp	12,240 gp	18,360 gp	24,480 gp	30,600 gp	36,720 gp	42,840 gp	48,960 gp	55,080 gp
18th	3,240 gp	6,480 gp	12,960 gp	19,440 gp	25,920 gp	32,400 gp	38,880 gp	45,360 gp	51,840 gp	58,320 gp
19th	3,420 gp	6,840 gp	13,680 gp	20,520 gp	27,360 gp	34,200 gp	41,040 gp	47,880 gp	54,720 gp	61,560 gp
20th	3,600 gp	7,200 gp	14,400 gp	21,600 gp	28,800 gp	36,000 gp	43,200 gp	50,400 gp	57,600 gp	64,800 gp

caster level, but those with longer durations (10 minutes per level or more) should use the minimum caster level.

Remember to readjust the price at each further power unlock level, since the caster level of the item will match the owner's level. On a worn item, waive the standard 50% price increase on the additional spells.

Assigning an Unlock Level: Now that you have a cost for the next scaling ability, assign a level at which that ability unlocks. This follows the same process as the Pricing the Base Item step, but using the new cost. You should usually round down, but if you're almost at the higher-level price, bump up the level. For example, a prize that priced out at 8,000 gp at a given set of powers would unlock those powers at 9th level (6,900 gp), but if the price hits 9,000 gp, the abilities should instead unlock at 10th level (9,300 gp).

Completing the Item: Repeat this process for each set of new powers. Try to add a new unlockable ability every 2 to 4 levels. It's not necessary to scale every item all the way to 20th level, however—stop when the set of abilities feels complete.

Scaling Items

The following scaling items include several examples of wonders, prizes, and baubles.

Specific Armor and Shields

The following section includes armor and shields with unusual powers and magical abilities. Magic armor can have abilities that need to be activated to function or powers that work passively and constantly.

ARMAGEDDON PLATE — **PRICE** 2,650 GP

SLOT armor | **CL** 5th | **WEIGHT** 50 lbs.

AURA faint transmutation | **SCALING** wonder



A suit of *armageddon plate* acts as *+1 full plate* for nearly any wearer—it automatically resizes when donned to fit wearers of size Small to Large. The armor is blackened, with joints and helm in a style reminiscent of the legendary tarrasque.

6th Level: *Armageddon plate* is *+1 light fortification full plate.*

8th Level: *Armageddon plate* retaliates against melee attackers when its fortification ability triggers. When an attacker strikes the wearer with a melee weapon and the armor negates a critical hit or sneak attack, the power of the armor leaves the attacker shaken for 1d4 rounds (Will DC 16 negates). This is a mind-affecting fear effect, and can stack with itself to make an attacker frightened or panicked.

11th Level: *Armageddon plate* is *+1 moderate fortification full plate.*

13th Level: *Armageddon plate* is *+2 moderate fortification full plate.* The save DC of its fear effect increases to 20, and it affects attackers who use both ranged and melee weapons.

16th Level: *Armageddon plate* is *+2 moderate fortification full plate of invulnerability. Armageddon plate* grants DR 5/— instead of DR 5/magic.

18th Level: *Armageddon plate* is *+2 moderate fortification adamantine full plate of determination*[UE] *and invulnerability.*

The damage reduction from adamantine stacks with the modified *invulnerability* effect for a total of DR 8/—.

20th Level: *Armageddon plate* is *+2 heavy fortification adamantine full plate of determination*[UE] *and invulnerability*. Once per day, the wearer can lengthen the spines of the armor and release a volley of six spines as a full-attack action, all at the wearer's highest base attack bonus with a range increment of 120 feet. Each spine that hits deals 2d10 damage + the wearer's Strength bonus. If the spines attack multiple targets, all targets must be within 30 feet of each other. Once per day, the wearer can change her base land speed to 150 feet for 1 round as a free action. If she chooses to do so, she does not apply any other modifications that increase her movement speed for that round.

CONSTRUCTION REQUIREMENTS	**COST** 133,650 GP
Craft Magic Arms and Armor, *breath of life*, *fear*, either *limited wish* or *miracle*	

ARMOR OF THE CELESTIAL HOST		**PRICE** 6,900 GP
SLOT armor	**CL** 9th	**WEIGHT** 20 lbs.
AURA moderate transmutation		**SCALING** prize

This bright, silver-and-gold *+1 chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +5, an armor check penalty of –2, and an arcane spell failure chance of 15%. It is considered light armor.

11th Level: The wearer can use *fly* on command once per day.

13th Level: The armor is *+3 chainmail*, and the maximum Dexterity bonus increases to +7.

15th Level: The armor is *+4 chainmail*, the maximum Dexterity bonus increases to +8, and the armor check penalty decreases to –1.

17th Level: The armor is *+5 chainmail*, and the wearer can activate the *fly* ability on command as a swift action.

19th Level: The armor causes the wearer to grow feathery white wings, granting her a constant fly speed of 60 feet with good maneuverability.

CONSTRUCTION REQUIREMENTS	**COST** 51,375 GP
Craft Magic Arms and Armor, *fly*, creator must be good	

DRAGONSHIELD		**PRICE** 28,557 GP
SLOT shield	**CL** 14th	**WEIGHT** 10 lbs.
AURA strong abjuration		**SCALING** prize



This *+1 heavy wooden shield* is covered in stretched dragonhide and reinforced with petrified plates carved from a dragon's thickest scales. A *dragonshield*'s enhancement bonus to AC increases by 1 against any creature with the dragon type, or by 2 against a dragon of the specific type used in the creation of the *dragonshield*. The enhancement bonus also applies on saving throws against dragons' breath weapons. If the wielder succeeds at a saving throw against a dragon's breath weapon, she takes no damage.

12th Level: The shield gains the *bolstering*[UE] shield special ability. The saving throw bonus granted by this ability is increased by 1 against creatures of the dragon type and by 2 against dragons of the same type as the shield's dragonhide.

14th Level: The shield gains the *energy resistance* special ability. The type of resistance matches the breath weapon energy type of the dragon whose dragonhide was used in the shield's construction.

16th Level: The shield's enhancement bonus increases to +2, and the wearer gains a +6 morale bonus on saving throws against a dragon's frightful presence.

CONSTRUCTION REQUIREMENTS	**COST** 47,557 GP
Craft Magic Arms and Armor, *heroism*, *remove fear*, *resist energy*	

Standalone Scaling Items

A GM can include specific scaling items as individual pieces of treasure even if she isn't using the scaling items system in her game. The base item can be used without any of the higher-level upgrades, or the GM can pick a higher level and create an individual item that has the base abilities plus one or more unlocked levels. She should use the standard price for that level of scaling item, as described on Table 4–13.

For example, a GM could give out a *spear of the huntmaster* (see page 164) as a CL 6th item worth 3,202 gp with just the base abilities, a CL 8th item worth 4,950 gp with the base abilities plus the 8th-level unlockable ability, a CL 10th item worth 9,300 gp with the base abilities plus the 8th- and 10th-level unlockable abilities, and so on.

Specific Weapons

The following section includes weapons with unusual powers and magical abilities. Magic weapons can have abilities that need to be activated to function or powers that work passively and constantly.

LEGACY ARROW		**PRICE** 305 GP
SLOT none	**CL** 4th	**WEIGHT** 1/10 lb.
AURA faint transmutation		**SCALING** bauble

This ornately carved arrow always survives being fired. By concentrating as a standard action, the last person to shoot the arrow can sense the direction in which it lies, up to a distance of 1 mile. This effect fades 24 hours after firing. Initially, a legacy arrow acts merely as a masterwork arrow, but it always retains its ability to survive and be recovered after use. Legacy arrows can be found as other sorts of ammunition, including bolts, shuriken, sling bullets, and even firearm bullets.

6th Level: The arrow has the *distance* special ability, normally not available to ammunition. When fired, it loses this weapon special ability and any gained at higher levels for 1 day.

9th Level: The arrow has the *distance* and *seeking* special abilities.

11th Level: When fired, the arrow regains its special abilities after 10 minutes instead of 1 day.

14th Level: Once per day as a standard action, the arrow's wielder can designate it as a *bane* arrow for a category of her choice. It retains its current *bane* properties until they are changed. The arrow still takes 10 minutes to regain the use of *bane*, as usual.

16th Level: The arrow retains its *bane*, *distance*, and *seeking* special abilities after being fired.

18th Level: Once per week, the wielder can take a standard action to fire the arrow, giving it the properties of a *greater slaying* arrow (keyed to the same category as its *bane* ability) in addition to its other special abilities. After being fired, the arrow loses all special abilities for 1 week.

20th Level: The *greater slaying* ability can be used once per day (after which the arrow loses all special abilities for 1 day) rather than once per week. The arrow overcomes damage reduction as though adamantine.

CONSTRUCTION REQUIREMENTS	**COST** 22,000 GP

Craft Magic Arms and Armor, Heighten Spell, *clairaudience/clairvoyance*, *finger of death*, *summon monster I*, *true seeing*

MULTIMETAL MACE

PRICE 2,650 GP

SLOT none	**CL** 6th	**WEIGHT** 4 lbs.
AURA moderate transmutation		**SCALING** prize

This *+1 light mace* has bands of several different metals around its hilt, each band one inch thick. Once per day, the mace's owner can transform the mace into a different metal as a standard action. The *multimetal mace* remains that type of metal until transformed again. To begin with, it can transform to silver or back to steel. It retains all magical abilities when it transforms, along with any ongoing spells and effects currently affecting it.

8th Level: The *multimetal mace* can be transformed into cold iron.

10th Level: The *multimetal mace* can be transformed into adamantine.

12th Level: The *multimetal mace* is a *+2 light mace*.

CONSTRUCTION REQUIREMENTS	**COST** 11,405 GP

Craft Magic Arms and Armor, *heart of the metal*[ACG]

SACRED AVENGER

PRICE 4,800 GP

SLOT none	**CL** 6th	**WEIGHT** 4 lbs.
AURA moderate abjuration [good]		**SCALING** wonder

This masterwork cold iron longsword becomes a *+1 cold iron longsword* in the hands of a paladin.

8th Level: The *sacred avenger* is a *+1 cold iron longsword* that becomes a *+2 cold iron longsword* in the hands of a paladin.

10th Level: The *sacred avenger* becomes a *+3 cold iron longsword* in the hands of a paladin.

12th Level: The *sacred avenger* is a *+2 cold iron longsword* that becomes a *+4 cold iron longsword* in the hands of a paladin.

14th Level: The *sacred avenger* becomes a *+5 cold iron longsword* in the hands of a paladin.

17th Level: The *sacred avenger* allows a paladin to use the area dispel version of *greater dispel magic* at will as a standard action and grants the paladin and adjacent allies spell resistance equal to 5 + her paladin level.

CONSTRUCTION REQUIREMENTS	**COST** 64,500 GP

Craft Magic Arms and Armor, *holy aura*, creator must be good

SPEAR OF THE HUNTMASTER

PRICE 2,650 GP

SLOT none	**CL** 6th	**WEIGHT** 6 lbs.
AURA moderate divination		**SCALING** prize

This *+1 spear* of jet-black wood has a head of polished amber. The spear's wielder can use *know direction* at will.

8th Level: With the spear in hand, the wielder gains a +5 competence bonus on Survival checks.

10th Level: A wielder with the quarry class feature (*Core Rulebook* 67) can use the spear to use *locate creature* once per day to find his quarry. If his quarry is within range, the amber spearhead glows brightly when pointed in the proper direction.

12th Level: The spear gains the *returning* weapon special ability.

CONSTRUCTION REQUIREMENTS	**COST** 10,380 GP

Craft Magic Arms and Armor, *detect animals or plants*, *know direction*, *locate creature*, *telekinesis*

THIRSTING BLADE

PRICE 4,800 GP

SLOT none	**CL** 6th	**WEIGHT** 2 lbs.
AURA moderate necromancy		**SCALING** wonder

This long, curved *+1 dagger* gives off a contented hum when soaked with blood. It can be thrown normally despite its length and has a critical threat range of 18–20.

8th Level: The *thirsting blade* is a *+1 keen dagger*.

10th Level: The *thirsting blade* deals 1 point of bleed damage on a successful critical hit.

14th Level: The *thirsting blade* is a *+1 keen wounding dagger*. On a successful critical hit, the dagger deals 2 points of bleed damage instead of 1.

15th Level: The *thirsting blade* is a *+2 keen wounding dagger*.

16th Level: The *thirsting blade* is a *+3 keen wounding dagger*.

17th Level: The *thirsting blade* is a *+4 keen wounding dagger*.

19th Level: On a successful critical hit against an opponent with blood, the *thirsting blade*'s wielder recovers 2 hit points. This ability functions only for the first wielder each day to score a critical hit with the *thirsting blade*. The wielder can

recover a number of hit points in this way each day up to that wielder's normal maximum hit points. On a successful critical hit against an opponent with blood, that opponent is flat-footed against the wielder's attacks with the *thirsting blade* as long as it continues to take the bleed damage from the critical hit.

20th level: The *thirsting blade* is a *+5 keen vicious wounding dagger*.

CONSTRUCTION REQUIREMENTS	**COST** 132,000 GP
Craft Magic Arms and Armor, *bleed*, *enervation*, *keen edge*, *vampiric touch*	

Rings

Rings bestow magical powers upon their wearers. Anyone can use a ring, but a character can gain the benefits of only two magic rings at a time.

FIVEFOLD RINGS OF FIRE

PRICE 10,800 GP

SLOT ring	**CL** 10th	**WEIGHT** —
AURA moderate evocation		**SCALING** prize



These five golden rings are each set with a fire opal and are linked together by thin golden chains (making them take up only a single ring item slot). The wearer can release up to five *scorching rays* each day, one from each of the five rings. She can release one ray as a standard action or two rays (from two different rings) as a full-round action.

12th Level: Each day, the wearer can ignore up to 40 points of fire damage as if using *protection from energy*. This fire damage is absorbed into the *fivefold rings of fire*; when this happens, if the wearer has already expended one or more of her *scorching rays* for the day, she can recharge one of the rings for every 20 points of fire damage she absorbs.

14th Level: In place of a *scorching ray*, the wearer can choose to create a *flaming sphere*. The effect takes the form of hollow rings of flame instead of a sphere, but otherwise functions as the spell.

16th Level: The amount of fire damage the wearer can absorb each day increases to 100 points.

CONSTRUCTION REQUIREMENTS	**COST** 23,625 GP
Craft Wondrous Item, *flaming sphere*, *protection from energy*, *scorching ray*	

RING OF THE DRAKE (FLAME)

PRICE 6,000 GP

SLOT ring	**CL** 9th	**WEIGHT** —
AURA moderate abjuration		**SCALING** prize

Carved from a red stone in the shape of a dragon with glowing wings, this ring grants its wearer fire resistance 5. The ring has a sulfuric smell that lingers when it protects its wearer.

11th Level: The ring grants fire resistance 10.

14th Level: The ring grants fire resistance 20.

17th Level: The ring grants fire resistance 30. The wearer increases her land speed by 5 feet. Once per day, the ring's wearer can make a primary bite attack as a swift action. If she does not already possess a bite attack, her teeth elongate into draconic fangs as part of the swift action, granting a bite attack that deals 1d6 points of damage for a Medium wearer (1d4 for a Small wearer).

20th Level: The ring's wearer can transform into a flame drake once per day. This functions as transforming into a red dragon via *form of the dragon II*, except that the wearer's fire breath weapon damages a 20-foot-radius spread within 180 feet of her.

CONSTRUCTION REQUIREMENTS	**COST** 66,000 GP
Forge Ring, *form of the dragon II*, *haste*, *resist energy*	

RING OF THE DRAKE (FOREST)

PRICE 6,000 GP

SLOT ring	**CL** 9th	**WEIGHT** —
AURA moderate abjuration		**SCALING** prize



Carved from a gray-green stone in the shape of a drake's head, this rings grants its wearer acid resistance 5. The stone ring has an acidic smell that lingers when it protects its wearer.

11th Level: The ring grants acid resistance 10.

14th Level: The ring grants acid resistance 20.

17th Level: The ring grants acid resistance 30. The wearer gains the ability to breathe underwater. Once per day, the ring's wearer can make a primary bite attack as a swift action. If she does not possess a bite attack, her teeth elongate into draconic fangs as part of the swift action, granting a bite attack that deals 1d6 damage for a Medium wearer (1d4 for a Small wearer).

20th Level: The ring's wearer can transform into a forest drake once per day. This functions as transforming into a green dragon via *form of the dragon II*, except that the wearer's acid breath weapon damages a 10-foot-radius spread within 60 feet of her and remains in place as an *obscuring mist* for 1d4 rounds.

CONSTRUCTION REQUIREMENTS	**COST** 66,000 GP
Forge Ring, *form of the dragon II*, *haste*, *resist energy*	

RING OF THE DRAKE (FROST)

PRICE 6,000 GP

SLOT ring	**CL** 9th	**WEIGHT** —
AURA moderate abjuration		**SCALING** prize

Carved from a white stone in the shape of a coiled dragon, this ring grants its wearer cold resistance 5. The ring has a crisp smell that lingers when it protects its wearer.

11th Level: The ring grants cold resistance 10.

14th Level: The ring grants cold resistance 20.

17th Level: The ring grants cold resistance 30. The wearer can see perfectly in snowy conditions, and does not take any penalties on Perception checks while in snow. Once per day, the ring's wearer can make a primary bite attack as a swift action. If she does not

possess a bite attack, her teeth elongate into draconic fangs as part of the swift action, granting a bite attack that deals 1d6 points of damage for a Medium wearer (1d4 for a Small wearer).

20th Level: The ring's wearer can transform into a frost drake once per day. This functions as transforming into a white dragon via *form of the dragon II*, except that the wearer's cold breath weapon affects a 10-foot-radius spread within 60 feet of her. All surfaces within the spread are coated with slippery ice that turns the area into difficult terrain for 2d4 rounds.

CONSTRUCTION REQUIREMENTS	**COST** 66,000 GP

Forge Ring, *form of the dragon II*, *haste*, *resist energy*

RING OF THE DRAKE (SEA)

PRICE 6,000 GP

SLOT ring	**CL** 9th	**WEIGHT** —
AURA moderate abjuration		**SCALING** prize

Carved from a blue-green stone in the shape of a swimming dragon, this ring grants its wearer electricity resistance 5. The ring exudes a smell of the sea that lingers when it protects its wearer.

11th Level: The ring grants electricity resistance 10.

14th Level: The ring grants electricity resistance 20.

17th Level: The ring grants electricity resistance 30. The wearer gains the ability to breathe underwater. Once per day, the ring's wearer can make a primary bite attack as a swift action. If she does not already possess a bite attack, her teeth elongate into draconic fangs as part of the swift action, granting a bite attack that deals 1d6 points of damage for a Medium wearer (1d4 for a Small wearer).

20th Level: The ring's wearer can transform into a sea drake once per day. This functions as transforming into a blue dragon via *form of the dragon II*, except that the wearer's electricity breath weapon targets one creature within 100 feet of her, then arcs to up to seven secondary targets within 20 feet of the primary target. The secondary bolts each strike one target and deal as much damage as the primary bolt.

CONSTRUCTION REQUIREMENTS	**COST** 66,000 GP

Forge Ring, *form of the dragon II*, *haste*, *resist energy*

RING OF THE EARTHLORD

PRICE 4,800 GP

SLOT ring	**CL** 6th	**WEIGHT** —
AURA moderate conjuration		**SCALING** wonder

This stone ring is constantly covered in a thin layer of dirt. It grants its wearer the ability to *meld into stone* once per day.

8th Level: The wearer can also use *soften earth and stone* once per day. She can speak Terran, and she gains a +2 resistance bonus on saving throws against attacks by creatures from the Plane of Earth and a +4 morale bonus on attack rolls against such creatures. Additionally, these creatures take a –1 penalty on attack rolls against her. The wearer takes a –2 penalty on all saving throws against air or electricity effects.

11th Level: Earth elementals can't attack the wearer or even approach within 5 feet of her. If she wishes, the wearer can attempt to use *charm monster* on an earth elemental (DC 17 Will save negates). If she fails the attempt, she loses the protection against that elemental and can't attempt to charm that elemental again.

14th Level: The wearer can use *stone shape* twice per day and use *stoneskin* on herself once per week.

16th Level: The wearer can use *wall of stone* once per day and can now use *meld into stone* three times per day.

17th Level: The wearer can use *passwall* once per week and can now use *meld into stone* at will.

18th Level: The wearer can now use *passwall* twice per week and *soften earth and stone* at will.

CONSTRUCTION REQUIREMENTS	**COST** 79,500 GP

Forge Ring, *meld into stone*, *passwall*, *soften earth and stone*, *stone shape*, *stoneskin*, *summon monster VI*, *wall of stone*

RING OF THE TRICKSTER

PRICE 1,080 GP

SLOT ring	**CL** 4th	**WEIGHT** —
AURA faint illusion		**SCALING** prize



This five-piece puzzle ring must be properly assembled before it can be placed on a finger. Once per day as a move action, the wearer can create a single *mirror image* as if using the Trickery domain's copycat power. If the wearer is a cleric with the Trickery domain and the copycat power, she instead gains two additional uses of that ability.

6th Level: The wearer can use *prestidigitation* at will.

8th Level: By spending 1 full round reconfiguring the ring's puzzle, the wearer can find a way to solve the puzzle with four of the pieces while twisting the final piece into a tiny shape that grows into another simple object. Treat the result as if the wearer had reconfigured a *traveler's any-tool*[UE], except that the resulting object additionally grants a +2 competence bonus on a skill check of the wearer's choice that could conceivably involve the object. As long as she does not lose the object, the wearer can return the fifth piece to the ring by spending another full round. The wearer cannot use any of the ring's creation powers without all five pieces.

10th Level: By spending 1 minute reconfiguring the ring's puzzle, the wearer can find a way to solve the puzzle with four of the pieces while twisting the final piece into a tiny shape that grows into a new object as *minor creation,* except that the wearer uses Disable Device rather than Craft to create a complex object. The fifth piece of the ring mysteriously reappears 24 hours after the new object vanishes. The wearer cannot use any of the ring's creation powers without all five pieces.

12th Level: By spending 10 minutes reconfiguring the ring's puzzle, the wearer can find a way to solve the puzzle with four of the pieces while twisting the final piece into a tiny shape that grows into a new object as *major creation,* except that the

wearer uses Disable Device rather than Craft to create a complex object. The fifth piece mysteriously reappears 24 hours after the new object vanishes. The wearer cannot use any of the ring's creation powers without all five pieces.

15th Level: Once per day as a standard action, the wearer can create a duplicate while becoming invisible, as *mislead*.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP

Forge Ring, *major creation, mirror image, prestidigitation*

Rods

Rods are scepterlike devices that have unique magical powers and usually do not have any charges. Anyone can use a rod.

MIMETIC ROD

PRICE 1,350 GP

SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate divination		SCALING bauble

The smooth surface of this rod is polished to a mirror sheen. Two cabochons—one amber and one viridian—set into the ends of the rod control its functions. A creature can press the viridian stone and roll the rod across a piece of writing on a flat surface to copy that writing into the rod, leaving the original text intact. By pressing the amber cabochon and rolling the rod across a different flat surface, a creature can replicate the original text. The text remains stored in the rod until the viridian stone is pressed again. The rod can copy a text the size of its surface area: 10 inches by 12 inches. Spellbook pages can be copied into a *mimetic rod*, but this is only useful for saving the text to transcribe later; the caster must still pay the full price for copying the spell into a spellbook. The rod can't copy traps that use magical writing, such as *explosive runes*, but attempting to do so doesn't trigger the trap unless the movement of the magic item over the text would normally trigger it.

9th Level: The rod can be used to copy faces. It must first be waved in front of either a person's actual face or a high-quality reproduction while the wielder presses the viridian cabochon. The stored face can then be replicated over someone else's face as though they'd been affected by *disguise self* (though this can change only the face—not height, weight, or other features). This effect lasts for 10 minutes per character level possessed by the person activating the rod (to a maximum of 140 minutes). The rod can store only one face at a time, and can't store a face while it's storing text.

11th Level: If the rod's user speaks the name of a language, the rod automatically translates any text stored in it to that language. When that text is reproduced, it comes out in the language it has been translated to. A piece of text can be translated any number of times while stored in the rod.

14th Level: The rod can copy and reproduce magical traps that rely on text, including *symbols*. The rod's user must succeed at a caster level check (caster level 14th) with a DC equal to 11 + the targeted spell's caster level to do so. If she succeeds, the trap is stored harmlessly in the rod and can be replicated just as text would. Unlike with normal text, the spell is erased from inside the rod when it's replicated. The size of the rod's surface area doesn't limit the size of magical trap text it can copy. When the rod reproduces the magical writing, any decisions made by the original caster are unchanged. The rod's wielder can also press the viridian cabochon to harmlessly extinguish the spell instead of reproducing it.

CONSTRUCTION REQUIREMENTS	COST 4,625 GP

Craft Rod, *disguise self*, *memorize page*[ACG], *tongues*

ROD OF THE DEADLORD

PRICE 16,005 GP

SLOT none	CL 9th	WEIGHT 4 lbs.
AURA moderate necromancy		SCALING wonder



This baton and the small skull that tops it are both made of blackened adamantine. The rod can be wielded as a *+1 conductive*[UE] *light mace*. At the wielder's command, it transforms into a morningstar, heavy mace, flail, or heavy flail. It returns to its normal shape if left unattended for 1 round. Commanders of undead legions often wield such rods as symbols of authority. Changing the weapon's type can be used to signal a change in strategy for the undead horde, with the mace indicating a steady march, the morningstar calling for an aggressive assault, a flail indicating a retreat, and so on.

11th Level: The rod's enhancement bonus increases to +2.

13th Level: Any creature hit by the *rod of the deadlord* gains a temporary negative level. The target avoids this negative level if it succeeds at a Fortitude save with a DC equal to 6 + the wielder's Hit Dice (maximum 21). This negative level lasts for 12 hours, and can't become a permanent negative level.

15th Level: If the wielder confirms a critical hit, instead of gaining a temporary negative level the target gains a permanent negative level with no saving throw. Each day thereafter, the target must succeed at a Fortitude save (using the same DC as the 13th-level unlockable ability) or acquire another negative level. This is a curse effect that continues until removed (DC 23) or until the target dies. A target slain by this curse cannot be revived from death until the curse is removed.

17th Level: The rod's enhancement bonus increases to +3. Once per day, the rod's owner can tap the rod on the ground as a standard action to duplicate the effects of *animate dead*. The total HD of undead the owner can control in this way is equal to her level. If she controls other undead from castings of *animate dead*, she uses only the highest maximum she can control—the values do not stack. She ceases to control undead created by the rod if the rod leaves her possession.

CONSTRUCTION REQUIREMENTS	COST 67,505 GP

Craft Rod, *bestow curse*, *enervation*, *major creation*, *spectral hand*

Staves

A staff is a long shaft that stores several spells. Staves usually hold spells grouped by a theme and sometimes possess other abilities that they grant to the wielder. A staff has 10 charges when created but can be recharged by a spellcaster with the appropriate spells.

STAFF OF THE PYRE LORD		PRICE 8,800 GP
SLOT none	**CL** 8th	**WEIGHT** 1 lb.
AURA moderate evocation		**SCALING** wonder

This staff is carved entirely of polished obsidian inset with rubies. Flickering flames seem to dance across its surface. As the wielder goes up in level, the illusory flames grow larger and change in color, starting out a faint yellow and eventually becoming a deep blue. This staff allows the use of the following spells.

- *Spark* (1 charge)
- *Scorching ray* (2 charges)

10th Level: *Scorching ray* now costs only 1 charge, and the staff allows the use of *fireball* for 2 charges.

12th Level: The staff's *fireball* spells become *empowered fireball*. The staff counts as a *+1 flaming quarterstaff* when used as a weapon.

14th Level: The staff allows the use of *summon monster VI* for 2 charges to summon fire elementals only.

16th Level: The staff replaces *summon monster VI* with *summon monster VIII* for 3 charges to summon fire elementals only. It also allows the use of *fire storm* for 2 charges.

18th Level: The staff allows the use of *meteor swarm* for 3 charges. The cost for *summon monster VIII* decreases to 2 charges, and *empowered fireball* now costs 1 charge.

20th Level: The cost of *meteor swarm* and *fire storm* each decrease to 1 charge.

CONSTRUCTION REQUIREMENTS	COST 132,000 GP

Craft Staff, Empower Spell, *fire storm*, *fireball*, *meteor swarm*, *scorching ray*, *spark*, *summon monster VI*, *summon monster VIII*

STAFF OF WAYS		PRICE 8,000 GP
SLOT none	**CL** 10th	**WEIGHT** 1 lb.
AURA moderate transmutation		**SCALING** prize

This wooden staff is carved with intricate patterns of waves, wind, trails, and vines. As the wielder goes up in level, the patterns begin to move, slowly at first, but gradually increasing in speed and magnitude. At the highest levels, the staff appears to be filled with a twisting and complex nature scene, with forking paths and raging tsunamis. This staff allows the use of the following spells.

- *Longstrider* (1 charge)
- *Expeditious retreat* (2 charges)
- *Monkey fish*[ACG] (2 charges)

12th Level: The staff allows the use of *spider climb* for 2 charges. The cost of *expeditious retreat* and *monkey fish* each reduce to 1 charge.

14th Level: The staff allows the use of *fly* for 2 charges. The cost of *spider climb* decreases to 1 charge.

16th Level: The staff grants its owner a permanent +10-foot enhancement bonus to her base movement speed, a swim speed of 10 feet, and a climb speed of 10 feet. The staff can no longer be used to cast *longstrider* or *monkey fish*. The staff allows the use of *freedom of movement* for 2 charges and *water breathing* for 3 charges. The cost of *fly* decreases to 1 charge.

18th Level: The staff allows the use of *find the path* for 3 charges. The cost for *water breathing* decreases to 1 charge.

20th Level: The staff grants its owner a fly speed of 30 feet (poor maneuverability). *Find the path* now costs 2 charges, and *freedom of movement* costs only 1 charge. If the staff's wielder breaks the staff in two as a full-round action, she can transport herself and up to 19 allies to a safe location she knows extremely well. This ability ignores local conditions as if it were the transport travelers effect of a *wish*.

CONSTRUCTION REQUIREMENTS	COST 66,500 GP

Craft Staff, *expeditious retreat*, *find the path*, *fly*, *freedom of movement*, *longstrider*, *monkey fish*, *spider climb*, *water breathing*

Wondrous Items

Wondrous items are diverse. Some must be worn in a specific magic item slot in order to work, while others must merely be possessed and used. "Wondrous item" is a catchall category for anything that doesn't fall into other groups, such as weapons, staves, and so on. Anyone can use a wondrous item, unless the item specifies otherwise.

There are two main categories of wondrous items: slotted and slotless. Slotted items take up a magic item slot, and must be worn by those who want to benefit from them.

ARACHNID CLOAK		PRICE 900 GP
SLOT shoulders	**CL** 4th	**WEIGHT** 1 lb.
AURA faint transmutation		**SCALING** prize

This red-and-violet silk garment, delicately embroidered with a barely perceptible weblike pattern, grants its wearer a +2 luck bonus on saving throws against spider poison.

7th Level: The cloak allows its wearer to move at half speed among spider webs without any chance of being trapped by them.

10th Level: The wearer is treated as if constantly under the effects of a *spider climb* spell.

12th Level: The wearer cannot be entrapped by *web* spells or webs of any sort, and can climb along webs like a spider, moving at her full climb speed.

14th Level: Normal spiders, including spider swarms and

unusually large spiders, will not attack the cloak's wearer unless she attacks them first or they are instructed to do so by some other creature, such as through a use of vermin empathy or a spell. The cloak's wearer can summon forth a swarm of spiders once per day as the spell *summon swarm*.

16th Level: The cloak's wearer can attempt to influence spiders, as the mite's vermin empathy ability. The wearer does not gain a racial bonus to vermin empathy. She can change into the form of a Small or Medium spider and back at will as a standard action, as *vermin shape I*.

17th Level: The cloak's wearer can summon a swarm of spiders at will, instead of once per day. When she changes into the form of a spider, she can change into the form of a Tiny, Small, Medium, or Large spider as *vermin shape II*.

CONSTRUCTION REQUIREMENTS	**COST** 30,750 GP

Craft Wondrous Item, *spider climb*, *summon swarm*, *vermin shape II*, *web*

BAG OF ENDLESS HOLDING		**PRICE** 3,100 GP
SLOT none	**CL** 10th	**WEIGHT** 15 lbs.
AURA moderate transmutation		**SCALING** bauble

This appears to be a common cloth sack about 2 feet by 4 feet in size. However, it opens into a nondimensional space far larger than its outside dimensions. It acts as a *bag of holding* (type I), but retrieving an item from the bag does not provoke an attack of opportunity.

12th Level: The bag's capacity and weight increase as a *bag of holding* (type II).

14th Level: The bag's capacity and weight increase as a *bag of holding* (type III).

15th Level: The bag's capacity and weight increase as a *bag of holding* (type IV).

CONSTRUCTION REQUIREMENTS	**COST** 6,000 GP

Craft Wondrous Item, *secret chest*

BAT CLOAK		**PRICE** 900 GP
SLOT shoulders	**CL** 4th	**WEIGHT** 1 lb.
AURA faint transmutation		**SCALING** prize

Fashioned of dark brown or black cloth, this cloak resembles gigantic bat wings. It allows its wearer to hang upside down from the ceiling like a bat.

7th Level: The cloak grants its wearer a +5 competence bonus on Stealth checks.

10th Level: The wearer can grasp the edges of the cloak to fly (as the *fly* spell) for up to 7 minutes three times per day, but only in dim light or lower. After each use of this ability, the wearer must wait for at least as long as the *fly* effect lasted until using this ability again.

12th Level: For each daily use of *fly*, the wearer can instead choose to transform into an ordinary bat as *beast shape III* for the same duration.

14th Level: The wearer can use *fly* or *beast shape III* any number of times per day, but is still subject to the dim light restriction and the limit on using the ability again after a previous use.

16th Level: The wearer can also transform into a dire bat with *beast shape III*, and he can summon a swarm of bats at will as *summon swarm*.

18th Level: The wearer constantly gains the echolocation of a bat. He can hear high-pitched sounds such as bat echolocation, and he gains blindsense 20 feet. This blindsense is sound-based, and is blocked by spells such as *silence*.

20th Level: The wearer's blindsense increases to blindsense 60 feet, like that of a dire bat. Instead of using *beast shape* or *fly*, he can transform himself into a bat swarm, gaining the abilities of a bat as *beast shape III* plus the bat swarm's distraction, immunity to weapon damage, swarm traits, and wounding abilities.

CONSTRUCTION REQUIREMENTS	**COST** 66,000 GP

Craft Wondrous Item, *beast shape III*, *echolocation*[UM], *fly*, *summon swarm*

BEAKER OF PLENTIFUL POISONS		**PRICE** 3,600 GP
SLOT none	**CL** 7th	**WEIGHT** 1 lb.
AURA moderate conjuration		**SCALING** prize



This flared and stoppered flask of tempered glass can store up to 5 doses of poison, all of which can be different types. The owner can craft up to 5 doses of poison simultaneously using the beaker. She must still attempt separate Craft (alchemy) checks for each dose of poison to ensure successful crafting, but she can make progress on all five poisons simultaneously (making checks for the week's or day's progress at the same time).

The user can also add already-completed doses of poison to the beaker. All poisons remain separate and unmixed as long as they remain within the beaker, and the user can decant any of the poisons (including incomplete poisons) by naming the poison she wishes to pour forth.

9th Level: When crafting a poison within the beaker, the crafter uses the poison's gp value instead of its sp value when determining her progress.

11th Level: Once per day, the owner of a *beaker of plentiful poisons* can produce 1 additional dose of any completed poison stored in the flask. The additional dose loses its efficacy 1 minute after being decanted. The market price of the duplicated poison can't exceed an amount equal to 20 gp × the beaker's caster level; any unused value is lost. A creature must have had the *beaker of plentiful poisons* in its possession for at least 24 hours to create poisons in this way.

13th Level: The beaker can create 2 doses of poison per day, with a total market price up to 40 gp × the beaker's caster level.

15th Level: The beaker can create 3 doses of poison per day, with a total market price of up to 60 gp × the beaker's caster level.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP

Craft Wondrous Item, *minor creation*, *poison*

BOOTS OF READINESS

PRICE 2,650 GP

SLOT feet	CL 9th	WEIGHT 1 lb.
AURA moderate divination		SCALING bauble

These tight-fitting, black leather boots make their wearer more prepared before she acts in battle. When the wearer has not yet acted at the beginning of a fight, the boots provide a +2 luck bonus on saving throws and 12 temporary hit points. Both effects fade when the wearer's first turn arrives, even if she delays.

11th Level: The wearer of these boots can't be caught flat-footed.

13th Level: Before the wearer has taken her first turn in combat, she can move up to her speed as an immediate action without provoking attacks of opportunity. She can no longer use this ability once her first turn arrives, even if she delays.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP

Craft Wondrous Item, *haste*, *moment of prescience*

BOOTS OF THE ELVEN SPIRIT

PRICE 3,100 GP

SLOT feet	CL 10th	WEIGHT 1 lb.
AURA moderate transmutation		SCALING bauble

These elegant, lightweight boots are durable yet soft in texture, being partially made of living leaves and other natural materials. They grant the wearer a +5 competence bonus on Acrobatics checks and allow her to treat the first square of difficult terrain she enters each round as if it weren't difficult terrain.

12th Level: The boots allow the wearer to ignore the adverse movement effects of difficult terrain entirely.

14th Level: The boots grant the wearer a +10-foot enhancement bonus to her base movement speed, and she leaves no tracks.

17th Level: The boots allow the wearer to walk so lightly that she doesn't trigger pressure plate traps and can walk across any surface—including water, but not air—as long as she ends her movement each round on a surface that can support her weight.

20th Level: The boots allow the wearer to gain the effects of *haste* for 10 rounds per day, as *boots of speed*. If the wearer also wears the *cloak of the elven spirit* (see page 171), the boots grant her the ability to use *tree stride* as the spell, entering up to 20 trees each day.

CONSTRUCTION REQUIREMENTS	COST 22,000 GP

Craft Wondrous Item, *expeditious retreat*, *feather step*, *haste*, *tree stride*, creator must be an elf

BRACELETS OF THE FEY TOUCH

PRICE 480 GP

SLOT wrists	CL 4th	WEIGHT —
AURA faint enchantment		SCALING bauble



These bracelets are crafted from thin yet surprisingly durable silver, and they glitter and sparkle faintly in moonlight or shadow. The wearer can activate the bracelets once per day as a free action to gain a +4 competence bonus on a Bluff or Stealth check.

6th Level: The wearer can activate the bracelets to increase the DC of the next enchantment spell she casts by 1 instead of gaining a bonus on a skill check.

8th Level: The bracelets can be used twice per day, but no more than once per hour.

CONSTRUCTION REQUIREMENTS	COST 825 GP

Craft Wondrous Item, *charm person*, *invisibility*, creator must be fey

BRUTISH BOOTS

PRICE 5,814 GP

SLOT feet	CL 8th	WEIGHT 6 lbs.
AURA moderate transmutation		SCALING wonder



These coarse, heavy boots are fitted with numerous iron plates and rusted spikes that give them an intimidating appearance. The wearer can use *brutish boots* to attack as if using a masterwork cold iron gauntlet or masterwork cold iron spiked gauntlet, depending on which portion of the boot he uses.

These boots also protect the wearer's feet as if they had hardness 8. This hardness applies only against effects that directly affect the target's feet, such as caltrops, *spike growth*, *spike stones*, or stepping into a puddle of acid. It also applies against effects that deal damage to an attacker, such as *fire shield*, *thorn body*, or the barbed defense of a barbed devil, but only if the wearer is using the *brutish boots* to make the attack.

10th Level: If the wearer confirms a critical hit on an attack using the boots, he can attempt a combat maneuver check to trip the target. This maneuver doesn't provoke an attack of opportunity.

12th Level: Attack and damage rolls made with the boots gain a +1 enhancement bonus.

14th Level: If a creature within the wearer's reach is knocked prone, that creature provokes an attack of opportunity from the wearer. This attack of opportunity must be made with the *brutish boots*.

CONSTRUCTION REQUIREMENTS	COST 13,200 GP

Craft Wondrous Item, *telekinesis*

Cloak of the Elven Spirit

Price 5,400 GP

Slot shoulders | **CL** 12th | **Weight** 1 lb.

Aura strong transmutation | **Scaling** bauble

When this plain gray cloak is worn with the hood drawn up around the head, the wearer gains a +5 competence bonus on Stealth checks. If the wearer spends at least 1 minute concentrating on blending the cloak's colors to match her surroundings, she can attempt Stealth checks without cover or concealment until she makes an attack or moves more than half her base speed on her turn. Once she breaks this effect, she must spend another minute to reactivate it.

14th Level: The cloak grants its wearer the camouflage ranger ability in forested areas.

18th Level: At will, when the wearer envelops herself in the cloak as a standard action, she can become invisible as *invisibility*.

20th Level: If the wearer also wears the *boots of the elven spirit* (see page 170), she can focus the cloak's *invisibility* effect. As a free action, she can choose to make it so her attacks do not end the *invisibility* effect for 1 round. She can use this ability for 10 rounds per day, but the rounds need not be consecutive.

Construction Requirements | **Cost** 22,000 GP

Craft Wondrous Item, *blend*, *greater invisibility*, *invisibility*, creator must be an elf

Cord of Unearthly Grace

Price 5,000 GP

Slot belt | **CL** 8th | **Weight** 1 lb.

Aura moderate transmutation | **Scaling** prize

When tied around the waist, this humble, coarse rope grants its wearer a +10 competence bonus on Acrobatics checks relating to balance.

9th Level: Once per day as a swift action, the wearer can gain a +30-foot enhancement bonus to his base speed for 1 round. During this round, he ignores the adverse movement effects of terrain and his movement doesn't provoke attacks of opportunity.

11th Level: The wearer can stand from prone as an immediate action that does not provoke attacks of opportunity.

12th Level: The wearer can use the belt's ability to increase his speed and ignore difficult terrain three times per day.

Construction Requirements | **Cost** 8,100 GP

Craft Wondrous Item, *cat's grace*, *grace*[APG], creator must have 10 ranks in the Acrobatics skill

Crystal Tiara

Price 1,000 GP

Slot head | **CL** 3rd | **Weight** —

Aura faint conjuration | **Scaling** wonder



This elaborate tiara looks as though it's made of intricately carved ice adorned with small, crystalline gemstones. Despite the item's fragile appearance, it has hardness 12 and 10 hit points. Its wearer gains the constant effects of *endure elements* against cold conditions only.

5th Level: Once per day, the wearer can summon a Small ice elemental as *summon monster II*.

7th Level: As a standard action, the wearer can launch an icicle at a foe within 30 feet as a ranged attack. On a hit, the icicle deals 1d6 points of piercing damage and 1d6 points of cold damage. In addition, the wearer can walk across icy ground without slipping.

10th Level: As part of her move action, the wearer can step into the air, creating crystalline stairs beneath her feat, adding new steps in whichever direction she travels. These steps melt away behind her. If others try to climb the steps, they crumble away, leaving only the portions beneath the wearer's feet intact. This otherwise acts as the *air walk* spell. She can use this ability each day for 10 minutes per level, divided any way she chooses in 10-minute intervals.

12th Level: Once per day, the wearer can call forth an *ice storm*. When she uses the tiara to summon ice elementals, she can summon either 1d4 Small ice elementals or one Medium ice elemental as *summon monster IV*.

14th Level: Once per day, the wearer can travel to a safe, very familiar location, as if she had cast *ice crystal teleport*[UM] on herself. When she uses the tiara to summon ice elementals, she can choose to summon 1d3 Medium ice elementals or one Large ice elemental as *summon monster V*.

16th Level: The wearer can use the tiara to call up a tower of ice, as an *instant fortress* (except that the tiara does not transform into the tower, the tower takes 1 minute to rise instead of 1 round, the walls of the tower have only hardness 12, and damage to the tower does not carry over between multiple uses of this ability).

18th Level: When the wearer calls forth a tower of ice, if there is enough open space, she can choose to call forth a small palace instead, 100 feet square at the base with 20-foot-high rooms, with a central tower 20 feet square and 100 feet high. At will, she can spend 5 rounds to transform into a flurry of snowflakes that can move at incredible speed. Treat this as *wind walk* except she gains vulnerability to fire. It normally takes 5 rounds to transform back into her normal shape. However, she can revert to her original form early as a standard action. If she does so, she cannot transform into snowflakes again for 24 hours. When she uses the tiara to summon ice elementals, she can choose to summon 1d4+1 Medium ice elementals, 1d3 Large ice elementals, or one Huge ice elemental as *summon monster VI*.

20th Level: The wearer gains cold resistance 30. When she uses the tiara to summon ice elementals, she can also choose to summon 1d4+1 Huge ice elementals, 1d3 greater ice elementals, or one elder ice elemental as *summon monster VIII*. She can create ice stairs without a daily limit, and if she wishes, they last for 1 minute before melting, even if another creature tries to climb them. If she chooses to make them last longer, she

can dismiss the stairs behind her as a swift action, potentially causing creatures climbing the stairs to fall.

CONSTRUCTION REQUIREMENTS	COST 132,000 GP
Craft Wondrous Item, *air walk*, *ice crystal teleport*, *ice storm*, *summon monster VIII*, *wind walk*	

DRAGON ROBE

PRICE 38,000 GP

SLOT body	CL 12th	WEIGHT 1 lb.
AURA strong transmutation		SCALING wonder



Embroidered dragons of gold thread adorn this red silk robe. The wearer gains a +3 enhancement bonus to natural armor and fire resistance 10. Once per day, the wearer can gain the benefit of *darkvision*, as the spell. A typical *dragon robe* is attuned to red dragons, though variants attuned to other types of dragons exist.

14th Level: The wearer can use *dragon's breath*[APG] (red dragon) once per day. The save DC is equal to 13 + the wearer's Constitution modifier, and spell resistance does not apply.

16th Level: The wearer's enhancement bonus to natural armor increases to +4, and his fire resistance increases to 20.

18th Level: The wearer can use *dragon's breath* three times per day. The wearer can also use *form of the dragon III* once per day, with a save DC equal to 22 + the wearer's Constitution modifier.

20th Level: The wearer's enhancement bonus to natural armor increases to +5 and his fire resistance to 30. In addition, any *dragon's breath* effect created by this item is maximized.

CONSTRUCTION REQUIREMENTS	COST 132,000 GP
Craft Wondrous Item, Maximize Spell, *darkvision*, *dragon's breath*, *form of the dragon III*, *resist energy*	

ETERNAL FEATHER TOKEN

PRICE 2,650 GP

SLOT none	CL 4th	WEIGHT —
AURA faint conjuration		SCALING bauble

This small, colorful feather waves gently as if blown by a constant breeze. As a standard action, the feather's owner can change its form into another variety of feather token. Any owner can use an *eternal feather token* to duplicate the effects of an *anchor feather token*. Higher-level owners have additional options. The token remains transformed until its owner commands it to change again, or until it is activated in that form like a normal *feather token*. Once activated, the token reverts to the appearance of a normal feather of a dingy gray color. Over the next week, it slowly regains its color. A week after its last activation, it can be used again.

7th Level: The feather can become a *fan feather token*.

9th Level: The feather can become a *bird feather token*.

11th Level: The feather can become a *tree feather token*.

13th Level: The feather can become a *swan boat feather token* or *whip feather token*.

15th Level: The feather recharges its color and is usable after 1 day instead of 1 week.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Craft Wondrous Item, *major creation*, *make whole*	

FILTHY RAGS

PRICE 5,000 GP

SLOT body	CL 8th	WEIGHT 6 lbs.
AURA moderate necromancy		SCALING prize



These ragged robes are threadbare and frayed, caked with dirt and grime. Through constant exposure to innocuous forms of disease, the wearer becomes inured to sickness and filth, gaining a +4 alchemical bonus on saving throws versus disease and effects that cause the nauseated or sickened condition. *Filthy rags* can be worn in conjunction with armor.

10th Level: The rags begin to crawl with insects and spiders, granting the wearer familiarity with the feeling of tiny creatures crawling over her body. After wearing the rags for 24 consecutive hours, the wearer gains a +2 circumstance bonus on saving throws against the distraction ability of swarms. Once per day, she can make the spiders in her rags swarm out and attack her foes, causing the rags to expel spiders as the spell *vomit swarm*.

11th Level: Wasps build a small hive somewhere in the rags' interior. When the wearer uses *vomit swarm*, she can choose between spiders and wasps.

13th Level: The rags' diseases become more communicable. Any living creature striking the wearer with a bite attack contracts filth fever. A successful DC 14 Fortitude negates the disease. Oozes and vermin are immune to this effect, as are creatures such as otyughs and rats that are at home in exceptional filth.

16th Level: Army ants build a colony within the rags, and the rags' filth becomes utterly vile. The wearer can also choose army ants when using *vomit swarm*. Any biting creature that fails its saving throw against the rags' filth fever becomes nauseated for 1d4 rounds, and even on a successful save, the creature is still sickened for 1 round.

CONSTRUCTION REQUIREMENTS	COST 23,625 GP
Craft Wondrous Item, *contagion*, *remove sickness*, *stinking cloud*, *vomit swarm*[ARG]	

FLASK OF RECONCOCTION

PRICE 2,650 GP

SLOT none	CL 4th	WEIGHT —
AURA faint conjuration and divination		SCALING bauble

This thin silver flask can hold a single ounce of liquid. If a potion of a 1st-level spell is poured into the flask, the flask's interior analyzes and bonds to that potion. Once the potion is drunk, the flask begins to hiss and bubble, as strange liquids and reagents

slowly mix within it. After 1 full week, the flask has produced a new potion of the same 1st-level spell at minimum caster level. If anyone drinks or empties the flask before the week is over, they gain no benefit, the nascent potion is lost, and the flask ceases concocting until it is filled with a new 1st-level potion. If a potion in the flask is poured out of the flask, rather than drunk directly from it, the flask does not reconcoct that potion.

6th Level: The flask takes only 1 day to reconcoct a 1st-level potion, rather than 1 week.

8th Level: The flask can reconcoct a potion of a 2nd-level spell, but it takes 1 week.

10th Level: The flask takes only 1 day to reconcoct a 2nd-level potion, rather than 1 week.

12th Level: The flask can reconcoct a potion of a 3rd-level spell, but it takes 1 week.

14th Level: The flask takes only 1 day to reconcoct a 3rd-level potion, rather than 1 week.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP

Craft Wondrous Item, *alchemical allocation*[APG]

FORCE BRACERS

PRICE 5,950 GP

SLOT wrists	CL 8th	WEIGHT 2 lbs.
AURA moderate evocation		SCALING prize



These crystal-accented bracers are bound with metallic straps and a fine lacework of embedded wire. The wearer can cause the bracers to create a shield of force to protect him. Each bracer can create a shield for up to 10 total minutes per day. This duration must be used in 1-minute increments. If only one *force bracer* is used, it creates a buckler, light shield, or heavy shield of force. If the wearer activates both *force bracers*, the shield of force is the equivalent of a tower shield.

Regardless of which type of force shield is created, the shield is weightless and has only half the normal armor check penalty, but otherwise follows all of the normal rules for shield use and proficiency. The shield grants the corresponding shield bonus to AC. Because the shield is made of force, its bonus applies against incorporeal touch attacks.

10th Level: If the wearer has created a heavy shield of force, the wearer can expend 1 minute of the shield's duration to make a single shield bash attack as if the shield had the *bashing* shield special ability, with an enhancement bonus on the attack roll equal to 1/4 the wearer's Hit Dice (maximum +5).

12th Level: If the wearer has created a tower shield of force, the wearer can release the tower shield from his person and use it as a *forceful hand* with hit points equal to 1/2 the wearer's hit points. The wearer gains none of the benefits of using a tower shield while the *forceful hand* exists. Each round of using the *forceful hand* consumes 1 minute of duration from each bracer.

CONSTRUCTION REQUIREMENTS	COST 8,100 GP

Craft Wondrous Item, *forceful hand*, *shield*

FORGEMASTER'S GAUNTLETS

PRICE 3,750 GP

SLOT hands	CL 7th	WEIGHT 4 lbs.
AURA moderate abjuration		SCALING prize

These scorched gauntlets of heavy padded leather are reinforced with metallic mesh and ceramic pads to diffuse heat. The wearer gains a +5 competence bonus on Craft (armor) and Craft (weapons) checks.

8th Level: The wearer can use *spark* at will.

10th Level: The wearer gains fire resistance 5, and her hands are immune to fire damage, so she can pick up hot objects or touch flames without being harmed. Weapons affected by *heat metal* or similar effects deal no damage to the wearer, and the wearer likewise ignores damage from effects like *fire shield* (hot flames version) that deal fire damage to a creature attacking in melee.

11th Level: The *forgemaster's gauntlets* are *+1 gauntlets*.

12th Level: The wearer of the *forgemaster's gauntlets* can heat objects she touches. She can use *heat metal* (DC 13) at will. If she's targeting a metal object worn by a foe, she must succeed at a melee touch attack. If the targeted item is being held or wielded, the wearer of the *forgemaster's gauntlets* must attempt a combat maneuver check as if she were attempting to sunder the item. This maneuver does not provoke attacks of opportunity, even if the wearer does not have the Improved Sunder feat.

13th Level: The wearer's fire resistance increases to 10.

14th Level: The *forgemaster's gauntlets* are *+1 flaming gauntlets*.

15th Level: The *forgemaster's gauntlets* are *+1 flaming burst gauntlets*.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP

Craft Wondrous Item; *flame blade*, *flame strike*, or *fireball*; *heat metal*; *resist energy*; *spark*[APG]; creator must have 5 ranks in Craft (armor) and Craft (weapons)

FRUITFUL SASH

PRICE 710 GP

SLOT belt	CL 5th	WEIGHT 1 lb.
AURA faint conjuration		SCALING bauble

This colorful sash seems to be the sort normally worn by any common sailor or traveler, yet within its folds is a bountiful pocket. The wearer can reach into this hidden pocket and remove a piece of fruit a number of times per day equal to his character level. The type of fruit varies. One piece of fruit has enough nourishment and water to sustain one humanoid for 24 hours. After 24 hours, the fruit rots and cannot nourish anyone.

Once removed from its wearer, the sash doesn't produce fruit for anyone else for 24 hours. If redonned by its most recent wearer during that time, the sash resumes function normally (and the amount of fruit remaining within it isn't reset).

6th Level: Consuming a fruit produced from the sash cures a creature of 1 point of damage as if it were a *goodberry*. A given creature can recover a maximum of 8 hit points in this way in a 24-hour period.

8th Level: Three times per day, the wearer can draw forth a large, ripe piece of healing fruit that explodes when thrown. This functions as a splash weapon, but cures a target it hits of 1d6 points of damage and cures each creature it splashes on of 1 point of damage. This counts against the total number of pieces of fruit the sash can produce per day.

10th Level: Once per day, the wearer can draw forth one piece of fruit that acts as a *potion of cure moderate wounds*, *delay poison*, *lesser restoration*, or *remove paralysis*. This counts against the total number of pieces of fruit the sash can produce per day.

13th Level: The fruits produced by the sash cure 1d4 points of damage each instead of 1 point. An exploding fruit's healing power is unchanged.

15th Level: Once per week, the sash can produce the effects of *heroes' feast*.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP

Craft Wondrous Item, *create food and water*, *cure moderate wounds*, *delay poison*, *goodberry*, *heroes' feast*, *lesser restoration*, *remove paralysis*

GALVANIC GAUNTLETS

PRICE 1,882 GP

SLOT hands	CL 5th	WEIGHT 2 lbs.
AURA faint evocation		SCALING prize



These gloves are woven of a fine copper mesh and wire, and infuse the wearer's hands with an electric charge. The wearer can use the *galvanic gauntlets* to make a melee touch attack dealing 1d6 points of electricity damage. She gains a +3 bonus on the attack if the target is wearing metal armor or is composed of metal.

7th Level: The touch attack's damage increases to 2d6 points of electricity damage.

9th Level: If the wearer uses her hands to make unarmed strikes (including when making a combat maneuver check to damage an opponent in a grapple), those attacks deal an additional 1d6 points of electricity damage on each hit, as if she were using a weapon with the *shock* weapon special ability.

11th Level: Any item held in the wearer's hands gains a powerful static charge, and any creature attempting to disarm the wearer of an object she is holding (or to make a steal combat maneuver against the gloves themselves) takes 1d6 points of electrical damage and must succeed at a DC 19 Fortitude save or be staggered for 1 round by the shock. This static charge does not harm items the wearer is holding.

13th Level: The *shock* ability of the gauntlets improves to the *shocking burst* weapon special ability.

15th Level: Once per day when the wearer hits a creature with the gauntlets' touch attack, she can create electric arcs that strike nearby creatures. This functions as though the target of the attack had been the primary target of a *chain lightning* spell (Reflex DC 19 half), though the hit creature doesn't take any additional damage.

CONSTRUCTION REQUIREMENTS	COST 18,302 GP

Craft Wondrous Item, *chain lightning*, *shocking grasp*

GLORIOUS GORGET

PRICE 5,000 GP

SLOT neck	CL 8th	WEIGHT 2 lbs.
AURA moderate enchantment		SCALING prize



This gilded neckpiece is inlaid with sunstone and diamond and engraved with wreaths of laurel. The wearer possesses great eloquence and gravitas, gaining a +5 competence bonus on Diplomacy, Intimidate, and Perform (oratory) checks.

10th Level: The wearer's speeches can fill her allies with purpose. As a full-round action, she can attempt a DC 20 Perform (oratory) check to affect all allies who can hear her with *good hope* for 1 round. If she fails the check, all allies who heard her ineloquent speech cannot benefit from this ability for 24 hours.

12th Level: The wearer can improve someone's attitude up to three steps when using Diplomacy. When she uses Intimidate to influence someone, she can present herself as glorious and powerful without threatening them, causing the attempt to operate like a Diplomacy check to influence instead.

14th Level: When the wearer uses the gorget's *good hope* ability, it lasts 1 additional round for every 10 by which her result exceeds the Perform (oratory) check DC. Once per day, she can extend the duration to the full duration of *good hope*.

CONSTRUCTION REQUIREMENTS	COST 13,875 GP

Craft Wondrous Item, *good hope*

GLOVES OF CLOUD SHAPING

PRICE 5,400 GP

SLOT hands	CL 8th	WEIGHT 1 lb.
AURA moderate transmutation		SCALING prize



The wearer of these cloud-blue, cool-to-the-touch gloves can sculpt and shape creations of cloud and mist—both her own and those of others. The wearer can call upon the power of the gloves up to three times per day when creating a cloud of gas or mist with a spell, spell-like ability, supernatural ability, or magical item in order to make the area of effect shapeable (*Core Rulebook* 215).

Alternatively, the wearer can use the gloves to disperse an existing cloud of gas or mist by touch, as if using *dispel magic*. If the effect is nonmagical, it is automatically dispersed in a 20-foot-radius spread centered on the wearer.

10th Level: The wearer can use *fog cloud* twice per day.

12th Level: The wearer can disrupt a creature under the effects of *gaseous form*. To do so, she must succeed at a melee touch attack against the gaseous target. If the attack hits, the wearer can choose to either lock the gaseous creature in place as if using *hold monster* or disperse the target, dealing 5d6 points of damage and nauseating the target for 5 rounds. In either case, the target is also locked into its gaseous form and can't resume solid form until the effect expires. A successful DC 17 Will saving throw negates this effect.

14th Level: The wearer can use *cloudkill* once per day.

CONSTRUCTION REQUIREMENTS	COST 13,875 GP
Craft Wondrous Item, *cloudkill*, *control weather*, *fog cloud*	

HEART OF THE ELDER TREE

PRICE 14,000 GP

SLOT neck	CL 9th	WEIGHT —
AURA moderate transmutation		SCALING wonder



This carved darkwood amulet resembles a human heart. As a move action while standing on earth, stone, or wood, its wearer can sprout woody, rootlike tendrils from his legs that anchor his feet to the ground. While so anchored, he gains a +4 bonus to his CMD against bull rush, drag, grapple, overrun, reposition, trip, and other combat maneuvers that would force him from his space, as well as on saving throws against effects that would force him from his space on a failed save. The roots fall away if the wearer moves from his space, even involuntarily.

11th Level: When anchored to the ground, the wearer's roots interfere with adjacent foes. Foes adjacent to the wearer must succeed at a DC 13 Reflex save each round or be entangled by the roots as if by the spell *entangle*. If the wearer's roots fall away due to movement, all entangled enemies are immediately released.

13th Level: When struck by a nonliving wooden or wooden-hafted weapon of Huge size or smaller, the wearer can lash back and affect that weapon with *warp wood* as an immediate action (Will DC 20 negates). This ability is usable three times per day.

15th Level: The wearer can make a secondary natural attack with his roots, dealing an amount of damage equal to 1d4 + 1/2 the user's Strength bonus. At the beginning of the wearer's turn, if he still possesses roots from a previous round, the secondary root attack gains 5 feet of reach. This increase stacks with itself to a maximum of triple the wearer's natural reach, but it doesn't stack with any other increases. The reach resets whenever the roots fall away.

17th Level: The wearer gains the pull (root, 10 feet) universal monster ability.

20th Level: As long as the wearer's roots are planted in the ground, he gains the effect of a *ring of regeneration*. When the roots fall away, it counts as removing the ring, so he only regenerates damage taken after planting the roots and before moving. As long as the wearer activates his roots for at least 8 hours each day, he does not need to sleep. The wearer's +4 bonus on saving throws for planting his roots now also applies to paralysis, poison, polymorph effects, sleep effects, and stun.

CONSTRUCTION REQUIREMENTS	COST 132,000 GP
Craft Wondrous Item, *entangle*, *plant shape III*, *warp wood*	

HEROIC SADDLE

PRICE 6,000 GP

SLOT none	CL 8th	WEIGHT 40 lbs.
AURA moderate abjuration		SCALING prize



This elaborate military saddle is embellished with intricate tooling and a panoply of tassels, ribbons, and bells fit to announce a mighty hero's marvelous return. A new tassel, ribbon, or bell appears on the saddle after each victory. Whenever the rider of a mount wearing a *heroic saddle* is targeted with a conjuration (healing) effect, that effect also affects the mount. Use the rider's level to determine the scaling abilities of this item.

10th Level: The mount gains a +1 resistance bonus on saving throws and a +1 deflection bonus to Armor Class.

11th Level: Once per day as a full-round action, the rider of a mount wearing a *heroic saddle* can command the *heroic saddle* to grant the mount 1d8 + 10 temporary hit points. These temporary hit points last for 24 hours or until expended, and they do not stack with themselves but do stack with temporary hit points from other sources.

13th Level: The saddle's bonuses on saving throws and to AC increase to +2.

15th Level: The saddle's bonuses on saving throws and to AC increase to +3. When the rider commands the saddle to grant his mount temporary hit points, the rider also gains a number of temporary hit points equal to half the amount his mount gains.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP
Craft Wondrous Item, *aid*, *resistance*, *shield other*	

LANTERN PENDANT

PRICE 1,000 GP

SLOT neck	CL 4th	WEIGHT —
AURA faint evocation		SCALING prize



This small pendant of brass and glass is crafted in the shape of a lantern and continuously sheds light as a *light* spell. As a move action, the wearer can open the miniature *lantern pendant* and direct the tiny phantasmal fire within to float to any point within 110 feet. This functions as *dancing lights*, but the wearer can create a number of lights equal to 1/2 his character level, up to a maximum of four, and can create only torchlike lights, not glowing spheres or humanoid shapes. While the *dancing lights* are active, the light of the *lantern pendant* itself is extinguished.

6th Level: Once per day, the wearer can command the phantasmal fire to fly forth and limn all creatures in an area as *faerie fire*. Just as when using *dancing lights*, the pendant's light is extinguished throughout the duration.

8th Level: The wearer can choose between *faerie fire* and *glitterdust* (Will DC 13) when he uses the 6th-level ability.

10th Level: Once per day, the wearer can focus the lantern's power, causing its light to increase from the *light* spell to the *daylight* spell, with a duration as *daylight*. The *daylight* is suppressed whenever he activates any other ability that extinguishes the pendant's light, but such time still counts against its duration.

13th Level: Once per day, the wearer can release the lantern's lights in the form of *wandering star motes*[APG] (Will DC 16). During the duration, the pendant's light is extinguished.

CONSTRUCTION REQUIREMENTS	COST 10,500 GP

Craft Wondrous Item, *dancing lights*, *daylight*, *faerie fire*, *light*, *wandering star motes*[APG]

MARK OF THE GRINNING SKULL

PRICE 2,000 GP		
SLOT headband	**CL** 8th	**WEIGHT** 1 lb.
AURA moderate necromancy		**SCALING** bauble

An ebony skull adorns this tarnished silver band. When the wearer successfully demoralizes a creature with an Intimidate check, the penalties for being shaken increase by 2 on checks and rolls involving the wearer. For example, attacks made against the wearer and saves against her spells would take a –4 penalty rather than a –2 penalty.

11th Level: Once per day, the wearer can attempt to frighten a creature with an Intimidate check instead of demoralizing it. She must declare she is doing so before attempting the Intimidate check. The penalty increase for checks and rolls involving the wearer also applies if the creature is frightened in this way.

14th Level: The wearer can attempt to demoralize opponents as a move action instead of as a standard action. If the wearer can already do so because of the intimidating glare barbarian power or a similar ability, she can instead demoralize opponents as a swift action.

CONSTRUCTION REQUIREMENTS	COST 4,625 GP

Craft Wondrous Item, *cause fear*, *doom*

MASK OF MAD MEMORIES

PRICE 2,500 GP		
SLOT head	**CL** 6th	**WEIGHT** 1 lb.
AURA moderate divination		**SCALING** prize



This mask of malleable mithral can be attached to any helmet and worn in conjunction with it. The mask can be placed over the face of a helpless humanoid or monstrous humanoid creature, living or dead, and activated with a command word. The mask absorbs the creature's thoughts and memories and reshapes itself into the creature's likeness—a process that takes 10 minutes. Anyone wearing the mask after it has been activated gains a +5 competence bonus on Knowledge checks, Charisma checks, and Charisma-based skill checks relating to the creature whose memories were absorbed, including checks made to impersonate that creature.

8th Level: The wearer can transform into the target creature's shape, as *disguise self*. Additionally, 10 minutes after the command word is spoken, the mask can alter the target's memories as well as absorb them, as *modify memory* (Will DC 17 negates).

10th Level: The creature speaking the command can substitute *nightmare* for *modify memory*, with the same DC. Additionally, the mask's wearer can understand and read (but not speak) all languages the target creature knows.

12th Level: The mask's wearer can also speak the languages the target creature knows. Additionally, she can attempt to pry the answers to specific questions from the absorbed memories once per day. Treat this as *speak with dead* if the target creature was dead, and otherwise as *contact other plane* to contact a creature from the Astral Plane with no chance of ability score decrease.

14th Level: If the target creature is a humanoid, the wearer can take its form as *alter self* instead of *disguise self*.

17th Level: If the target creature is a Small or Medium monstrous humanoid, the wearer can take its form as *monstrous physique I* instead of *disguise self*.

CONSTRUCTION REQUIREMENTS	COST 30,750 GP

Craft Wondrous Item, *alter self*, *contact other plane*, *detect thoughts*, *disguise self*, *modify memory*, *monstrous physique*, *nightmare*, *speak with dead*, *tongues*

NECKLACE OF INFERNOS

PRICE 9,300 GP		
SLOT neck	**CL** 10th	**WEIGHT** —
AURA moderate evocation		**SCALING** prize

This golden chain is strung with glowing red-golden spheres of various sizes. It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective. It acts as a *necklace of fireballs* (type I) with a 6d6 sphere instead of the 5d6 sphere. After a bead explodes, a tiny new sphere of the same type that exploded begins to bloom along the chain, growing in size and intensity over the course of 1 week, after which it is ready to detonate again.

12th Level: The necklace acts as a *necklace of fireballs* (type II) with an additional 4d6 sphere.

14th Level: The necklace acts as a *necklace of fireballs* (type IV) with a 9d6 sphere instead of the 8d6 sphere.

16th Level: The necklace acts as a *necklace of fireballs* (type VII) with an additional 5d6 sphere.

18th Level: The spheres grow back in 1 day instead of 1 week.

CONSTRUCTION REQUIREMENTS	COST 39,750 GP

Craft Wondrous Item, *fireball*

Pearl of Puissance

SLOT none	**CL** 5th	**PRICE** 1,575 GP
AURA faint transmutation		**WEIGHT** —
		SCALING prize

This seemingly normal pearl of average size and luster holds the secret to endless magical power. It acts as a *pearl of power* (1st level), and the user gains a +1 bonus to her caster level when she casts the spell from the slot she recalled with the pearl.

9th Level: The pearl acts as a *pearl of power* (2nd level).

11th Level: The pearl acts as a *pearl of power* (3rd level).

14th Level: The pearl acts as a *pearl of power* (5th level), but it grants the +1 caster level bonus only if used to recall a spell of 4th level or lower.

15th Level: The pearl acts as a *pearl of power* (6th level), but it grants the +1 caster level bonus only if used to recall a spell of 5th level or lower.

16th Level: The pearl acts as a *pearl of power* (7th level), but it grants the +1 caster level bonus only if used to recall a spell of 6th level or lower.

17th Level: The pearl acts as a *pearl of power* (8th level), but it grants the +1 caster level bonus only if used to recall a spell of 7th level or lower.

19th Level: The pearl acts as a *pearl of power* (9th level), but it grants the +1 caster level bonus only if used to recall a spell of 8th level or lower. Alternatively, the pearl can act as a *pearl of power* (two spells), but when used in this way, it doesn't provide a caster level boost.

CONSTRUCTION REQUIREMENTS	**COST** 51,375 GP

Craft Wondrous Item, creator must be able to cast 9th-level spells

Pouch of Pixie Dust

SLOT none	**CL** 1st	**PRICE** 15 GP
AURA faint transmutation		**WEIGHT** 1 lb.
		SCALING bauble

This delicate pouch contains sparkling dust of various iridescent colors. The owner can withdraw the dust and use it as an unlimited supply of normal colorful powder. She always withdraws powder of the color she desires.

4th Level: Once per day, the owner can imbue the pixie dust she draws from the pouch with fey power to reveal the unseen. This functions as *faerie fire* with a 1-minute duration, but she must throw the powder as a thrown weapon with a range increment of 10 feet against an AC of 5 to hit the correct grid intersection. On a miss, treat the dust as a splash weapon to determine the center of the effect.

6th Level: The owner can use the *faerie fire* ability three times per day.

8th Level: The owner can use the *faerie fire* ability at will.

10th Level: The owner can increase the power of the pixie dust once per day, producing a *glitterdust* effect (Will DC 13 negates the blindness) for 3 rounds. She must throw the powder as a thrown weapon with a range increment of 10 feet against an AC of 5 to hit the correct grid intersection. On a miss, treat the dust as a splash weapon to determine the center of the effect.

13th Level: The owner can use the *glitterdust* ability three times per day.

15th Level: The owner can sprinkle the pixie dust on herself or an adjacent willing target once per day, granting the target the ability to fly (as the *fly* spell) for 5 minutes.

18th Level: The owner can use the *fly* ability three times per day, and she can also throw the pixie dust to grant *fly* to a non-adjacent target. To hit a willing non-adjacent target with the pixie dust, she must throw the dust as a thrown weapon with a range increment of 10 feet and hit an AC of 5 + any modifiers that add to both the target's flat-footed and touch AC, such as deflection bonuses and cover bonuses. On a miss, treat the dust as a splash weapon; if there are creatures in the resulting square, randomly determine which creature in that square is targeted by the *fly* effect.

CONSTRUCTION REQUIREMENTS	**COST** 13,250 GP

Craft Wondrous Item, *faerie fire*, *fly*, *glitterdust*

Robe of the Faerie Queen

SLOT body	**CL** 6th	**PRICE** 4,800 GP
AURA moderate transmutation		**WEIGHT** 1 lb.
		SCALING wonder



When donned, this sheer, sleeved robe fades to near invisibility. It grants the wearer a +4 competence bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against fey. On command, the mantle glows in delicate *faerie fire* of any color of the wearer's choice, and a second command word ends the glow.

8th Level: The mantle magnifies and sharpens the wearer's beauty such that her +4 competence bonus now applies on all Charisma checks, Charisma-based skill checks, and Sense Motive checks against any creature. Against fey, the bonus increases to +6.

10th Level: The mantle's wearer becomes manipulative and eloquent in social situations. Whenever she converses with creatures, she can insert a *suggestion* (Will DC 14 negates) for every 10 minutes of conversation by succeeding at a DC 14 Perform (oratory) check. If she ever fails the Perform (oratory) check to use this ability, all creatures who witnessed her misstep are immune to this ability for 24 hours.

12th Level: Once per day, the wearer can release the glow within the mantle in a single coruscating burst of color. This blinds creatures in a 10-foot radius (Reflex DC 19 negates) for 1d4 rounds and completely dispels any darkness spells of 6th level or lower whose source is within its area.

14th Level: The wearer grows a pair of gossamer wings. The wings are delicate and weak, carrying the wearer only with difficulty. She gains a fly speed of 30 feet (poor maneuverability).

16th Level: The wearer's wings grow stronger, more agile, and more beautiful, and iridescent patterns trace along them.

Her fly speed increases to 60 feet (good maneuverability), and she gains a +5 competence bonus on Fly checks.

18th Level: The wearer gains a small domain in the fey realm. She can access her domain from any location, creating a silvery gateway. Treat her domain as a *mage's magnificent mansion* except that its size equals 20 10-foot cubes/level, the domain appears as wilderness instead of a mansion, and the servants are tiny fey instead of nearly transparent liveried servants.

20th Level: The wearer's type changes to fey, and she gains DR 10/cold iron. If the wearer's type was already fey and she already possessed DR/cold iron, her DR increases by 10 and magic weapons with enhancement bonuses of +3 or greater do not count as cold iron for the purpose of bypassing her DR.

CONSTRUCTION REQUIREMENTS	**COST** 132,000 GP

Craft Wondrous Item, *eagle's splendor*, *faerie fire*, *fly*, *mage's magnificent mansion*, *sunburst*, *suggestion*, creator must be fey

SPECTACLES OF THOUGHT-SEEING

PRICE 3,600 GP

SLOT eyes	**CL** 7th	**WEIGHT** —
AURA moderate divination		**SCALING** prize

The wearer of these ornate crystal lenses gains a +6 competence bonus on Sense Motive checks. When she uses Sense Motive to determine whether someone is lying to her, she gets a brief flash of the liar's thoughts at that instant.

9th Level: When the wearer concentrates, she can perceive the thoughts of a single creature as writing in the air, rendered in the subject's native language. This functions as though the wearer had concentrated on the creature for 3 rounds using *detect thoughts*, and can be blocked with a successful Will save with a DC equal to the wearer's character level + 6 (to a maximum DC of 20). A creature that succeeds at its save can't be affected again for 24 hours. Maintaining concentration requires a standard action each round (as for a spell), and once the wearer ceases concentrating on a creature, she cannot observe thoughts again for 1 minute. This ability can be used for a total of 5 minutes per day. These minutes do not need to be consecutive, but must be used in 1-minute increments. The glasses fail to function against creatures with an Intelligence score of 2 or lower or without a written language.

11th Level: The competence bonus on Sense Motive checks increases to +8. The *detect thoughts* effect can be used for 10 minutes per day. In addition to seeing the creature's thoughts in its native language, the wearer gets visual impressions of the creature's thoughts. She might see the face of someone the creature is thinking about, for instance, or see an image of that creature stabbing someone if it's planning an attack.

13th Level: The competence bonus on Sense Motive checks increases to +10. The *detect thoughts* effect is constant—the wearer no longer needs to concentrate to maintain it, and there is no longer a limit on the number of rounds per day.

CONSTRUCTION REQUIREMENTS	**COST** 15,250 GP

Craft Wondrous Item, *detect thoughts*, creator must have 10 ranks in Sense Motive

STAR OF VISION

PRICE 14,400 GP

SLOT eyes	**CL** 11th	**WEIGHT** —
AURA moderate divination		**SCALING** prize

When touched to an eye, this star-shaped gem affixes itself until willingly removed or pried from an unconscious wearer. On command, the wearer can share her vision of her surroundings with allies within 60 feet. This gives them the benefit of any special visual sense she has (such as darkvision or *see invisibility*) and even allows blind allies to see, assuming the wearer is not herself blind. This effect lasts for 1 minute, and once used, can't be activated again for 30 minutes. While the effect is active, an ally of the wearer can switch back and forth at will between sharing the wearer's vision and seeing through his own eyes.

12th Level: The shared senses effect lasts for 10 minutes. While sharing senses, the wearer automatically discovers the number and location of secret doors in a 60-foot cone in front of her, as though she had been studying the area for 2 rounds with *detect secret doors*. (This effect doesn't grant any of the other benefits of *detect secret doors*.)

14th Level: While sharing senses, the wearer gains the benefit of *see invisibility*.

16th Level: Once per day, when the wearer activates the *star of vision*, she gains the benefit of *true seeing* for the duration of the effect.

CONSTRUCTION REQUIREMENTS	**COST** 23,625 GP

Craft Wondrous Item, *detect secret doors*, *see invisibility*, *telepathic bond*, *true seeing*

STARGAZER'S GLASS

PRICE 1,250 GP

SLOT none	**CL** 7th	**WEIGHT** 1 lb.
AURA moderate divination		**SCALING** bauble



This spyglass grants enhanced vision of celestial bodies and the movements of the cosmos in the dark of night. Anyone looking through the spyglass gains a +5 competence bonus on skill checks to learn about the movements of the heavens or the constellations. These are typically Knowledge (nature) checks.

9th Level: Objects viewed through the spyglass are magnified to 4 times their size instead of 2 times their size. This ability functions at all times, not just at night.

11th Level: Looking through the spyglass also grants the viewer low-light vision at night, and objects viewed through the spyglass are magnified to 6 times their size.

13th Level: While outdoors at night and looking through the *stargazer's glass,* the user can increase the range of a spell she casts of the pattern subschool or with the light descriptor as if using the Reach Spell metamagic feat (*Pathfinder RPG Advanced Player's Guide* 168). She increases the spell's range by one

category—from touch to close range, close to medium range, or medium to long range—without increasing the spell's level. This ability can be used once per night. Objects viewed through the spyglass are magnified to 8 times their size.

15th Level: The user can extend the range of the spell by two categories instead of one. Objects viewed through the spyglass are magnified to 10 times their size.

CONSTRUCTION REQUIREMENTS	**COST** 6,000 GP
Craft Wondrous Item, Reach Spell[APG], *clairaudience/clairvoyance*, *keen sense*[APG]	

STRAND OF MANY PRAYER BEADS

PRICE 900 GP

SLOT none	**CL** 4th	**WEIGHT** 1/2 lb.
AURA faint (many schools)		**SCALING** prize

This item appears to be a simple string of prayer beads until the owner casts a divine spell while carrying the beads. Once that occurs, she learns how to activate one of the strand's special beads—a *bead of blessing*—to cast *bless* once per day.

9th Level: The owner can also activate the strand's *bead of healing* to cast *cure serious wounds* once per day.

10th Level: The owner can also activate the strand's *bead of healing* to cast *remove blindness/deafness* or *remove disease* instead of *cure serious wounds*.

14th Level: The owner can also activate the strand's *bead of smiting* to cast *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (whichever was used to craft the item) once per day.

16th Level: The owner can also activate the strand's *bead of karma* to cast her spells with a +4 caster level bonus for 10 minutes once per day.

19th Level: The owner can also activate the strand's *bead of wind walking* to cast *wind walk* once per day.

CONSTRUCTION REQUIREMENTS	**COST** 51,375 GP
Craft Wondrous Item, *bless*, *cure serious wounds*, *remove blindness/deafness*, *remove disease*, *righteous might*, *wind walk*, and either *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight*	

VEST OF GOLDEN LEAVES

PRICE 2,400 GP

SLOT chest	**CL** 6th	**WEIGHT** 4 lbs.
AURA moderate transmutation		**SCALING** prize



This garment is lined with gilded leaves, magically preserved in their autumnal splendor. The leaves retain this natural appearance in urban areas or natural settings other than forests or wooded areas. When the wearer is in a forest environment, the vest's leaves change to match the local flora. As long as the wearer moves no more than half her base speed in a given round, she gains a +4 bonus on Stealth checks and can attempt Stealth checks without cover or concealment. Each time the wearer attacks, the leaves turn blood red, negating this effect for 1 minute.

8th Level: Once per day, the wearer can detach one of the leaves of the garment and send it floating toward a location she specifies, borne on the wind but otherwise identical in effect to an *animal messenger*.

11th Level: Once per day, the wearer can either assume *tree shape* or transform herself into a cloud of leaves floating, falling, and swirling about in a mass the same size as the wearer's actual body. This leaf form is equivalent to *gaseous form,* but the wearer also gains vulnerability to fire.

13th Level: The wearer can, in place of using either of the vest's 11th-level abilities, choose to release a number of leaves equal to 1/2 her Hit Dice as remote magical sensors. These leaves are identical in effect to *prying eyes,* except that they have vulnerability to fire.

16th Level: The leaves warp and distort the wearer's location as *blur*, providing a 20% miss chance.

20th Level: The wearer can step into any tree that possesses leaves and out of another tree of the same kind that also possesses leaves, as *tree stride*. She can use this ability a number of times per day equal to her Hit Dice.

CONSTRUCTION REQUIREMENTS	**COST** 66,000 GP
Craft Wondrous Item, *arcane eye*, *blend*[ARG], *blur*, *command plants*, *prying eyes*, *tree shape*, *tree stride*	

VEST OF ELDRITCH PRESERVATION

PRICE 8,000 GP

SLOT chest	**CL** 9th	**WEIGHT** 1 lb.
AURA moderate abjuration		**SCALING** prize

Woven of aranea silk, this vest grants potent protection against spells that would warp the wearer's mind or body. Its wearer gains a +2 bonus on saving throws against curses, enchantments, and transmutations.

11th Level: Once per day, the wearer can remove the shaken or sickened condition from himself or an ally with a touch. This is a standard action, or a swift action if he cures himself. In addition, the wearer can't be compelled to keep a cursed item. This doesn't prevent the cursed item's effects, but does allow the wearer to freely discard the item.

13th Level: Once per day as an immediate action, the wearer can use *break enchantment* against an effect that has just taken hold of him, even if the effect causes him to lose consciousness or control of his actions. Only a single effect can be targeted by this use of *break enchantment*. This protection can be recharged by casting *break enchantment* on the vest.

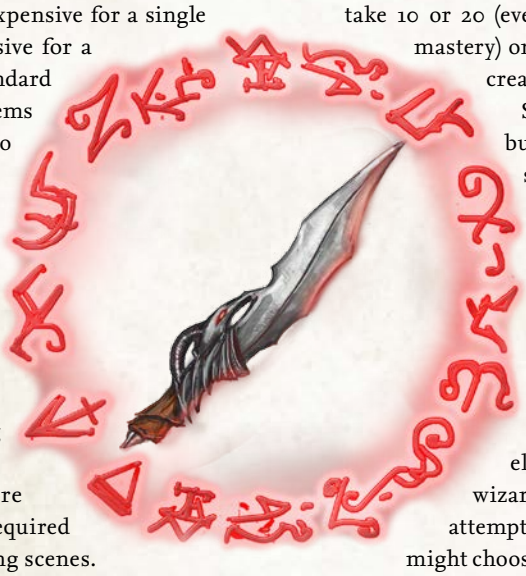
15th Level: The conditions the wearer can remove with a touch now also include cursed (as *remove curse*), dazed, and frightened.

CONSTRUCTION REQUIREMENTS	**COST** 18,000 GP
Craft Wondrous Item, *break enchantment*	

Dynamic Magic Item Creation

In folklore, a major part of any magic item's mystique is the tale of its creation. With the dynamic magic item creation system, the crafting of magic items becomes a quick but interesting story in which the whole party can participate. Items created in this way have unusual properties that lend them character and remind the PCs of the choices they made during item creation.

Along with adding flavor to the crafting of magic items, this system changes the average cost of magic item creation to be variable—generally more expensive for a single creator, and possibly less expensive for a group that works together. The standard system for the creation of magic items presented in the *Core Rulebook* leads to automatic successes during crafting, and given enough days of downtime, it can lead to a wild power imbalance between PCs who opt into the crafting system and all other characters. The system presented here encourages characters to work together to play out the story of the item's creation while also adding unique touches to the resulting item.



For groups that prefer a more in-depth experience, replace the required skill checks below with roleplaying scenes.

Overview

The magic item creation system in this section divides the creation of magic items (other than potions and scrolls) into a series of challenges that the creators try to overcome. These challenges represent either setbacks or opportunities in the course of the creation process. The first and final challenges in the process are the same for every item: preparing the vessel and completing the item (see page 181).

Between those steps, the characters face a number of random challenges based on the total market price of the item. The process includes one additional challenge per 5,000 gp in the item's market price (minimum 1), though the GM could increase or decrease the number. Having more challenges means it's more likely that an item will have unexpected properties, for good or ill. It also makes the item's creation more expensive or time consuming on average for less skilled characters, and conversely the process will likely be cheaper and faster for a highly skilled party.

Challenges

Each challenge the PCs face represents a setback or opportunity in the magic item creation process. This system assumes that the PCs involved are gathering exotic ingredients, searching through the notes of others who have crafted similar items, and dealing with unexpected mystical variables. It allows the entire party to participate, so anyone who wishes to help counts as a creator, and only one creator needs to have the required item creation feat.

Attempting Challenges

Each challenge presents two tasks. One creator can choose a single task to attempt, or two creators can each choose to do a different task. This choice of tasks to attempt must be made before rolling any associated checks. Creators can't take 10 or 20 (even with bardic knowledge or skill mastery) or benefit from aid another on item creation tasks.

Some tasks don't require checks, but present other conditions for success. If a creator takes on such a task, it must be completed before attempting a task that involves a check.

If the creators decide to attempt both tasks for a given challenge, each task must be attempted by a different creator. For instance, when faced with a sesquipedalian elucidation challenge (see page 185), a wizard might pull out his dictionary and attempt a Linguistics check, while a rogue might choose to make up her own big words and attempt a Use Magic Device check. The number of tasks attempted and their success or failure determines the outcome of the challenge, as detailed below.

One Task Attempted	Both Tasks Attempted	Challenge Result
—	Succeed at both	Critical success
Succeed	Succeed at one and fail the other by less than 5	Success
Fail	Succeed at one and fail the other by 5 or more	Failure
—	Fail both	Critical failure

Challenge Format

The stat block for a challenge includes a short description and the following sections.

Tasks: These are the options a creator can choose from when trying to complete the challenge. They contain only short titles, and the GM should interpret the specifics in an interesting way that makes sense based on the story.

Results: These entries cover the consequences of success or failure. Use the results from only one category; a critical success doesn't also give the benefits of a normal success,

and a critical failure doesn't also impose the effects of a normal failure.

Paying for the Item

The default cost for item creation with this method is 85% of the item's market value. Various challenges can raise and lower this amount. A party encountering and critically succeeding at a large number of challenges can likely bring the cost below 50%.

You must purchase weapons, armor, and other items that require masterwork or ingredient components separately to begin the process. Subtract those costs from the item's market value for the purposes of all cost calculations (though not for the purposes of the required creation time or number of challenges encountered).

Before attempting the first challenge, the PCs purchase the initial materials by spending 25% of the item's market price. As part of the final challenge, the PCs must pay the remaining amount, accounting for any adjustments.

The PCs can abandon an item at any time. They don't have to pay the remaining amount, but they can't use the materials from one attempt on another item.

Creation Time

The default amount of time it takes to create an item with this system is the same as in the normal item creation rules (*Core Rulebook* 548). The process can't be accelerated by increasing check DCs as with the normal rules.

Space the challenges out evenly. For instance, having four challenges for a 10,000 gp item (two base, two random) means having a challenge at the beginning, another after 3 days of work, the third challenge 7 days in, and the final on day 10.

Adjustments

The first challenge, preparing the vessel, sets some base statistics for the new magic item. Further challenges can cause adjustments to the magic item. The GM can create her own challenges, and should consider the DCs of the challenge's tasks when deciding adjustments. Challenges with lower DCs should typically have benefits that merely avoid negative adjustments, while challenges with higher DCs should be more likely to add beneficial adjustments.

Cost: Challenges that adjust the cost increase or decrease the crafting cost by increments of 5% of the final market price. The cost can go over 100%, meaning the item would cost more to make than its market price. The final cost can never be lower than the initial 25% investment; the characters can't get a refund of that expenditure.

Time: Challenges may add or subtract the number of remaining days of work required to create the item. When this happens, adjust the timing of challenges accordingly. The total number of days of work can never decrease below 1, nor can it decrease below the number of days the characters have already spent crafting the item. For example, if on day 3 of a 5-day process a successful challenge decreases the time by 1 day, the final challenge will happen on day 4 instead. But if the result says to decrease the time by 3 days, the PC is instead able to attempt the final challenge immediately.

Perks, Quirks, and Flaws: A challenge may add a beneficial perk, a somewhat neutral quirk, or a detrimental flaw to the item (see pages 187–191). These three types of adjustments give an item a distinct flavor that sets it apart from others of its kind. The GM should secretly roll for perks, quirks, and flaws as they occur, rerolling duplicate or contradictory results. *Detect magic* and *identify* typically don't reveal an item's perks, quirks, and flaws; *analyze dweomer* does, though only once the item is complete.

Destruction: A few challenges can, if critically failed, destroy the in-progress item, which costs the PCs their current investment. Such challenges come with enticing benefits for critically succeeding, making them potentially worth the risk.

Base Challenges

The following two challenges bookend the dynamic magic item creation process. Preparing the vessel is always the first challenge, and completing the item is always last.

Prepare the Vessel

You must create or prepare an item to handle the magic you intend to instill within it.

Tasks

Forge a New Vessel Craft (item's type) DC 15 + item's caster level
Mystical Preparations Spellcraft DC 15 + item's caster level

Results

Critical Success You have a superlative and efficient vessel. Set the base cost at 75% of the market price, and set the item's creation time to 1 day per 2,000 gp of the item's market price.
Success You have a satisfactory vessel. Set the base cost at 85% of the market price, and set the item's creation time to 1 day per 1,000 gp of the item's market price.
Failure You have a flawed vessel. Set the base cost at 100% of the market price, set the item's creation time to 1 day per 500 gp of the item's market price, and add one flaw.
Critical Failure The vessel is destroyed.

Complete the Item

You put the finishing touches on the item.

Tasks

Improvise Use Magic Device DC 15 + item's caster level
Provide the Requirements Meet all the item's prerequisites

Results

Critical Success You complete the item with a masterful flourish. Reduce the item's cost by 10%.
Success You have completed the item.
Failure The item is destroyed.
Critical Failure —

Random Challenges

The Game Master should roll on the table below to determine which challenges the player characters face while making the item. Alternatively, the GM can instead choose a particular challenge based on the circumstances of the campaign.

d%	Challenge
01–04	Aberrant mutation
05–08	Challenging construction
09–12	Contradictory instructions
13–16	Cryptic cross-reference
17–20	Distracting visitor
21–24	Emotion requirement
25–28	Energy overload
29–32	Enticing offer
33–36	Fragile components
37–40	Historic stumbling block
41–44	Illegal ingredients
45–48	Infested ingredients
49–52	Ingredients develop quasi-sentience
53–56	Intrusive spirit
57–60	Ley line convergence
61–64	Magical resonance
65–68	Planar peculiarity
69–72	Rare reference
73–76	Reagent shortage
77–80	Regal requisite
81–84	Sesquipedalian elucidation
85–88	Structural flaw
89–92	Sudden inspiration
93–100	Class-specific challenge (see page 185)

Aberrant Mutation

The item's components have mutated, and so has your item, evolving in strange new ways.

Tasks

Alter Mutation Spellcraft DC 15 + item's caster level

Analyze Mutation Knowledge (dungeoneering) DC 25

Results

Critical Success Mutation proves helpful. 1 perk.

Success Mutation proves harmless. 1 quirk.

Failure Mutation proves harmful. 1 flaw.

Critical Failure Mutation spirals out of control. Item switches to a random item of the same type or slot, but of lesser value. If none exists, the item is instead destroyed; you lose 25% of the item's market price and must start over.

Challenging Construction

One or more elements of your item's design are particularly difficult to execute.

Tasks

Blueprint and Plan Knowledge (engineering) DC 25

Rely on Your Craftsmanship Craft (item's type) DC 20 + item's caster level

Results

Critical Success Challenge exceeded. –1 day, –10% cost.

Success Challenge overcome. No adjustment.

Failure Construction proved costly. +2 days, +5% cost.

Critical Failure Construction botched. +15% cost, 1 flaw.

Contradictory Instructions

Two respected sources disagree vehemently on the next step in the process.

Tasks

Discern the Sounder Choice Knowledge (arcana) DC 15 + item's caster level

Take a Middle Path Spellcraft DC 20 + item's caster level

Results

Critical Success Best of both worlds. –3 days, –5% cost.

Success Contradiction resolved. No adjustment.

Failure Misstep. +3 days, +5% cost.

Critical Failure Worst of both worlds. +7 days, +10% cost.

Cryptic Cross-Reference

You're having trouble figuring out where to find the information you need across multiple volumes.

Tasks

Follow the Footnotes Linguistics DC 20

Make Something Up Use Magic Device DC 15 + the item's caster level

Results

Critical Success Perfect coordination. –3 days, –5% cost.

Success Excellent notes. –1 day.

Failure Lost in paperwork. +3 days.

Critical Failure Series of missteps. +3 days, 1 flaw.

Distracting Visitor

An unwanted interloper shows up while you're trying to work, making it challenging to concentrate.

Tasks

Ignore the Distraction concentration DC 15 + item's caster level

Send the Visitor Away Diplomacy or Intimidate DC 20

Results

Critical Success Unexpected helpfulness. –1 day, –5% cost.

Success Short chat. No adjustment.

Failure Distracted. +1 day, 1 quirk.

Critical Failure Offended visitor interferes. +2 days, +5% cost, 1 flaw.

Emotion Requirement

In order to create the item, you need to harness a particular raw emotion.

Tasks

Elicit through Performance Perform (any) DC 20 + item's caster level



Manipulate Others Bluff DC 20 + item's caster level

RESULTS

Critical Success Power from emotional surge. –5% cost, 1 perk.
Success Harnessed emotions. No adjustment.
Failure Tepid emotions. +1 day, +5% cost, 1 quirk.
Critical Failure Interference from opposing emotions. +3 days, +10% cost, 1 flaw.

ENERGY OVERLOAD

A sudden surge of energy builds up within your item, threatening to damage or destroy it.

TASKS

Channel into Your Body Fortitude DC 20 + item's caster level
Divert to Another Item Craft (item's type) DC 20 + item's caster level

RESULTS

Critical Success Overload leveraged. –2 days, –10% cost, 1 perk.
Success Overload diverted. 1 quirk.
Failure Expensive damage. +7 days, +15% cost.
Critical Failure Eldritch explosion. Item destroyed. Creators take 1d6 points of damage per caster level of the item.

ENTICING OFFER

A shady figure approaches you with an offer that would make completing your item faster and cheaper.

TASKS

Discern True Worth Sense Motive DC 20
Incorporate Offer Spellcraft DC 20 + item's caster level

RESULTS

Critical Success It actually worked! –1 day, –5% cost, 1 quirk.
Success Avoid mischief. No adjustment.
Failure Not exactly as advertised. –1 day, –5% cost, 2 flaws.
Critical Failure Completely duped. +1 day, +5% cost, 2 flaws.

FRAGILE COMPONENTS

Some of the most important components of your item are extremely fragile.

TASKS

Reinforce Design Craft (item's type) DC 15 + item's caster level
Use a Delicate Touch Sleight of Hand DC 15 + item's caster level

RESULTS

Critical Success Flawless components. –10% cost.
Success Undamaged components. No adjustment.

Failure Damaged components. +1 day, +5% cost.
Critical Failure Item destroyed. Lose 25% of the item's market price and start over.

HISTORIC STUMBLING BLOCK

Your creation techniques have run across a challenging difficulty experienced by many past crafters.

TASKS

Learn from History Knowledge (history) DC 25
Solve It Yourself Spellcraft DC 20 + item's caster level

RESULTS

Critical Success An amazing workaround overcomes the issue. –3 days, –5% cost.
Success Stumble avoided. –1 day.
Failure Doomed to repeat the same mistake. +3 days, +10% cost.
Critical Failure Misapplied techniques result in disaster. +7 days, +10% cost, 1 flaw.

ILLEGAL INGREDIENTS

One or more of the necessary ingredients is flagrantly illegal, and needs to be acquired through criminal means.

TASKS

Entreat the Black Market Knowledge (local) DC 25
Smuggle It Yourself Sleight of Hand DC 30

RESULTS

Critical Success Sell surplus to a fence. –10% cost.
Success Found just enough. No adjustment.
Failure Failed procurement. +5 days, +5% cost, 1 quirk.
Critical Failure Arrested and fined. +15% cost, creator attempting smuggling is arrested and sentenced to jail time or escapes custody and is on the run.

INFESTED INGREDIENTS

Critical ingredients were infested by an exotic rot or colony of vermin, rendering them unusable.

TASKS

Procure Inexpensive Replacements Appraise DC 25
Purge the Infestation Heal DC 30

RESULTS

Critical Success Seller's market. –5% cost.
Success Crisis averted. No adjustment.
Failure Gouged on prices. +10% cost.
Critical Failure Infestation spreads into item. +5% cost, 1 quirk, 1 flaw.

INGREDIENTS DEVELOP QUASI-SENTIENCE

Somehow, one or more of your item's components have developed a limited intelligence.

TASKS

Coax Ingredients to Greater Performance Handle Animal DC 30
Magically Force Ingredients into Order Spellcraft DC 15 + item's caster level

RESULTS

Critical Success Item proceeds as normal but becomes an intelligent item of your alignment, and it likes you.
Success Ingredients work with you. 1 perk if you coaxed the ingredients; –5% cost if you coerced the ingredients.
Failure Ingredients rebel against you and escape or sabotage the item. +15% cost, 1 flaw.
Critical Failure Item proceeds as normal but becomes an intelligent item of a contrary alignment, and it hates you.

INTRUSIVE SPIRIT

Your item's creation draws the attention of a wandering spirit with some affinity for the item.

TASKS

Exorcise Spirit Knowledge (religion) DC 25
Seek Spirit's Aid Diplomacy DC 20 + item's caster level

RESULTS

Critical Success Spirit's release. –3 days, –5% cost, 1 perk.
Success No adjustment for exorcising the spirit; –1 day, –5% cost, 1 quirk for seeking the spirit's aid.
Failure Spirit's interference. +3 days, +5% cost, 1 quirk.
Critical Failure Spirit's wrath. Item is cursed.

LEY LINE CONVERGENCE

The item's creation is dependent on the energy of intersecting ley lines or of another magical location.

TASKS

Adjust Accordingly Knowledge (arcana) DC 20 + item's caster level
Find the Perfect Spot Knowledge (geography) DC 25

RESULTS

Critical Success Auspicious convergence. –2 days, 1 perk.
Success Satisfactory location. No adjustment.
Failure Misaligned location. +3 days, 1 quirk.
Critical Failure Deleterious convergence. +10% cost, 1 flaw.

MAGICAL RESONANCE

The magical auras of several components thrum with a strange resonance whenever they are near each other.

TASKS

Analyze the Cause Spellcraft DC 15 + item's caster level
Follow the Rhythm Perform (any) DC 15 + item's caster level

RESULTS

Critical Success Resonant power revealed. –1 day, 1 perk.
Success Resonance limited. 1 quirk.
Failure Resonance interferes. +1 day, +5% cost, 1 quirk.
Critical Failure Out of control! +3 days, +10% cost, 1 flaw.

PLANAR PECULIARITY

You realize that your item's creation is influenced by planar convergences or other peculiarities.

TASKS

Consult a Planar Orrery Knowledge (planes) DC 25

Secure Outsider's Assistance Diplomacy DC 20 + item's caster level

RESULTS

Critical Success Perfectly aligned. –3 days, –5% cost, 1 perk.
Success Well aligned. –1 day.
Failure Poorly aligned. +1 day, 1 quirk, 1 flaw.
Critical Failure Catastrophically aligned. +3 days, +5% cost, 1 flaw.

RARE REFERENCE

You uncovered a reference that a rare book located in a large library will help with the item's creation.

TASKS

Check the Card Catalog Linguistics DC 20
Scan the Shelves Perception DC 30

RESULTS

Critical Success Expedient search. –3 days.
Success Found it! –1 day.
Failure Lengthy search. +3 days.
Critical Failure Huge delays and fees. +10 days, +5% cost.

REAGENT SHORTAGE

You suddenly realize that you don't have enough stock of an important ingredient.

TASKS

Improvise a Substitution Craft (alchemy) DC 30
Search for More Survival DC 25

RESULTS

Critical Success Amazing combination. –5% cost, 1 perk.
Success Sufficient components. No adjustment.
Failure Missing component. +10% cost.
Critical Failure Terrible mix. +5% cost, 1 flaw.

REGAL REQUISITE

Your item requires a king's hair, a prince's kiss, or some other participation from high-ranking nobility.

TASKS

Exploit Noble Ties Knowledge (nobility) DC 25
Falsify the Ingredients Use Magic Device DC 20 + item's caster level

RESULTS

Critical Success Regal synergy. 1 perk.
Success No adjustment for noble ties; 1 quirk for falsified ingredients.
Failure Introduced impurities. 1 flaw.
Critical Failure Impurities and ostracism. +3 days, 1 flaw, creator attempting to exploit noble ties is ostracized at court.

SESQUIPEDALIAN ELUCIDATION

The instructions for your next component are nearly impossible to understand due to abstruse language.

TASKS

Consult a Dictionary Linguistics DC 15 + item's caster level
Make Up Your Own Big Words Use Magic Device DC 20 + item's caster level

RESULTS

Critical Success Master of erudition. –3 days, –5% cost.
Success Instructions elucidated. –1 day.
Failure Nonplussed. +3 days, +5% cost.
Critical Failure Confounded. +7 days, +10% cost.

STRUCTURAL FLAW

Partway through the creation process, you notice a flaw in the item's physical design.

TASKS

Disassemble and Adjust Disable Device DC 30
Turn to Your Advantage Craft (item's type) DC 20 + item's caster level

RESULTS

Critical Success Surprising benefits. +1 day, –10% cost, 1 perk.
Success Meticulousness pays off. +1 day, –5% cost.
Failure Insurmountable flaw. +3 days, +5% cost, 1 flaw.
Critical Failure Item destroyed in disassembly. Lose 25% of the item's market price and start over.

SUDDEN INSPIRATION

You are struck with a sudden stroke of brilliance and alter the creation process.

TASKS

Improve the Item Spellcraft DC 20 + item's caster level
Improve the Methodology Knowledge (arcana) DC 20 + item's caster level

RESULTS

Critical Success Incredible breakthrough. –2 days, –5% cost, 1 perk.
Success Breakthrough. 1 perk for improved item; –2 days for improved methodology.
Failure False lead. +1 day, 1 quirk.
Critical Failure Terrible idea. +2 days, +5% cost, 1 flaw.

CLASS-SPECIFIC CHALLENGES

To generate a class-specific challenge, determine which of the following challenges applies to at least one creator working on the item and pick one randomly from among those options. If none of these applies, choose a fitting challenge from the previous section (such as illegal ingredients for a rogue or rare reference for a wizard).

Challenge	Appropriate Creators
Crisis of faith	Divine spellcaster with a patron deity
Instability from within	Spellcaster who draws power from within, such as an oracle or a sorcerer
Natural disaster	Creator with a connection to nature, such as a druid or a ranger
Natural wonder	Creator with a connection to nature, such as a druid or a ranger



Otherworldly aid	Creator with a connection to outsiders, spirits, a patron, or a curse, such as an infernal sorcerer, an oracle, or a witch
Otherworldly interference	Creator with a connection to outsiders, spirits, a patron, or a curse, such as an infernal sorcerer, an oracle, or a witch
Personal surge	Spellcaster who draws power from within, such as an oracle or a sorcerer
Sign from the gods	Divine spellcaster with a patron deity

CRISIS OF FAITH

During the creation process, you experience ill omens from your patron deity that make you question your very faith.

TASKS

Persevere Will DC 20 + item's caster level

Search for Answers Knowledge (religion) DC 15 + item's caster level

RESULTS

Critical Success Perseverance pays off. 1 perk.

Success Crisis overcome. No adjustment.

Failure Shaken faith. +1 day, +5% cost, 1 quirk.

Critical Failure Patron's ire. +3 days, +10% cost, 1 flaw.

INSTABILITY FROM WITHIN

Something within you emerges at an inopportune time and threatens the item's creation.

TASKS

Account for the Instability Knowledge (arcana) DC 15 + item's caster level

Roll with It Use Magic Device DC 20 + item's caster level

RESULTS

Critical Success Instability exploited. –5% cost, 1 quirk.

Success Instability avoided. No adjustment.

Failure Erratic item. +5% cost, 1 quirk.

Critical Failure Unstable item. +5% cost, 1 quirk, 1 flaw.

NATURAL DISASTER

During a stage of the item's creation in a natural setting, there's an unexpected natural disaster.

TASKS

Harness the Power Use Magic Device DC 20 + item's caster level

Take the Proper Precautions Survival DC 15 + item's caster level

RESULTS

Critical Success Shaped by the disaster's power. –10% cost, 1 quirk, 1 perk.

Success Danger avoided. 1 quirk for harnessing the power; no adjustment for precautions.
Failure Damaging disaster. +7 days, +10% cost.
Critical Failure Disastrous consequences. Item destroyed. Lose 25% of the item's market price and start over. Creators take 1d6 points of damage per item's caster level of an energy type appropriate to the disaster.

NATURAL WONDER

During a stage of the item's creation in a natural setting, a rare wonder of nature reveals itself.

TASKS

Reflect on the Wonder's Beauty Craft (item's type) DC 20 + item's caster level
Show Respect for Nature Knowledge (nature) DC 20 + item's caster level

RESULTS

Critical Success Wondrous boon. –10% cost, 1 perk.
Success Inspiring wonder. –5% cost, 1 quirk.
Failure Ephemeral wonder. +1 day, 1 quirk.
Critical Failure Distracting wonder. +7 days, +5% cost, 1 quirk.

OTHERWORLDLY AID

Otherworldly beings are tampering with your item's creation in an attempt to assist you.

TASKS

Alter Construction Accordingly Craft (item's type) DC 20 + item's caster level
Respectfully Redirect Their Efforts Diplomacy DC 20 + item's caster level

RESULTS

Critical Success Incredible Aid. –6 days, –10% cost, 1 quirk.
Success Effective Aid. –3 days, –5% cost, 1 quirk.
Failure Ineffective Aid. 1 quirk.
Critical Failure Disaster. +3 days, +10% cost, 1 quirk, 1 flaw.

OTHERWORLDLY INTERFERENCE

Otherworldly beings are meddling with your item's creation, whether from near or afar.

TASKS

Convince Them to Stop Diplomacy DC 20 + item's caster level
Use Protective Measures Knowledge (religion or planes) DC 20 + item's caster level

RESULTS

Critical Success Otherworldly repairs. –3 days, –10% cost, 1 quirk.
Success Inconsequential interference. No adjustment.
Failure Unrelenting interference. +5% cost, 1 quirk.
Critical Failure Severe interference. +3 days, +5% cost, 1 quirk, 1 flaw.

PERSONAL SURGE

A surge of beneficial power springs up from unknown depths within you.

TASKS

Embrace the Power Use Magic Device DC 20 + item's caster level
Focus the Surge Spellcraft DC 20 + item's caster level

RESULTS

Critical Success Incredible surge. –3 days, –5% cost, 1 perk.
Success Surging boost. –1 day, –5% cost.
Failure Squandered surge. 1 quirk.
Critical Failure Overload. +5% cost, 1 quirk, 1 flaw.

SIGN FROM THE GODS

During the creation process, you receive signs that indicate your patron's favor.

TASKS

Donate to the Faith Donate 5% of the item's market price or more to the patron's interests
Offer Prayers of Thanks Knowledge (religion) DC 20 + item's caster level

RESULTS

Critical Success Divine intervention. Halve the remaining number of days, 1 perk.
Success Favor's blessing. 1 perk.
Failure Ingratitude's comeuppance. 1 flaw.
Critical Failure —

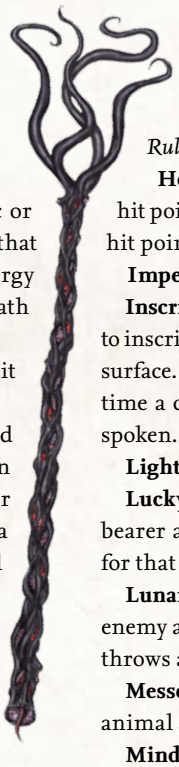
PERKS

Perks are beneficial adjustments to an item, often gained from critical success at a challenge. The strongest perks tend to have the highest numbers on the table below. Reroll duplicates and perks that don't fit the item. Feel free to invent your own perks or apply an appropriate perk without rolling.

d%	Perk
01–04	Lightweight
05–08	Durable
09–12	Impervious
13–16	Energy-kissed
17–20	Sacred[1]
21–24	Faithful[1]
25–28	Shielding
29–32	Tentacled touch[2]
33–36	Inscribed
37–40	Eager
41–44	Enemy glow
45–48	Hated Foe[3]
49–52	Skillful
53–56	Exemplar[4]
57–60	Unassuming
61–64	Lucky
65–68	Draconic
69–72	Mindlinked[5]
73–76	Messenger
77–79	Healthful

80–82	Energetic[3]
83–85	Lunar
86–88	Solar
89–91	Potent
92–94	Spying
95–97	Resizing
98–100	Egoistic[3]

[1] Creator must have levels in a divine spellcasting class and have a patron deity.
[2] Item must be one that delivers effects upon touch, such as a staff or a wand.
[3] Item must be a weapon.
[4] Item must be a weapon, armor, or an activated item.
[5] Item must be activated by a command word.



Draconic: Determine a random type of chromatic or metallic dragon. The item has a sheen in the color of that dragon's scales, and grants its bearer 3 points of energy resistance against the damage type that dragon's breath weapon deals.

Durable: The item has twice as many hit points as it normally would.

Eager: The item always wants to be worn or held by its owner. The owner can draw an eager weapon or handheld item as a swift action, don eager armor in half the time, and don any other eager item as a swift action, though it takes twice as long as normal to remove eager armor and 1 full round to remove or stow any other eager item. The DC to disarm or steal an eager item increases by 5.

Egoistic: All of the bearer's feats and class features that affect a specific weapon or weapon group change to affect the egoistic weapon's type or group as long as she possesses the weapon. If the bearer can specify more than one type or group, she can choose which weapon or group she retains and which switch to the egoistic weapon's type or group.

Enemy Glow: The item glows when a specific type of creature is nearby. Either choose an appropriate type or roll one randomly on the ranger's favored enemy list (*Core Rulebook* 64).

Energetic: The item deals 1 additional point of damage of an energy type randomly determined upon creation. This damage isn't multiplied on a critical hit.

Energy-Kissed: The item is immune to a random type of energy, but doesn't grant this immunity to its bearer.

Exemplar: The item is a perfect example of its kind, granting advantages against similar items. Exemplar weapons grant a +1 AC bonus against other weapons of that type (such as longswords), armors grant a +1 bonus on attack rolls against enemies wearing that type of armor (such as breastplates), and activated items grant a +1 bonus on saving throws against other items of that exact function (so a *staff of fire* would grant its benefit against other *staves of fire*, but not against any other staves).

Faithful: The item's caster level is treated as 1 higher when its effects benefit the faithful of its creator's patron deity or when used against worshipers of one faith hated by that deity (selected by the creator if the patron hates multiple faiths). The item also gains a +1 bonus on damage rolls against hated worshipers. If more than one creator qualifies, the creators must choose one of their patrons.

Hated Foe: The weapon deals 1 additional point of damage when it hits a specific type of creature. Either choose an appropriate type or roll one randomly on the ranger's favored enemy list (*Core Rulebook* 64).

Healthful: The bearer of this item regains 1 additional hit point from any magical effect that causes her to regain hit points.

Impervious: The item's hardness is 5 higher than usual.

Inscribed: The item's bearer can spend a full-round action to inscribe a hidden message up to 25 words long on the item's surface. This message remains invisible until either the next time a creature holds the item or a specific passphrase is spoken. Inscribing a new message erases the previous one.

Lightweight: The item weighs half as much as normal.

Lucky: Each day, there's a 50% chance the item grants its bearer a +1 luck bonus on a random type of saving throw for that day.

Lunar: While exposed to moonlight, this item causes any enemy adjacent to the bearer to take a –1 penalty on saving throws against *sleep* and similar effects.

Messenger: Once per week, the item can transform into an animal and deliver a message as the *animal messenger* spell.

Mindlinked: The item is linked to the owner, who can command it mentally. The action cost is the same, but it doesn't make noise and the activation is purely mental.

Potent: The item's caster level is 1 higher than intended.

Resizing: This item automatically resizes itself to match the size of its bearer. The size change takes 1 minute.

Sacred: The item glows with the image of its creator's holy or unholy symbol, counting as a holy or unholy symbol for all purposes. If more than one creator qualifies, the creators choose one of their patrons' holy or unholy symbols.

Shielding: This item negates the first *magic missile* directed at it or its bearer each day. If a caster directs multiple missiles at the bearer simultaneously, reduce the number of missiles that strike the bearer by one.

Skillful: The item grants a +1 competence bonus on checks with a random skill.

Solar: While exposed to sunlight, this item causes an enemy adjacent to the bearer to become dazzled for as long as the two remain adjacent.

Spying: The item transmits sensory information to its owner, as if it were the sensor for a *clairaudience/*

clairvoyance spell. The owner must concentrate on receiving this information instead of her own visual or auditory information as a standard action to gain this benefit, and the effect becomes inert while she isn't concentrating. Determine randomly upon the item's creation whether the item relays visual or auditory information.

Tentacled Touch: As the aberrant quirk, but the tentacles can extend, allowing the item to deliver any touch effects with an additional 5 feet of reach. This does not increase the weapon reach of a magic weapon.

Unassuming: The item registers as though it were nonmagical, as though affected by a *magic aura* spell.

Quirks

Quirks are oddities that make an item unusual in a way that's generally neither positive nor negative, or may be a little of both. The more beneficial or double-edged quirks are higher on the following table. Feel free to invent your own quirks or apply an appropriate quirk without rolling.

d%	Quirk
01	Flaw
02–04	Infested
05–08	Unusually colored
09–12	Color-altering
13–16	Mood coloration
17–20	Aberrant
21–24	Decorous*
25–28	Dirty
29–32	Junky
33–36	Magnificent appearance
37–40	Verdant
41–44	Noisy
45–48	Bloodthirsty
49–52	Levitating
53–56	Molting
57–60	Soprano
61–64	Bass
65–68	Giant-eared
69–72	Nose-enlarging
73–76	Spiritbound
77–80	Racially attuned
81–84	Loyal
85–87	Wet
88–90	Slimy
91–93	Unpredictable*
94–96	Convergent
97–99	Glittering
100	Perk

* Must be an activated item.

Aberrant: The item has eyes, maws, and tentacles, though this has no additional effect.

Bass: The bearer's voice deepens an octave.

Bloodthirsty: The item shakes slightly whenever blood is spilled within 20 feet of it.

Color-Altering: The color of the bearer's eyes, hair, or skin changes when she carries or wears the item.

Convergent: The item is connected to another plane, bringing its bearer into telepathic contact with an otherworldly entity. The entity can communicate with the bearer to serve its own ends. Choose an appropriate entity or choose randomly from among outsider subtypes. The entity shouldn't be a being that can cause harm to the bearer through telepathic contact, such as a star-spawn of Cthulhu (*Pathfinder RPG Bestiary 4* 254).

Decorous: The item activates only if the user says "please" and ceases function for 1 hour if the user doesn't thank it afterward.

Dirty: The item is always covered in dirt or mud, no matter how often it is washed or cleaned.

Flaw: Roll on the table of flaws instead.



Giant-Eared: The item's bearer's ears increase to five times their original length.

Glittering: The item leaves a trail of glowing, magical motes as it moves. They dissipate after 1 round. This effect can be activated or deactivated with a command word.

Infested: The item is infested with vermin or other Fine creatures that do not interfere with its operation or harm the bearer.

Junky: The item looks extremely old, worn, rusted, or otherwise of low quality, hiding its true power.

Levitating: This item always floats slightly above the ground when laid down, dropped, or otherwise unattended.

Loyal: The item offers a perk (determined randomly upon creation) when used by one of its creators, but it presents a flaw (determined randomly upon creation) for all other users.

Magnificent: The item looks extremely powerful and valuable, even if it isn't.

Molting: Scaled skin covers this item, and the item occasionally sheds the skin and grows a new one.

Mood Coloration: The item changes colors to reflect the mood of the bearer. Each item has its own mapping of colors to emotions, but someone with knowledge of the item's quirk and its mapping who can see the color change gains a +2 circumstance bonus on Sense Motive checks against the bearer.

Noisy: The item makes an odd though not particularly loud noise when in use, such as a mace that squeaks when it's swung.

Nose-Enlarging: The bearer's nose becomes five times longer than usual.

Perk: Roll on the table of perks instead.

Racially Attuned: The item's bearer counts as the race of one of the item's creators (determined randomly upon creation) as well as her own.

Slimy: The item is covered in putrid slime, which seeps out to cover the bearer as well. The bearer gains a +5 circumstance bonus on Escape Artist checks, on combat maneuver checks to break grapples, and to CMD against grapples (these bonuses do not stack with *grease* or other similar effects), but takes a –2 penalty on Acrobatics, Disable Device, and Disguise checks, as well as on Diplomacy and Handle Animal checks except against creatures that aren't bothered by putrid slime.

Soprano: The bearer's voice rises by an octave.

Spiritbound: The item's reality is imprinted onto its intended owner (creator's choice), such that the item simply doesn't exist outside of that owner's possession. The item can't be lost or stolen, and it also can't be sold or transferred.

Unpredictable: When activating the item, roll 1d6. On a 1 or 2, the DC and caster level of all the item's effects are treated as 1 lower for this activation; on a 3 or 4, there is no adjustment; and on a 5 or 6, the DC and caster level of all the item's effects are treated as 1 higher for this activation. If this puts the item below the minimum caster level for the intended effect, the activation fails but any charge or daily use is still consumed.

Unusually Colored: The item is an odd color for an item of its type, such as a sword that is bright pink.

Verdant: Leaves, moss, and vines cover the item, and leaves sprout from the targets of the item's effects.

Wet: The item and bearer are constantly soaking wet. This imposes a –1 penalty on saves against environmental cold, cold effects, and electricity effects, but grants a +1 bonus on saves against environmental heat, fire effects, and catching on fire.

Flaws

Flaws are adjustments to an item that are detrimental in nature. Most are similar to curses, but not nearly as damaging or restrictive to the bearer. Whenever a challenge would add a flaw to an item, roll on the following table. In general, the more harmful flaws have higher numbers on the table. Reroll duplicates and flaws that do not fit the item. Feel free to invent your own flaws or simply choose an appropriate one.

Accumulating Flaws: The more flaws the item has, the more likely it is to become cursed. For each flaw beyond the first, add a cumulative +5 modifier to the d% roll until the item gains a curse (after which the +5 modifiers no longer apply). When you decide to create a new flaw or choose an appropriate one rather than rolling, you should still roll first to determine whether the item gains a curse instead.

d%	Flaw
01–04	Heavy
05–08	Fragile
09–12	Vulnerable
13–16	Energy weakened
17–20	Pungent
21–24	Faerie-lit
25–28	Singing
29–32	Vindictive[1]
33–36	Anomalous
37–40	Extremely infested
41–44	Addictive
45–48	Gluttonous
49–52	Slothful
53–56	Hallucinogenic
57–60	Obedient
61–64	Uncivilized
65–68	Allergic
69–72	Zealous[2]
73–76	Impotent

77–80	Pacifistic[1]
81–84	Backlashing
85–87	Wrathful
88–90	Proud
91–93	Slippery[3]
94–96	Enticing
97–99	Paranoid
100+	Cursed

[1] Item must be a weapon.

[2] Creator must have levels in a divine spellcasting class and have a patron deity.

[3] Item must be a held item.

Addictive: The owner does not want to give up the item under any circumstances, and suffers the effects of severe addiction (*Pathfinder RPG GameMastery Guide* 236) when denied access to the item.

Allergic: The item is especially sensitive to the presence of a particular type of creature, and ceases all magical functions whenever it is within 30 feet of such a creature. To determine the creature type, roll randomly or choose an appropriate type on the ranger's favored enemy list on page 64 of the *Core Rulebook*.

Anomalous: The item is instead another random magic item of the same type or slot and the same or similar cost as the intended item.

Backlashing: When attacking with or activating the item, the user takes 1d6 points of damage from magical energy backlash.

Cursed: The item gains a curse. Roll on Table 15–27 on page 537 of the *Core Rulebook* to determine the curse, or choose an appropriate curse.

Energy Weakened: The item is particularly vulnerable to one random energy type. That energy type ignores the item's hardness and deals double damage to the item (but not to the item's bearer). Determine the energy type randomly, or choose one thematically tied to the challenge that caused the item to have the weakness.

Enticing: Others covet the item and seek to possess it. Upon touching or examining the item, any creature that does not possess the item must succeed at a DC 20 Will save or covet the item, seeking to gain it by whatever means is most expedient and advantageous, though it need not do so immediately. After one attempt to gain the item (or a successful save), a creature is immune to the item's enticing effect for 24 hours.

Extremely Infested: As the infested quirk, but the vermin or other creatures crawl over the bearer, requiring her to succeed at concentration checks (DC = 15 + the spell's level) to cast spells or use other abilities that require concentration.

Faerie-Lit: The bearer is constantly surrounded by colorful light, as if affected by a *faerie fire* spell.

Fragile: The item has half as many hit points as normal.

Gluttonous: The bearer must gorge upon 10 times as much food as normal or suffer the effects of starvation, ignoring effects that reduce the amount of food required (such as *ring of sustenance*).

Hallucinogenic: The bearer sees and hears mild hallucinations. While readily discernible as such, these hallucinations still impose a –2 penalty on Perception and initiative checks.

Heavy: The item weighs twice as much as normal.

Impotent: The item's caster level is 1 lower than intended. If this would cause a wand or staff to fall below the minimum required caster level, reroll this flaw.

Obedient: The bearer takes a –2 penalty on all Will saves against effects that exercise mental control. This includes all mind-affecting charm or compulsion effects, as well as any effect the GM deems appropriate.

Pacifistic: When using this weapon, the wielder can only choose to deal nonlethal damage (in most cases imposing a –4 penalty on attack rolls), except against constructs and undead.

Paranoid: The bearer no longer trusts anyone and must attempt saving throws against all abilities and spells but her own, even those that are harmless.

Proud: The bearer can't grant or gain any benefit from the aid another action.

Pungent: The item emits a foul and obvious odor. No mundane means can remove the stench, which overcomes even magical effects such as *negate aroma*.

Singing: The item constantly sings in a loud belting soprano or tenor. *Silence* and other such spells can suppress the sound as normal.

Slippery: The creature holding the item must succeed at a DC 15 Reflex save each round or drop the item.

Slothful: The bearer must rest for 12 hours each day to gain the benefits of a full night's rest, ignoring effects that reduce the amount of sleep needed (such as *ring of sustenance*). This can affect the bearer's ability to prepare spells or regain spell slots.

Uncivilized: The item doesn't function in any area that would count as urban terrain.

Vindictive: When using this weapon, the wielder can only choose to deal lethal damage, not nonlethal damage. If the item can normally deal only nonlethal damage, this flaw overrides that restriction.

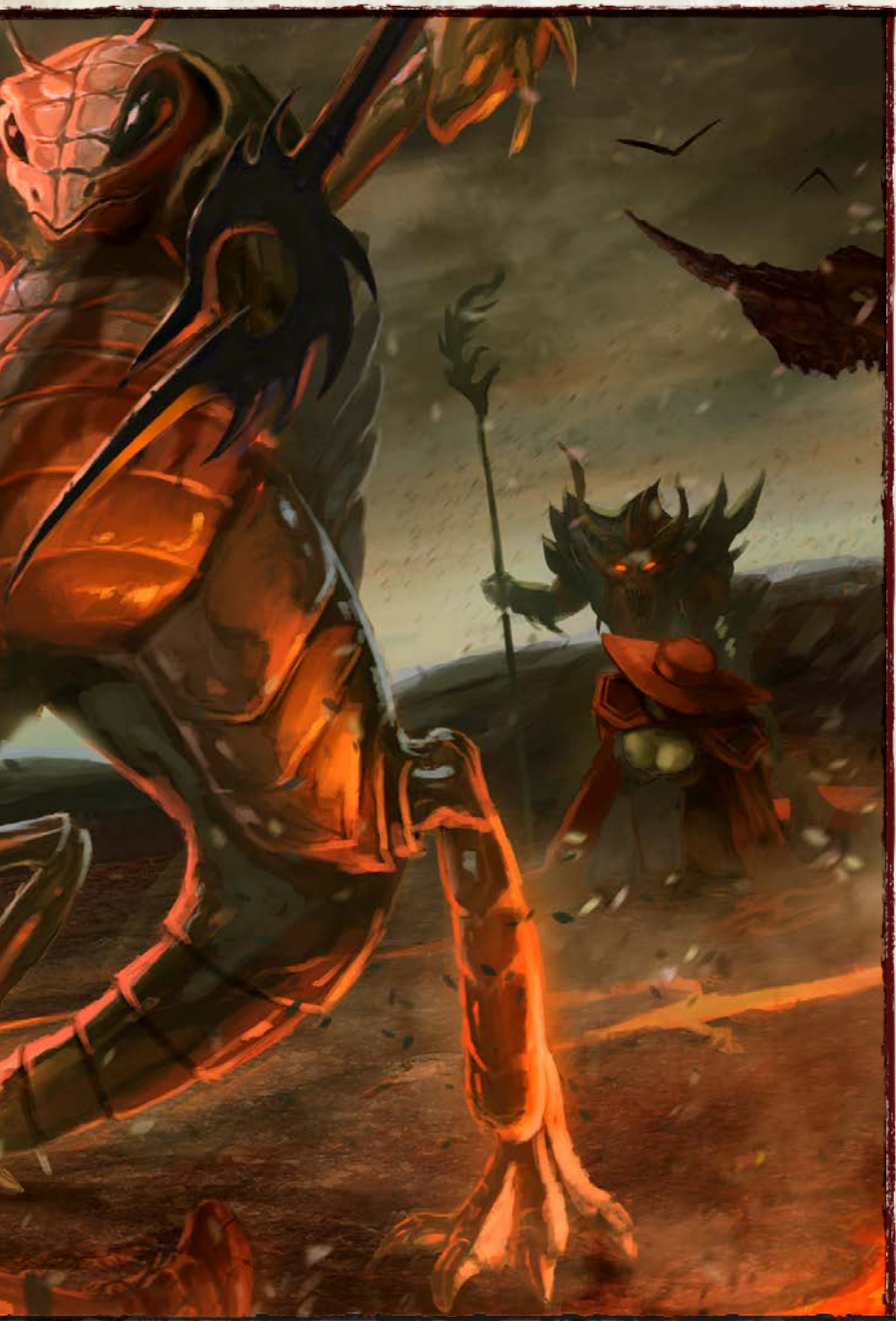
Vulnerable: The item has a hardness that is 5 lower than usual (to a minimum of 0).

Wrathful: In combat, the bearer's mind is clouded by rage, and she must succeed at a DC 20 Will save to use any ability that can't be used during a barbarian rage. This doesn't allow a barbarian to use those abilities when she is in a rage.

Zealous: The item functions only for worshipers of the creator's patron deity. If more than one creator qualifies, roll randomly between their patron deities.



5 Monsters



The ice devil's voice exploded inside Crowe's head.

"You were foolish to come here, mortal. Your soul might have made its way to us eventually, but now you've damned your friends as well."

The devil moved closer, prodding him with its spear. The point burned with cold, yet Crowe said nothing.

It stepped forward and prodded him again, harder. Crowe's skin blistered white. "Why don't you speak?"

"Just waiting for you to get close enough," Crowe said, and rolled forward, plunging his dagger up between the armor plates of the devil's stomach.

Simple Monster Creation

Monsters can be truly memorable and entertaining, but they can also be a lot of work if the GM needs to customize them or create new ones. The standard methods for creating monsters and NPCs are similar to those for creating player characters, but striking the right power balance can be challenging.

The simple monster creation system presented here lets you create a monster and have it ready for your table quickly. This means bending the normal rules to cut out time-consuming steps, such as picking a ton of 1st-level spells a monster is unlikely to cast, selecting magic items according to an NPC's budget, or recalculating statistics based on spell effects. Rather than making you build a monster from scratch, this system uses baselines derived from Table 1–1: Monster Statistics by CR on page 291 of the *Pathfinder RPG Bestiary*. This gives you the flexibility to start off with almost-final statistics and make a few adjustments as needed to create a formidable unchained monster.

Overview

This system uses 9 steps, most of which won't take much time. The most detailed are Step 1: Array and Step 7: Monster Options. Each step is briefly outlined below and detailed further in its section (on the page noted after its heading). The custom-built monsters at the end of this chapter (see page 242) provide examples of this system at work.

Before You Begin: Monster Concept

Before you start designing your monster, you should have a clear idea of what you want your monster to be like and how it should function in the game. Think primarily about its CR and its main role in your story, and consider what creature type it should be. This should guide your decisions.



Step 1: Array (Page 196)

The first and most important step in making a monster is choosing its "array"—the broad role the creature serves in your game. This step takes the place of most calculations you make for a monster, including choosing HD. The three array types are combatant, expert, and spellcaster. Combatants have powerful attacks and defenses, experts possess strong skills and versatile options, and spellcasters use magic and are weaker at physical combat. Creatures can dabble in the other areas—a demon might use a combatant array but still have a few spells (gained from monster options in Step 7).

Each array includes tables to generate the monster's baseline statistics. Choosing the array is the most number-intensive part of this system, though most calculations are already done for you. For example, instead of choosing a Dexterity score and adding armor and magic items to calculate AC, you simply use the AC value listed on the array for the monster's total AC.

The monster's array sets its baseline values, while grafts added in later steps will adjust those values. Each graft (see below) adjusts only the specific values mentioned in its description, and the normal formulas for recalculating statistics based on those adjustments don't apply. For instance, the attack values listed on the arrays are the monster's total bonuses on attack rolls—they won't be further changed by ability modifiers. A CR 4 combatant using a manufactured weapon would have a +8 attack bonus. If it then gained the benefit from the strength spell list (see page 226), the increase would apply only to the monster's Strength modifier—its attack bonus would remain the same.

Step 2: Creature Type or Class Graft (Page 204)

You apply a "graft"—a set of adjustments—to the monster based on either its creature type or a character class, whichever is most important to the monster's concept. If you would normally create the monster as a demon with 10 HD and 2 levels in rogue, its demonic nature is more important than its class. Therefore, you would choose the outsider graft and just add sneak attack damage later, using one of the options in Step 7. Conversely, if you wanted to build a pixie with 8 levels in wizard, you would use the wizard graft, since the creature's high number of levels is more important than its fey type. If you plan to use a class graft, check the graft's description before you select your array; many class grafts require a specific array.

Some of the adjustments mentioned in the graft (such as choosing "one additional master skill") won't be decided until later steps; note them and make the selections later.

Step 3: Subtype Graft (Optional, Page 214)

This quick step adds traits based on the monster's subtype. It includes all major monster subtypes and PC races. When you're making an NPC-type creature, the subtype will give it the proper racial traits.

Step 4: Template Graft (Optional, Page 216)

If the monster you're creating is supposed to mimic a common creature template—such as ghost, half-dragon, lich, lycanthrope, or skeleton—you can choose one of these grafts to quickly add the associated template's most prominent abilities. If you plan to use one of these grafts, look ahead to this section. The graft might require you to choose a particular creature type or subtype graft, and might suggest the best monster array to use.

Step 5: Size Graft (Optional, Page 217)

The base statistics in this system assume the monster is Medium. If the monster is smaller or larger, adjust its statistics by applying the appropriate size graft.

Step 6: Spells (Optional, Page 218)

Do this step only if you chose a spellcaster array in Step 1 (or come back to this if you pick an option in the next step that adds some amount of spellcasting ability). This step covers making a monster that casts spells or uses spell-like abilities. It offers themed spell lists and details how to pick spells based on the monster's CR.

Step 7: Monster Options (Page 228)

Monster options provide your creatures with a variety of custom abilities that help them fill exactly the role you need. This step takes the place of choosing feats, universal monster rules, and other special attacks and qualities. The options are categorized as combat, magic, social, or universal. Your chosen arrays and grafts detail how many options to pick and of which types. You can always pick a universal choice for any option the monster gains.

This system makes it possible to either make a monster complex or keep it relatively simple. For instance, if you want more flexibility, you could give a creature with the combatant array a breath weapon, or add spells to its repertoire with the secondary magic universal option. Alternatively, you could just give it Power Attack and extra hit points, both of which are calculations you need make only once.

Step 8: Skills (Page 240)

This step takes the place of assigning skill ranks. Each skill in which a monster has additional prowess is designated as either good or master, representing ranks in the skill, racial modifiers, and other bonuses. Your chosen arrays and grafts tell you how many skills to give the monster, and the array shows which bonuses to use for good and master skills. Unlisted skills default to the monster's ability modifiers, as normal.

Step 9: Damage (Page 241)

The arrays from Step 1 show the average amount of damage each attack deals, but don't say which dice or bonuses to use.

The Golden Rule

This system lets you quickly design a monster that's ready for use at the table, so it cuts some corners so that creating the monster doesn't require as many steps or calculations. This means you won't always get exactly what you want, and you'll need to eyeball the monster as it comes along to make sure it fits your concept. The golden rule of creating monsters is that you can change whatever you need to if it helps make the monster work the way you want.

If a monster needs more combat options than the grafts suggest, give it more. Give the monster extra spells if it's meant to have a more versatile selection. The natural attacks columns of the array tables go up to only three attacks, so if you have a creature with six tentacles, give it six attacks and use the average damage value from Table 1–1: Monster Statistics by CR (*Bestiary* 291) to calculate the damage for each. All of these changes are fair game! Just keep an eye out for balance when you deviate from the baseline, and compensate elsewhere if necessary. The guidelines from Table 1–1 in the *Bestiary* still apply for monsters created using this system.

Other Calculations

The monster statistics below aren't defined in the individual steps. Calculate them at the end of the process.

CMB: A monster's CMB is equal to its high attack bonus.

Concentration: For monsters that can cast spells, calculate the concentration bonus by adding the monster's CR and the most applicable ability modifier. For monsters with spell-like abilities, this is typically Charisma.

Hit Dice: A monster created using this system uses its CR as its Hit Dice for any calculations that involve HD. Treat a monster with a CR lower than 1 as having 1 Hit Die.

Initiative: Unless it's modified by the improved initiative options, a graft, or an ad hoc adjustment, a monster's initiative bonus is equal to its Dexterity modifier.

Perception: Monsters automatically use the good skill modifier for Perception.

Speed: Give the monster whatever speed and movement modes are appropriate. These don't cost monster options.

This damage table provides a quick calculation for converting the average damage value into damage dice.

When You're Done: Reality Check

Compare your final monster to your initial concept. Its statistics should be close to those on Table 1–1 in the *Bestiary*. However, if you made a large number of adjustments to the monster's statistics, go over the results and make sure the monster matches your expectations before unleashing your creation!

Step 1: Array

The arrays presented in this chapter allow you to quickly derive the statistics for three broad types of monsters. Each one allows for a fair amount of customization—especially through monster options—but the monster's statistics stay close to the baselines set by PC progressions and Table 1–1 in the *Bestiary*. The options roughly correspond to the combat, skill, and spell roles used for monster advancement in the normal monster creation system. Therefore, if you were to recreate a monster with the combat role (such as an ogre or vrock), you would start with the combatant array. You can choose whichever array you prefer, unless the monster is meant to mimic an NPC created with a character class from Step 2 (as described below) or a template from Step 4 (see page 216). The three arrays are as follows.

Combatant: Any monster that focuses primarily on its physical power uses the combatant array. High attack bonuses, hit points, and defenses are the defining traits of this array. A combatant's skills are weak, and the majority of its options are in the combat category. Most creatures of low or no Intelligence should be combatants, as should intelligent monsters with combat training.



Expert: A monster uses the expert array if it's focused on skills, interaction, or cunning tactics. This array provides moderate statistics in most areas, but strong skills and extensive monster options. The expert array is the ideal way to replicate skill-based NPCs such as rogues or bards. In many cases, expert monsters are more likely to attempt tricking or befriending the PCs than fight.

Spellcaster: If a monster relies primarily on spells, it uses the spellcaster array. Though the monster's statistics are typically weak overall, it gains access to a sizable number of spells from the lists in Step 6 (see page 218). Because this system uses benchmark numbers instead of calculating individual statistics, a monster that uses its spells primarily to increase its own abilities (so that it can become a strong melee combatant, for instance) should use the array that best matches the way it will be used in the game rather than using the spellcaster array just because it can cast magic.

Character Classes

You might create a monster that should use the statistics for a character class, either because the monster would normally be created by adding class levels to the monster or because you think the monster's abilities are similar enough to those of a character class that it would be quicker to start with the class. In this case, look ahead to the class grafts on page 206 and use the array required by the class you desire. Keep in mind that a monster with class levels typically has a CR equal to its class level – 1, so if you want your monster to have particular level-dependent class abilities, you'll want to use the statistics for a CR that's 1 lower than the target class level.

As mentioned before, a monster that primarily relies on its racial or innate abilities with only a small number of class levels might be built differently. You can create the monster using its creature type graft (see page 204), then refer to the related class graft for ideas of which monster options to select.

Using an Array

In the simple monster creation system, you don't use the normal calculations to generate your monster's final statistics. Instead, you take the numbers directly from the array, then make a few adjustments based on grafts and monster options later along in the process. In other words, if the array says the monster's Fortitude saving throw bonus is +11, that number is its total bonus—it's assumed to already include all bonuses from Hit Dice, classes, Constitution modifier, and magic items, regardless of later adjustments.

Each array consists of two tables: the first contains most of the monster's statistics and choices, and the second contains the array's options for attacks and damage values.

To start creating your monster's statistics, find the table with the appropriate array and go to the row for your monster's desired CR. Record the statistics from that row according to the following guidelines.

CR, AC, Saving Throws, CMD, hp, and DCs: Record these numbers as they appear on the table. A few of these might change in later stages, but there aren't any additional choices to make for these numbers during this step of the process. Note that for AC, the first number is the normal AC, the second is touch AC, and the third is flat-footed AC. For saving throws, you can swap one save with another to better suits your monster. The two DC columns are used for all the monster's abilities and spells. For any ability that isn't a spell, use the ability DC listed. For any spell the monster can cast, add the spell's level to the number from the spell DC column. Use the spell's cleric or sorcerer/wizard level if multiple classes can cast it. If neither of those classes has the spell, use the highest spell level listed in the spell's description.

Ability Modifiers: For this step, you'll assign the modifiers for the monster's three most important ability scores. You can use whatever criteria you like to assign the ability modifiers; each array's section gives suggestions for typical choices. All other abilities have a modifier of +0, though you can give the monster a penalty if thematically appropriate. Note that these entries are the ability modifiers, not the ability scores, since you'll primarily use them as the default modifiers for skill checks and ability checks. Write down the ability modifier assignments you've chosen.

Skills: All skills are divided into two categories, representing those the monster has mastered and ones it's merely good at. The number with the plus before it is the skill's bonus, and the number in parentheses indicates how many skills the monster gets at that level of expertise. For instance, a master entry of "+11 (2)" means that the monster gets two skills at +11, and any other "master skills" that grafts provide will also be at +11. These bonuses are assumed to include the monster's ability score bonuses, ranks, feats, and racial modifiers as appropriate to get the value given here. Write down the monster's good and master bonuses, and note how many skills it has with each bonus. Because grafts can alter a monster's number of skills or bestow or deny specific skills, you'll decide on specific skills in Step 8.

Options: Most of a monster's abilities beyond its base statistics come from monster options. There are four categories of options: combat, magic, social, and universal. Each entry lists how many options of a given category that monster can take, with "any" meaning that there's no category restriction for those options. Make a note of how many options of each type the monster gets. You define the options in Step 7.

Reading Array Entries

Each section on the following pages briefly explains the concept of a particular array, then provides the following tools.

Themes: These examples detail some common types of monsters this array can be used to create. The theme entry suggests the main ability scores, skills, and monster options the monster might take. Spellcaster entries also include suggested spell lists. All these listings are simply suggestions, and are provided to point you toward the best monster options quickly.

Main Statistics: Most statistics for the monster array appear on the large table at the bottom of the left-hand page, organized by CR.

Attack Statistics: The array continues on the right-hand page with attack options and damage values by CR.

Attacks and Damage: The second table shows four options for a monster's attacks. Two columns show weapon-based attacks, one with a high bonus and one with a low bonus. Use the higher attack and damage values for the monster's main attack. If the monster has additional attacks that are less powerful, use the lower attack and damage values for those attacks—a creature that's primarily a ranged attacker would use high values for its longbow attacks and low values for its longsword attacks. You can mix and match these values. For example, since ranged attacks typically deal less damage, you might have a longbow attack use the high attack value but the low damage value.

The remaining two columns are for natural attacks—either two attacks (two slam or claw attacks, for example) or one powerful primary attack and two weaker secondary attacks (such as a bite and two claws). At some levels, a monster might have a negative number for an attack bonus; this means that number of attacks is probably too strong for a monster of that CR. These entries are included for completeness.

The number in parentheses indicates the amount of damage each attack deals. For example, an entry that reads "+10/+5 (10)" means that when the monster makes a full attack, it makes one attack at +10 and one at +5, and that each attack deals an average of 10 points of damage. An entry reading "1 at +10 (10), 2 at +5 (5)" indicates that the monster would make one attack at +10 that deals 10 points of damage and two at +5 that deal 5 points of damage each.

Write down the attack bonuses and the damage for the monster's attacks. In Step 9, you'll assign dice to the damage values (see page 241). If your monster should have a number of attacks different from what you see here (four tentacle attacks, for example), that section includes advice for how to alter the monster's attacks using Table 1–1 on page 291 of the *Bestiary*.

Combatant Array

The most common type of monster in most regions, a combatant is at its best on the battlefield. A combatant monster typically has high physical statistics and powerful attacks. Strong defenses, hit points, and attacks take precedence over skills and options. This array covers a wide variety of creatures, from brutish beasts to experienced generals.

Some common combatants include most animals and vermin, most demons, chokers, most giants, ghouls, golems, ogres, trolls, and worgs.

Combatant Themes

The following themes reflect many of the styles combatants might use to fight.

Beater: Big and rugged, the beater is all about hitting things hard and soaking up a ton of punishment. *Ability modifiers*—Strength and Constitution; *skills*—Climb, Intimidate, Swim; *combat options*—damage reduction, diehard, extra hit points, power attack, rend.

Commander: Leading by example, the commander fights while inspiring allies to greater success. *Ability modifiers*—Strength and Charisma; *skills*—Acrobatics, Diplomacy, Intimidate, Ride; *combat options*—challenge, combatant's touch, improved initiative; *social options*—bolstering presence, heroic recovery.

Hunter: Trained to fight by stalking its foes, the hunter thrives on the element of surprise. *Ability modifiers*—Strength or Dexterity and Wisdom; *skills*—Climb, Handle Animal, Perception, Survival, Swim; *combat options*—bleed, critical striker, favored enemy, trap squares; *social option*—alertness.

Rider: Mounted on another creature, the rider attacks using its advantageous position. *Ability modifiers*—Dexterity and Strength; *skills*—Handle Animal, Intimidate, Ride; *combat options*—improved initiative, mounted master, powerful charge.

Table 5-1: Combatant Main Statistics

		Saving Throws					Ability	Spell	Ability	Skills		
CR	AC	Fort	Ref	Will	CMD	hp	DC	DC	Modifiers	Master	Good	Options
1/2	13, t 12, f 12	+1	+1	+0	13	11	9	9	+3, +2, +1	+8 (1)	+5 (2)	1 combat
1	14, t 12, f 12	+2	+2	+1	14	16	10	10	+3, +2, +1	+9 (1)	+6 (2)	1 combat
2	16, t 12, f 12	+3	+3	+1	16	22	11	11	+3, +2, +1	+10 (1)	+7 (2)	1 combat
3	17, t 12, f 12	+4	+4	+2	18	33	12	11	+4, +2, +1	+11 (1)	+8 (2)	1 combat, 1 any
4	19, t 12, f 14	+5	+5	+3	20	44	13	12	+4, +3, +1	+12 (1)	+9 (2)	1 combat, 1 any
5	20, t 12, f 15	+6	+6	+4	21	60	13	12	+5, +3, +2	+13 (1)	+10 (2)	1 combat, 1 any
6	21, t 12, f 15	+7	+7	+5	23	77	14	12	+5, +3, +2	+14 (1)	+11 (2)	1 combat, 1 any
7	22, t 13, f 16	+8	+8	+6	24	93	15	12	+6, +4, +2	+15 (1)	+12 (2)	1 combat, 1 any
8	23, t 13, f 17	+9	+9	+7	26	110	16	13	+6, +4, +2	+16 (1)	+13 (2)	1 combat, 1 any
9	25, t 15, f 18	+10	+10	+8	28	126	16	13	+7, +4, +3	+17 (1)	+14 (2)	1 combat, 1 any
10	26, t 15, f 19	+11	+11	+9	29	143	17	13	+7, +5, +3	+18 (1)	+14 (2)	1 combat, 1 any
11	27, t 16, f 20	+12	+12	+10	30	159	18	13	+8, +5, +3	+19 (1)	+15 (2)	1 combat, 1 any
12	29, t 17, f 21	+13	+13	+11	32	176	19	14	+8, +5, +4	+20 (1)	+16 (2)	2 combat, 1 any
13	30, t 18, f 22	+14	+14	+12	33	198	19	14	+9, +6, +4	+21 (1)	+17 (2)	2 combat, 1 any
14	31, t 18, f 23	+15	+15	+12	34	220	20	14	+9, +6, +4	+23 (1)	+18 (2)	2 combat, 1 any
15	32, t 19, f 24	+16	+16	+13	36	242	21	14	+10, +7, +5	+25 (1)	+20 (2)	2 combat, 1 any
16	33, t 19, f 24	+17	+17	+14	37	264	22	15	+11, +7, +5	+27 (1)	+22 (2)	2 combat, 1 any
17	34, t 20, f 25	+18	+18	+15	38	297	22	15	+11, +8, +5	+29 (1)	+23 (2)	2 combat, 1 any
18	35, t 21, f 26	+18	+18	+16	39	330	23	15	+12, +8, +6	+31 (1)	+25 (2)	3 combat, 1 any
19	36, t 21, f 27	+19	+19	+16	40	363	24	16	+13, +9, +6	+33 (1)	+27 (2)	3 combat, 1 any
20	38, t 22, f 28	+20	+20	+17	42	407	25	17	+13, +9, +6	+35 (1)	+28 (2)	3 combat, 1 any
21	39, t 23, f 29	+21	+21	+18	43	440	25	17	+14, +10, +7	+37 (1)	+30 (2)	3 combat, 1 any
22	41, t 24, f 30	+21	+21	+18	45	484	26	18	+14, +10, +7	+39 (1)	+32 (2)	3 combat, 1 any
23	42, t 25, f 31	+22	+22	+19	46	528	27	19	+15, +11, +7	+41 (1)	+33 (2)	3 combat, 1 any
24	44, t 26, f 33	+23	+23	+20	48	572	28	20	+15, +11, +8	+43 (1)	+35 (2)	3 combat, 1 any
25	45, t 27, f 33	+24	+24	+21	50	616	28	20	+16, +12, +8	+45 (1)	+37 (2)	3 combat, 1 any
26	46, t 27, f 34	+25	+25	+22	51	660	29	21	+16, +12, +8	+47 (1)	+38 (2)	3 combat, 1 any
27	47, t 28, f 35	+26	+26	+23	52	704	30	22	+17, +13, +9	+49 (1)	+40 (2)	3 combat, 1 any
28	48, t 28, f 36	+27	+27	+24	53	748	31	23	+17, +13, +9	+51 (1)	+42 (2)	3 combat, 1 any
29	49, t 29, f 36	+28	+28	+25	54	792	32	24	+18, +14, +10	+53 (1)	+43 (2)	3 combat, 1 any
30	50, t 30, f 37	+29	+29	+26	55	836	33	25	+18, +15, +10	+55 (1)	+45 (2)	3 combat, 1 any

Sharpshooter: This monster attacks from a distance, typically using a bow, crossbow, or firearm. *Ability modifiers*—Dexterity and Wisdom; *skills*—Acrobatics, Perception, Stealth; *combat options*—extra attack, far shot, fast reload, firearm savvy, precise shot; *universal option*—magic weapon.

Skirmisher: Dancing in and out of battle, the skirmisher uses speed and trickery. *Ability modifiers*—Dexterity and Charisma; *skills*—Acrobatics, Climb, Escape Artist, Stealth; *combat options*—dodge expert, extra attack, mobile attack, repositioning attack; *universal option*—terrain stride.

Tactician: With an vast bag of tricks, the tactician uses its savvy mind more than its brawn. *Ability modifiers*—Intelligence and Dexterity; *skills*—Bluff, Escape Artist, Perception; *combat options*—defense breaker, deflect projectiles, improved combat maneuver, mage-killer, sneak attack.

Untouchable: Protected by exhaustive defenses, the untouchable can't be phased by most attacks. *Ability modifiers*—Constitution and Dexterity; *skills*—Acrobatics, Perception, Survival; *combat options*—damage reduction, dodge expert or extra armor, immunity, spell resistance, uncanny dodge.

Weakener: Rather than dealing massive amounts of damage, the weakener undermines its opponents' combat abilities. This theme offers several potential options, but avoid giving the monster more than two. *Ability modifiers*—Strength and Constitution; *skills*—Intimidate, Perception, Stealth; *combat options*—ability damage, blood drain, defense breaker, energy drain, fear attack, paralysis, stun attack.

Combatant Classes

If your monster is meant to act as though it has a character class (as described on page 196), it gains a class graft. The following class grafts require the monster to use the combatant array: barbarian, cavalier, fighter, gunslinger, monk, paladin, and ranger. For animal companions and mounts, see the sidebar on page 209.

Table 5-2: Combatant Attack Statistics

	Weapon Attacks		Natural Attacks	
CR	**High (Damage)**	**Low (Damage)**	**Two (Damage)**	**Three (Damage)**
1/2	+1 (5)	+0 (4)	2 at –1 (4)	1 at –1 (6), 2 at –6 (4)
1	+2 (8)	+1 (6)	2 at +0 (4)	1 at +0 (6), 2 at –5 (4)
2	+4 (11)	+3 (8)	2 at +2 (6)	1 at +2 (6), 2 at –3 (4)
3	+6 (14)	+4 (10)	2 at +6 (8)	1 at +6 (10), 2 at +1 (5)
4	+8 (17)	+6 (13)	2 at +8 (9)	1 at +8 (12), 2 at +3 (6)
5	+10/+5 (15)	+7/+2 (11)	2 at +10 (11)	1 at +10 (15), 2 at +5 (8)
6	+12/+7 (18)	+8/+3 (13)	2 at +12 (14)	1 at +12 (19), 2 at +7 (10)
7	+13/+8 (22)	+10/+5 (16)	2 at +13 (17)	1 at +13 (22), 2 at +8 (11)
8	+15/+10 (26)	+11/+6 (19)	2 at +15 (20)	1 at +15 (26), 2 at +10 (13)
9	+17/+12 (29)	+12/+7 (22)	2 at +17 (22)	1 at +17 (30), 2 at +12 (15)
10	+18/+13/+8 (28)	+13/+8/+3 (21)	2 at +18 (25)	1 at +18 (33), 2 at +13 (17)
11	+19/+14/+9 (32)	+14/+9/+4 (23)	2 at +19 (28)	1 at +19 (37), 2 at +14 (19)
12	+21/+16/+11 (35)	+15/+10/+5 (26)	2 at +21 (31)	1 at +21 (41), 2 at +16 (21)
13	+22/+17/+12 (38)	+16/+11/+6 (28)	2 at +22 (33)	1 at +22 (44), 2 at +17 (22)
14	+23/+18/+13 (41)	+17/+12/+7 (30)	2 at +23 (36)	1 at +23 (48), 2 at +18 (24)
15	+24/+19/+14/+9 (41)	+18/+13/+8/+3 (31)	2 at +24 (39)	1 at +24 (52), 2 at +19 (26)
16	+26/+21/+16/+11 (47)	+19/+14/+9/+4 (35)	2 at +26 (44)	1 at +26 (59), 2 at +21 (30)
17	+27/+22/+17/+12 (53)	+20/+15/+10/+5 (40)	2 at +27 (50)	1 at +27 (66), 2 at +22 (33)
18	+28/+23/+18/+13 (59)	+21/+16/+11/+6 (44)	2 at +28 (55)	1 at +28 (74), 2 at +23 (37)
19	+29/+24/+19/+14 (65)	+22/+17/+12/+7 (48)	2 at +29 (61)	1 at +29 (81), 2 at +24 (41)
20	+30/+25/+20/+15 (70)	+23/+18/+13/+8 (53)	2 at +30 (66)	1 at +30 (88), 2 at +25 (44)
21	+31/+26/+21/+16 (76)	+24/+19/+14/+9 (58)	2 at +31 (72)	1 at +31 (96), 2 at +26 (48)
22	+32/+27/+22/+17 (82)	+25/+20/+15/+10 (62)	2 at +32 (77)	1 at +32 (103), 2 at +27 (52)
23	+33/+28/+23/+18 (88)	+26/+21/+16/+11 (66)	2 at +33 (83)	1 at +33 (110), 2 at +28 (55)
24	+35/+30/+25/+20 (97)	+27/+22/+17/+12 (73)	2 at +35 (91)	1 at +35 (121), 2 at +30 (61)
25	+36/+31/+26/+21 (105)	+28/+23/+18/+13 (79)	2 at +36 (99)	1 at +36 (132), 2 at +31 (66)
26	+37/+32/+27/+22 (114)	+29/+24/+19/+14 (85)	2 at +37 (108)	1 at +37 (143), 2 at +32 (72)
27	+38/+33/+28/+23 (123)	+30/+25/+20/+15 (91)	2 at +38 (116)	1 at +38 (154), 2 at +33 (77)
28	+39/+34/+29/+24 (132)	+31/+26/+21/+16 (97)	2 at +39 (124)	1 at +39 (165), 2 at +34 (83)
29	+40/+35/+30/+25 (140)	+32/+27/+22/+17 (103)	2 at +40 (132)	1 at +40 (176), 2 at +35 (88)
30	+41/+36/+31/+26 (149)	+33/+28/+23/+18 (108)	2 at +41 (141)	1 at +41 (187), 2 at +36 (94)

Expert Array

Possessing in-depth knowledge, experts often appear as leaders, trusted advisors, or elite operatives. An expert monster typically has a high Intelligence modifier, but its other statistics vary depending on its role. Strong skills and interaction options are an expert's most important traits, but as the expert array is more versatile than the other arrays, many experts also pick up the secondary magic option or tactical combat options.

Common expert monsters include doppelgangers, imps, intellect devourers, invisible stalkers, and pixies.

Expert Themes

The following themes represent skill sets and areas of knowledge an expert might embrace.

Advisor: Usually serving as an assistant to a more powerful creature, the advisor fills a support role. *Ability modifiers*—Charisma and Wisdom; *skills*—Bluff, Diplomacy, Intimidate, Knowledge (local), Knowledge (nobility), Sense Motive; *combat option*—improved initiative; *social options*—alertness, inspire competence, persuasive, slippery mind.

Apothecary: With extensive practice in creating alchemical concoctions, the apothecary might be an alchemist or a village healer. *Ability modifiers*—Intelligence and Constitution; *skills*—Appraise, Craft (alchemy), Heal, Knowledge (arcana), Knowledge (nature), Spellcraft; *combat option*—bombs; *magic options*—mutagen, potent healing, potions, remove minor condition, remove moderate condition, secondary magic (alchemy or healing spell list).

Artificer: Well acquainted with items and their creation, the artificer could be a crafter, a merchant, or an expert on magical devices. *Ability modifiers*—Intelligence and Charisma or Strength; *skills*—Appraise, Craft (any), Disable Device, Knowledge (engineering), Use Magic Device; *combat option*—firearm savvy; *magic options*: magical aptitude; *social option*—mercantile savvy; *universal option*—magic weapon.

Table 5-3: Expert Main Statistics

		Saving Throws					Ability	Spell	Ability	Skills		
CR	AC	Fort	Ref	Will	CMD	hp	DC	DC	Modifiers	Master	Good	Options
1/2	11, t 10, f 10	+0	+0	+3	11	10	11	11	+3, +2, +1	+8 (3)	+5 (2)	1 any
1	12, t 10, f 10	+1	+1	+4	12	15	12	12	+3, +2, +1	+9 (3)	+6 (2)	1 any
2	14, t 10, f 10	+1	+1	+5	14	20	13	13	+3, +2, +1	+10 (3)	+7 (2)	1 any
3	15, t 10, f 11	+2	+2	+6	16	30	14	13	+4, +2, +1	+11 (3)	+8 (2)	1 any, 1 social
4	17, t 10, f 12	+3	+3	+7	18	40	15	14	+4, +3, +1	+12 (3)	+9 (2)	1 any, 1 social
5	18, t 10, f 13	+4	+4	+8	19	55	15	14	+5, +3, +2	+13 (3)	+10 (2)	1 any, 1 social
6	19, t 11, f 14	+5	+5	+9	21	70	16	14	+5, +3, +2	+14 (3)	+11 (2)	1 any, 1 social
7	20, t 12, f 15	+6	+6	+10	22	85	17	14	+6, +4, +2	+15 (3)	+12 (2)	1 any, 1 social
8	21, t 12, f 15	+7	+7	+11	24	100	18	15	+6, +4, +2	+16 (3)	+13 (2)	1 any, 1 social
9	23, t 13, f 17	+8	+8	+12	26	115	18	15	+7, +4, +3	+17 (3)	+14 (2)	1 any, 1 social
10	24, t 14, f 18	+9	+9	+13	27	130	19	15	+7, +5, +3	+18 (3)	+14 (2)	1 any, 1 social
11	25, t 15, f 18	+10	+10	+14	28	145	20	15	+8, +5, +3	+19 (3)	+15 (2)	1 any, 1 social
12	27, t 16, f 20	+11	+11	+15	30	160	21	16	+8, +5, +4	+20 (3)	+16 (2)	2 any, 1 social
13	28, t 16, f 21	+12	+12	+16	31	180	21	16	+9, +6, +4	+21 (3)	+17 (2)	2 any, 1 social
14	29, t 17, f 21	+12	+12	+17	32	200	22	16	+9, +6, +4	+23 (3)	+18 (2)	2 any, 1 social
15	30, t 18, f 22	+13	+13	+18	34	220	23	16	+10, +7, +5	+25 (3)	+20 (2)	2 any, 1 social
16	31, t 18, f 23	+14	+14	+19	35	240	24	17	+11, +7, +5	+27 (3)	+22 (2)	2 any, 1 social
17	32, t 19, f 24	+15	+15	+20	36	270	24	17	+11, +8, +5	+29 (3)	+23 (2)	2 any, 1 social
18	33, t 19, f 24	+16	+16	+20	37	300	25	17	+12, +8, +6	+31 (3)	+25 (2)	3 any, 1 social
19	34, t 20, f 25	+16	+16	+21	38	330	26	18	+13, +9, +6	+33 (3)	+27 (2)	3 any, 1 social
20	36, t 21, f 27	+17	+17	+22	40	370	27	19	+13, +9, +6	+35 (3)	+28 (2)	3 any, 1 social
21	37, t 22, f 27	+18	+18	+23	41	400	27	19	+14, +10, +7	+37 (3)	+30 (2)	3 any, 1 social
22	39, t 23, f 29	+18	+18	+23	43	440	28	20	+14, +10, +7	+39 (3)	+32 (2)	3 any, 1 social
23	40, t 24, f 30	+19	+19	+24	44	480	29	21	+15, +11, +7	+41 (3)	+33 (2)	3 any, 1 social
24	42, t 25, f 31	+20	+20	+25	46	520	30	22	+15, +11, +8	+43 (3)	+35 (2)	3 any, 1 social
25	43, t 25, f 32	+21	+21	+26	48	560	30	22	+16, +12, +8	+45 (3)	+37 (2)	3 any, 1 social
26	44, t 26, f 33	+22	+22	+27	49	600	31	23	+16, +12, +8	+47 (3)	+38 (2)	3 any, 1 social
27	45, t 27, f 33	+23	+23	+28	50	640	32	24	+17, +13, +9	+49 (3)	+40 (2)	3 any, 1 social
28	46, t 27, f 34	+24	+24	+29	51	680	33	25	+17, +13, +9	+51 (3)	+42 (2)	3 any, 1 social
29	47, t 28, f 35	+25	+25	+30	52	720	34	26	+18, +14, +10	+53 (3)	+43 (2)	3 any, 1 social
30	48, t 28, f 36	+26	+26	+31	53	760	35	27	+18, +15, +10	+55 (3)	+45 (2)	3 any, 1 social

Deceiver: A master of chicanery blessed with a silver tongue, the deceiver knows how to get its way. *Ability modifiers*—Charisma and Intelligence; *skills*—Bluff, Disguise, Knowledge (local), Perform (oratory), Sense Motive; *combat option*—sneak attack; *social options*—alertness, inspire fear, persuasive, slippery mind.

Guide: Familiar with a particular area or skilled at getting along in the wild, a guide can get people where they need to go. *Ability modifiers*—Wisdom and Constitution; *skills*—Climb, Handle Animal, Knowledge (local), Knowledge (nature), Perception, Survival, Swim; *combat option*—extra hit points; *social options*—alertness, animal friend, sound mimicry; *universal option*—terrain stride (undergrowth).

Performer: Born to the stage, the performer puts on an elaborate show. *Ability modifiers*—Charisma and Dexterity; *skills*—Acrobatics, Disguise, Escape Artist, Perform (any), Sleight of Hand; *combat options*—dodge expert, mobility; *social options*—bolstering presence, fascinate, persuasive.

Scholar: Through extensive study, the scholar picks up detailed information about a variety of subjects, becoming an invaluable resource. *Ability modifiers*—Intelligence and Wisdom; *skills*—Appraise, Knowledge (any), Spellcraft, Use Magic Device; *magic options*—magical aptitude, protective ward; *social option*—knowledgeable; *universal option*—secondary magic (knowledge or magic spell list).

Spy: A well-rounded expert, the spy needs to be prepared for any situation. *Ability modifiers*—Charisma and Dexterity; *skills*—Bluff, Disable Device, Disguise, Sleight of Hand, Stealth; *combat options*—constant invisibility, poison, sneak attack; *social options*—alertness, persuasive, slippery mind.

Expert Classes

If your monster is meant to act as though it has a character class (as described on page 196), it gains a class graft. The following class grafts require the monster to use the expert array: alchemist, bard, inquisitor, magus, and rogue.

Table 5-4: Expert Attack Statistics

	Weapon Attacks		Natural Attacks	
CR	**High (Damage)**	**Low (Damage)**	**Two (Damage)**	**Three (Damage)**
1/2	+1 (4)	+0 (3)	2 at –2 (4)	1 at –2 (6), 2 at –7 (4)
1	+2 (7)	+1 (5)	2 at –1 (4)	1 at –1 (6), 2 at –6 (4)
2	+4 (10)	+3 (7)	2 at +1 (6)	1 at +1 (6), 2 at –4 (4)
3	+6 (13)	+4 (9)	2 at +4 (7)	1 at +4 (9), 2 at –1 (5)
4	+8 (16)	+6 (12)	2 at +6 (8)	1 at +6 (11), 2 at +1 (6)
5	+10 (19)	+7 (15)	2 at +7 (10)	1 at +7 (14), 2 at +2 (7)
6	+12 (24)	+8 (18)	2 at +8 (13)	1 at +8 (17), 2 at +3 (9)
7	+13/+8 (20)	+10/+5 (15)	2 at +10 (15)	1 at +10 (20), 2 at +5 (10)
8	+15/+10 (23)	+11/+6 (17)	2 at +11 (18)	1 at +11 (24), 2 at +6 (12)
9	+17/+12 (26)	+12/+7 (20)	2 at +12 (20)	1 at +12 (27), 2 at +7 (14)
10	+18/+13 (30)	+13/+8 (22)	2 at +13 (23)	1 at +13 (30), 2 at +8 (15)
11	+19/+14 (33)	+14/+9 (25)	2 at +14 (25)	1 at +14 (34), 2 at +9 (17)
12	+21/+16 (36)	+15/+10 (27)	2 at +15 (28)	1 at +15 (37), 2 at +10 (19)
13	+22/+17 (39)	+16/+11 (30)	2 at +16 (30)	1 at +16 (40), 2 at +11 (20)
14	+23/+18/+13 (37)	+17/+12/+7 (28)	2 at +17 (33)	1 at +17 (44), 2 at +12 (22)
15	+24/+19/+14 (40)	+18/+13/+8 (30)	2 at +18 (35)	1 at +18 (47), 2 at +13 (24)
16	+26/+21/+16 (46)	+19/+14/+9 (34)	2 at +19 (40)	1 at +19 (54), 2 at +14 (27)
17	+27/+22/+17 (51)	+20/+15/+10 (38)	2 at +20 (45)	1 at +20 (60), 2 at +15 (30)
18	+28/+23/+18 (57)	+21/+16/+11 (43)	2 at +21 (50)	1 at +21 (67), 2 at +16 (34)
19	+29/+24/+19 (63)	+22/+17/+12 (47)	2 at +22 (55)	1 at +22 (74), 2 at +17 (37)
20	+30/+25/+20 (68)	+23/+18/+13 (51)	2 at +23 (60)	1 at +23 (80), 2 at +18 (40)
21	+31/+26/+21/+16 (69)	+24/+19/+14/+9 (52)	2 at +24 (65)	1 at +24 (87), 2 at +19 (44)
22	+32/+27/+22/+17 (75)	+25/+20/+15/+10 (56)	2 at +25 (70)	1 at +25 (94), 2 at +20 (47)
23	+33/+28/+23/+18 (80)	+26/+21/+16/+11 (60)	2 at +26 (75)	1 at +26 (100), 2 at +21 (50)
24	+35/+30/+25/+20 (88)	+27/+22/+17/+12 (66)	2 at +27 (83)	1 at +27 (110), 2 at +22 (55)
25	+36/+31/+26/+21 (96)	+28/+23/+18/+13 (72)	2 at +28 (90)	1 at +28 (120), 2 at +23 (60)
26	+37/+32/+27/+22 (104)	+29/+24/+19/+14 (77)	2 at +29 (98)	1 at +29 (130), 2 at +24 (65)
27	+38/+33/+28/+23(112)	+30/+25/+20/+15 (83)	2 at +30 (105)	1 at +30 (140), 2 at +25 (70)
28	+39/+34/+29/+24 (120)	+31/+26/+21/+16 (88)	2 at +31 (113)	1 at +31 (150), 2 at +26 (75)
29	+40/+35/+30/+25 (128)	+32/+27/+22/+17 (93)	2 at +32 (120)	1 at +32 (160), 2 at +27 (80)
30	+41/+36/+31/+26 (136)	+33/+28/+23/+18 (99)	2 at +33 (128)	1 at +33 (170), 2 at +28 (85)

Spellcaster Array

With a large selection of spells, a spellcaster might be weak in combat, or could focus on powerful offensive spells. A spellcaster monster typically has a high spellcasting ability modifier: Intelligence, Wisdom, or (often for monstrous creatures) Charisma. Spells make up for the spellcaster's weak combat abilities, modest skills, and small number of monster options.

Well-known spellcasters include couatls, liches, nymphs, and rakshasas.

Special Rules: Every monster with the spellcaster array automatically gains spells, as described under Step 6: Spells (see page 218). A spellcaster can treat its spell choices as either spells or spell-like abilities, depending on its theme.

Spellcaster Themes

The following themes include recommended spell lists for common spellcaster paths.

Cultist: A worshiper of dark forces, the cultist is a true fanatic. *Ability modifiers*—Wisdom and Charisma; *skills*—Knowledge (arcana), Knowledge (planes), Knowledge (religion), Spellcraft; *combat options*—poison, rage; *magic options*—bestow major condition, bestow minor condition, bestow moderate condition, misfortune; *social option*—weakening presence; *spell lists*—aberrant, abyssal, chaos, death, destruction, evil, infernal, madness, necromancy.

Lorekeeper: Through study of ancient texts, the lorekeeper wields the fundamental principles of magic. *Ability modifiers*—Intelligence; *skills*—Knowledge (arcana), Knowledge (history), Knowledge (planes), Spellcraft, Use Magic Device; *magic options*—at-will magic, energy explosion, magical aptitude, metamagic spell, spell penetration; *social option*—knowledgeable; *spell lists*—abjuration, arcane, divination, knowledge, magic, transmutation.

Naturalist: In awe of the majesty of the wilderness, the naturalist calls on powers of the plant and animal world.

Table 5-5: Spellcaster Main Statistics

		Saving Throws					Ability	Spell	Ability	Skills		
CR	AC	Fort	Ref	Will	CMD	hp	DC	DC	Modifiers	Master	Good	Options
1/2	9, t 8, f 8	+0	+0	+3	9	9	11	13	+3, +2, +1	+8 (2)	+5 (1)	1 magic
1	10, t 8, f 8	+1	+1	+4	10	13	12	14	+3, +2, +1	+9 (2)	+6 (1)	1 magic
2	12, t 8, f 8	+1	+1	+5	12	18	13	15	+3, +2, +1	+10 (2)	+7 (1)	1 magic
3	13, t 8, f 8	+2	+2	+6	14	27	14	15	+4, +2, +1	+11 (2)	+8 (1)	1 magic, 1 any
4	15, t 8, f 11	+3	+3	+7	16	36	15	16	+4, +3, +1	+12 (2)	+9 (1)	1 magic, 1 any
5	16, t 8, f 12	+4	+4	+8	17	49	15	16	+5, +3, +2	+13 (2)	+10 (1)	1 magic, 1 any
6	17, t 8, f 12	+5	+5	+9	19	63	16	16	+5, +3, +2	+14 (2)	+11 (1)	1 magic, 1 any
7	18, t 8, f 13	+6	+6	+10	20	76	17	16	+6, +4, +2	+15 (2)	+12 (1)	1 magic, 1 any
8	19, t 11, f 14	+7	+7	+11	22	90	18	17	+6, +4, +2	+16 (2)	+13 (1)	1 magic, 1 any
9	21, t 12, f 15	+8	+8	+12	24	103	18	17	+7, +4, +3	+17 (2)	+14 (1)	1 magic, 1 any
10	22, t 13, f 16	+9	+9	+13	25	117	19	17	+7, +5, +3	+18 (2)	+14 (1)	1 magic, 1 any
11	23, t 13, f 17	+10	+10	+14	26	130	20	17	+8, +5, +3	+19 (2)	+15 (1)	1 magic, 1 any
12	25, t 15, f 18	+11	+11	+15	28	144	21	18	+8, +5, +4	+20 (2)	+16 (1)	2 magic, 1 any
13	26, t 15, f 19	+12	+12	+16	29	162	21	18	+9, +6, +4	+21 (2)	+17 (1)	2 magic, 1 any
14	27, t 16, f 20	+12	+12	+17	30	180	22	18	+9, +6, +4	+23 (2)	+18 (1)	2 magic, 1 any
15	28, t 16, f 21	+13	+13	+18	32	198	23	18	+10, +7, +5	+25 (2)	+20 (1)	2 magic, 1 any
16	29, t 17, f 21	+14	+14	+19	33	216	24	19	+11, +7, +5	+27 (2)	+22 (1)	2 magic, 1 any
17	30, t 18, f 22	+15	+15	+20	34	243	24	19	+11, +8, +5	+29 (2)	+23 (1)	2 magic, 1 any
18	31, t 18, f 23	+16	+16	+20	35	270	25	19	+12, +8, +6	+31 (2)	+25 (1)	3 magic, 1 any
19	32, t 19, f 24	+16	+16	+21	36	297	26	20	+13, +9, +6	+33 (2)	+27 (1)	3 magic, 1 any
20	34, t 20, f 25	+17	+17	+22	38	333	27	21	+13, +9, +6	+35 (2)	+28 (1)	3 magic, 1 any
21	35, t 21, f 26	+18	+18	+23	39	360	27	21	+14, +10, +7	+37 (2)	+30 (1)	3 magic, 1 any
22	37, t 22, f 27	+18	+18	+23	41	396	28	22	+14, +10, +7	+39 (2)	+32 (1)	3 magic, 1 any
23	38, t 22, f 28	+19	+19	+24	42	432	29	23	+15, +11, +7	+41 (2)	+33 (1)	3 magic, 1 any
24	40, t 24, f 30	+20	+20	+25	44	468	30	24	+15, +11, +8	+43 (2)	+35 (1)	3 magic, 1 any
25	41, t 24, f 30	+21	+21	+26	46	504	30	24	+16, +12, +8	+45 (2)	+37 (1)	3 magic, 1 any
26	42, t 25, f 31	+22	+22	+27	47	540	31	25	+16, +12, +8	+47 (2)	+38 (1)	3 magic, 1 any
27	43, t 25, f 32	+23	+23	+28	48	576	32	26	+17, +13, +9	+49 (2)	+40 (1)	3 magic, 1 any
28	44, t 26, f 33	+24	+24	+29	49	612	33	27	+17, +13, +9	+51 (2)	+42 (1)	3 magic, 1 any
29	45, t 27, f 33	+25	+25	+30	50	648	34	28	+18, +14, +10	+53 (2)	+43 (1)	3 magic, 1 any
30	46, t 27, f 34	+26	+26	+31	51	684	35	29	+18, +15, +10	+55 (2)	+45 (1)	3 magic, 1 any

Ability modifiers—Wisdom and Charisma; *skills*—Handle Animal, Knowledge (nature), Spellcraft, Survival; *combat options*—mounted master, poison; *magic options*—bestow major condition, bestow minor condition, bestow moderate condition; *social option*—animal talker; *universal option*—terrain stride (undergrowth); *spell lists*—animal, earth, nature, plant, weather.

Righteous One: Fighting for the cause of good or order, the righteous one can't be swayed from its purpose. *Ability modifiers*—Wisdom and Charisma; *skills*—Heal, Knowledge (arcana), Knowledge (religion), Spellcraft; *combat option*—extra armor; *magic options*—fortune, protective ward, turn undead; *social option*—weakening presence; *spell lists*—celestial, community, glory, healing, law, protection.

Trickster: Never to be trusted, the trickster casts spells to warp the senses and fool the mind. *Ability modifiers*—Intelligence and Charisma; *skills*—Bluff, Knowledge (arcana), Sleight of Hand, Spellcraft; *combat option*—sneak attack; *magic options*—evil eye, misfortune; *social options*—persuasive, slippery mind; *spell lists*—chaos, charm, enchantment, illusion, stealth, trickery.

War Mage: Armed to the teeth with offensive spells, the war mage never met a problem it couldn't blow up. *Ability modifiers*—Intelligence and Charisma; *skills*—Knowledge (arcana), Spellcraft; *combat options*—energy resistance, improved initiative; *magic options*—combat casting, magic attack, spell penetration; *spell lists*—battle, evocation, strength, war.

Spellcaster Classes

If your monster is meant to act as though it has a character class (as described on page 196), it gains a class graft. The following class grafts require the monster to use the spellcaster array: cleric, druid, oracle, sorcerer, summoner, witch, and wizard. A summoner's eidolon is a separate monster, typically created using the combatant array.

Table 5-6: Spellcaster Attack Statistics

	Weapon Attacks		Natural Attacks	
CR	**High (Damage)**	**Low (Damage)**	**Two (Damage)**	**Three (Damage)**
1/2	+1 (4)	+0 (3)	2 at –2 (4)	1 at –2 (6), 2 at –7 (4)
1	+2 (6)	+1 (5)	2 at –1 (4)	1 at –1 (6), 2 at –6 (4)
2	+4 (9)	+3 (6)	2 at +1 (6)	1 at +1 (6), 2 at –4 (4)
3	+6 (12)	+4 (8)	2 at +2 (6)	1 at +2 (8), 2 at –3 (4)
4	+8 (14)	+6 (11)	2 at +6 (8)	1 at +6 (10), 2 at +1 (5)
5	+10 (18)	+7 (13)	2 at +7 (9)	1 at +7 (12), 2 at +2 (6)
6	+12 (22)	+8 (16)	2 at +8 (12)	1 at +8 (15), 2 at +3 (8)
7	+13/+8 (18)	+10/+5 (13)	2 at +10 (14)	1 at +10 (18), 2 at +5 (9)
8	+15/+10 (21)	+11/+6 (16)	2 at +11 (16)	1 at +11 (21), 2 at +6 (11)
9	+17/+12 (24)	+12/+7 (18)	2 at +12 (18)	1 at +12 (24), 2 at +7 (12)
10	+18/+13 (27)	+13/+8 (20)	2 at +13 (21)	1 at +13 (27), 2 at +8 (14)
11	+19/+14 (30)	+14/+9 (22)	2 at +14 (23)	1 at +14 (30), 2 at +9 (15)
12	+21/+16 (33)	+15/+10 (24)	2 at +15 (25)	1 at +15 (33), 2 at +10 (17)
13	+22/+17 (36)	+16/+11 (27)	2 at +16 (27)	1 at +16 (36), 2 at +11 (18)
14	+23/+18/+13 (34)	+17/+12/+7 (25)	2 at +17 (30)	1 at +17 (39), 2 at +12 (20)
15	+24/+19/+14 (36)	+18/+13/+8 (27)	2 at +18 (32)	1 at +18 (42), 2 at +13 (21)
16	+26/+21/+16 (41)	+19/+14/+9 (31)	2 at +19 (36)	1 at +19 (48), 2 at +14 (24)
17	+27/+22/+17 (46)	+20/+15/+10 (35)	2 at +20 (41)	1 at +20 (54), 2 at +15 (27)
18	+28/+23/+18 (51)	+21/+16/+11 (39)	2 at +21 (45)	1 at +21 (60), 2 at +16 (30)
19	+29/+24/+19 (56)	+22/+17/+12 (42)	2 at +22 (50)	1 at +22 (66), 2 at +17 (33)
20	+30/+25/+20 (61)	+23/+18/+13 (46)	2 at +23 (54)	1 at +23 (72), 2 at +18 (36)
21	+31/+26/+21/+16 (63)	+24/+19/+14/+9 (47)	2 at +24 (59)	1 at +24 (78), 2 at +19 (39)
22	+32/+27/+22/+17 (67)	+25/+20/+15/+10 (51)	2 at +25 (63)	1 at +25 (84), 2 at +20 (42)
23	+33/+28/+23/+18 (72)	+26/+21/+16/+11 (54)	2 at +26 (68)	1 at +26 (90), 2 at +21 (45)
24	+35/+30/+25/+20 (79)	+27/+22/+17/+12 (60)	2 at +27 (75)	1 at +27 (99), 2 at +22 (50)
25	+36/+31/+26/+21 (86)	+28/+23/+18/+13 (65)	2 at +28 (81)	1 at +28 (108), 2 at +23 (54)
26	+37/+32/+27/+22 (94)	+29/+24/+19/+14 (70)	2 at +29 (88)	1 at +29 (117), 2 at +24 (59)
27	+38/+33/+28/+23 (101)	+30/+25/+20/+15 (74)	2 at +30 (95)	1 at +30 (126), 2 at +25 (63)
28	+39/+34/+29/+24 (108)	+31/+26/+21/+16 (79)	2 at +31 (102)	1 at +31 (135), 2 at +26 (68)
29	+40/+35/+30/+25 (115)	+32/+27/+22/+17 (84)	2 at +32 (108)	1 at +32 (144), 2 at +27 (72)
30	+41/+36/+31/+26 (122)	+33/+28/+23/+18 (89)	2 at +33 (115)	1 at +33 (153), 2 at +28 (77)

Step 2: Creature Type or Class Graft

With the normal monster creation system, foundational statistics such as base attack bonus, saving throw bonuses, and hit points are calculated from a monster's creature type and class levels. In this system, a monster's array sets its main statistics based on the broad role and CR it fits into. Creature types and classes then adjust those statistics to better resemble a particular monster concept.

Creature types and character classes are represented by "grafts"—groups of adjustments applied to an array's statistics. A monster made with this system is primarily defined either by its creature type or a character class. For example, a ghoul that is a powerful cleric would most likely use the cleric class graft rather than being defined primarily as undead. A fire giant with 3 levels in bard, on the other hand, should use the humanoid creature type graft and later choose some monster options that grant bardlike abilities.

If the focus is on a creature type, choose the appropriate creature type graft and apply the adjustments in that graft as described in the next section. If the focus is on a class, still choose a creature type graft but only apply its "automatic traits" entry, then apply the class graft. Even if a dragon has 20 levels in rogue (thus using the rogue class graft), for example, it still gets a dragon's normal vision types and immunities.



Creature Type Grafts

Altering an array by creature type is a simple process that typically adds or changes some of the monster's statistics. Each creature type includes at least the first two entries.

Automatic Traits: All creatures of this type get these abilities, which typically include senses, immunities, and more detailed sets of traits that are defined in the creature type's full description (*Bestiary* 306). This doesn't include forms of movement; see Speed in the sidebar on page 195.

Statistic Adjustments: These modifications change the base numbers from the monster's array. These are adjustments, not replacements; increase or decrease the statistics you recorded from the array by the amount indicated. Apply these adjustments to your monster only if it doesn't have a class graft.

Elective Adjustments: These are optional changes that can better evoke the monster's type, frequently including changes to the array's list of skills, monster options typical for this creature type (see Step 7), suggested spell lists, or even suggested restrictions. These should point you toward abilities that typically appear among creatures of the listed type, but aren't an exhaustive list of possibilities for monsters of that type.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Automatic Traits: Darkvision 60 ft.

Statistic Adjustments: Increase Will save bonus by 2.

Elective Adjustments: Spells from the aberrant list.

Animal

An animal is a living, nonhuman creature, usually with no magical abilities and no innate capacity for language.

Automatic Traits: Low-light vision; set Intelligence modifier to –4 or –5.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 2.

Construct

A construct is an animated object or artificially created creature. Most constructs have little willpower of their own, but are exceptionally hardy.

Automatic Traits: Darkvision 60 ft., low-light vision; construct immunities; set Constitution modifier to —.

Statistic Adjustments: Decrease Fortitude, Reflex, and Will saving throw bonuses by 2; increase attack bonus by 2.

Elective Adjustments: Mindless; set Intelligence modifier to — for mindless constructs; no master or good skills.

Dragon

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

Automatic Traits: Darkvision 60 ft., low-light vision; immune to paralysis and sleep.

Statistic Adjustments: Increase low saving throw bonuses by 2; increase attack bonus by 2.

Elective Adjustments: Breath weapon combat option (monstrous); secondary magic universal option; one additional master skill.

Fey

A fey is a supernatural creature that typically derives its power from its relationship to or guardianship of an area or natural feature. Fey usually resemble humans or gnomes, though fey animals exist.

Automatic Traits: Low-light vision.

Statistic Adjustments: Increase Reflex and Will saving throw bonuses by 2; decrease attack bonus by 2.

Elective Adjustments: Spells from the fey list; one additional master skill.

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, giant, goblinoid, reptilian, or tengu.

Automatic Traits: None.

Statistic Adjustments: Increase any one saving throw bonus by 2.

Magical Beast

Magical beasts are similar to animals, but can have Intelligence scores higher than 2 (in which case the magical beast knows at least one language, but can't necessarily speak). In addition, magical beasts usually have supernatural or extraordinary abilities.

Automatic Traits: Darkvision 60 ft., low-light vision.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 2; increase attack bonus by 2.

Monstrous Humanoid

Monstrous humanoids are similar to humanoids, but with distorted or animalistic features. They often have magical abilities as well.

Automatic Traits: Darkvision 60 ft.

Statistic Adjustments: Increase Reflex and Will saving throw bonuses by 2; increase attack bonus by 2.

Elective Adjustments: One additional good skill.

Ooze

An ooze is an amorphous or mutable creature, usually without a mind of its own. Options for oozes typically reflect their diverse physical compositions and innate abilities.

Automatic Traits: Blind, blindsight; mindless, ooze immunities, not subject to critical hits or flanking; set Intelligence modifier to —.

Statistic Adjustments: Increase Fortitude saving throw bonus by 2, decrease Reflex and Will saving throw bonuses by 2.

Elective Adjustments: No master or good skills.

Outsider

Most outsiders are beings native to a plane other than the Material Plane, or mortal descendants of such creatures. All outsiders are at least partially composed of the essence of their home planes. Some creatures become outsiders when they attain a higher (or lower) state of spiritual existence.

Automatic Traits: Darkvision 60 ft.

Statistic Adjustments: Increase one saving throw bonus by 2; increase attack bonus by 2.

Elective Adjustments: Spells from the abyssal, celestial, or infernal list; one additional master skill.

Plant

This type comprises vegetable creatures. Note that regular plants, such those found growing in gardens and fields, lack Wisdom and Charisma scores and aren't creatures, but objects, even though they are alive.

Automatic Traits: Low-light vision; plant immunities.

Statistic Adjustments: Increase Fortitude saving throw bonus by 2.

Elective Adjustments: No master or good skills.

Undead

Undead are once-living creatures that have been reanimated by spiritual or supernatural forces.

Automatic Traits: Darkvision 60 ft.; undead immunities, set Constitution modifier to —.

Statistic Adjustments: Increase Will saving throw bonus by 2.

Elective Adjustments: Mindless; no master or good skills; set Intelligence modifier to — for mindless undead.

Vermin

Concerned only with survival, vermin are common in nearly all environments. This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Automatic Traits: Darkvision 60 ft.; mindless; set Intelligence modifier to —.

Statistic Adjustments: Increase Fortitude saving throw bonus by 2.

Elective Adjustments: No master or good skills.

Class Grafts

Class grafts are more detailed than creature type grafts, ensuring that they more closely represent a PC class of the appropriate level. Each class graft is divided into the following sections.

Special Rules: This section appears in only some entries, and describes the class's significant requirements or features.

Required Array: You should use a specific array when you create a monster of this class. This is one instance in which a graft has a prerequisite, meant to match the feel of the class.

If you want to replicate a class without using the indicated array, do so without using the class graft. For example, if you wanted to create a cleric monster with the combatant array, you could still achieve a cleric's flavor by choosing the secondary magic option in Step 7. This essentially replicates a cleric built under the standard creation system that took combat feats and pre-casts many of its spells to give itself combat bonuses.

Statistic Adjustments: These change or replace some of the baseline numbers, skills, and options given by the monster's array. Apply the adjustments as written. Any skill listed replaces one of the choices of skills the monster gets from its array (with either a master or good bonus, as specified). If a monster gains additional skills above the normal allotment, this entry lists "one additional master skill" or "one additional good skill." The adjustments might also specify options, which replace the allotted options the monster gets from its array.



CR Entries: These adjustments replicate advancement by level. Apply only the highest entry to your monster: a CR 3 rogue would get the CR 3 line, but not the CR 1 line. Options gained from these entries replace options granted by the monster's array. It's possible the class graft will add more options than the monster's array allows; that's fine, and as usual you can selectively add or remove bonus options if you need to do so to make the monster function in a thematically appropriate way. See Step 7 for descriptions of these options.

Suggested Ability Modifiers: This section lists the recommended assignments for the monster's ability score bonuses, in order from highest to lowest. For instance, the barbarian lists "Strength, Constitution, Dexterity," meaning that when making a CR 1/2 barbarian, you would give it a +3 Strength modifier, a +2 Constitution modifier, and a +1 Dexterity modifier.

Suggested Options: These entries offer suggestions for cases in which the monster's array grants additional monster options beyond those determined by the class graft. They typically mimic flexible character class options, such as barbarian rage powers or rogue talents (see Step 7).

Suggested Spell Lists: Found only in class grafts for spellcaster monsters, these entries point you toward the spell lists that best replicate that class's typical spells.

Alchemist

Alchemists stand at the crossroads of magic and science. They blend exotic chemicals and infuse them with magical power in order to create unusual and sometimes unpredictable effects.

Special Rules: The spellcasting ability granted by this graft simulates the extracts an alchemist makes. The alchemist must use the alchemy spell list. Furthermore, "spells" the alchemist casts count as supernatural effects rather than spells.

Required Array: Expert.

Statistic Adjustments: Use the combatant array's saving throws; *skill*—master Craft (alchemy); *options*—bombs, mutagen, secondary magic.

CR 1: *Options*—energy infusion.

CR 3: Replace secondary magic with spellcasting (as if CR 2); *options*—energy infusion, one any.

CR 6: Replace secondary magic with spellcasting (as if CR 4); *options*—energy infusion, one any.

CR 9: Replace secondary magic with spellcasting (as if CR 6); *options*—energy infusion, immunity (poison), one any.

CR 12: Replace secondary magic with spellcasting (as if CR 8); *options*—energy infusion, immunity (poison), one magic, one any.

CR 15: Replace secondary magic with spellcasting (as if CR 10); *options*—energy infusion, immunity (poison), one magic, one any.

CR 18: Replace secondary magic with spellcasting (as if CR 12); *options*—energy infusion, immunity (poison), one magic, two any.

Suggested Ability Modifiers: Intelligence, Constitution, Dexterity.

Suggested Options: Extra attack (the alchemist can use this ability with bombs), knowledgeable, poison, spontaneous casting (cure), trap squares.

Suggested Spell List: Alchemy.

Barbarian

Fueled by wrath, driven by fury, barbarians unleash their rage to become powerful killing machines. They revel in the carnage they create and pay no heed to danger.

Required Array: Combatant.

Statistic Adjustments: Increase speed by 10 feet; increase Fortitude saving throw bonus by 2; *skill*—master Intimidate; *options*—extra hit points, rage.

CR 1: *Options*—uncanny dodge, one combat.

CR 5: *Options*—uncanny dodge, unflankable, one combat.

CR 7: *Options*—damage reduction as if 5 CR lower, uncanny dodge, unflankable, one combat.

CR 15: *Options*—damage reduction as if 5 CR lower, uncanny dodge, unflankable, two combat.

CR 19: *Options*—damage reduction as if 5 CR lower, uncanny dodge, unflankable, three combat.

Suggested Ability Modifiers: Strength, Constitution, Dexterity.

Suggested Options: Combat reflexes, critical striker, diehard, improved combat maneuver (bull rush or grapple), mobile attack, power attack.

Bard

Bards infuse their performances with magic to bolster their allies. Bards supplement their music with spells, typically favoring those that enchant, beguile, and befuddle.

Required Array: Expert.

Statistic Adjustments: Increase Reflex saving throw bonuses by 2; *skills*—master Perform, one additional master; *options*—inspire courage, knowledgeable, secondary magic, one social.

CR 3: Replace secondary magic with spellcasting (as if CR 2); *option*—one any.

CR 6: Replace secondary magic with spellcasting (as if CR 4); *option*—one any.

CR 9: Replace secondary magic with spellcasting (as if CR 6); *option*—one any.

Advanced Class Guide Classes

To create a monster that mimics a class from *Pathfinder RPG Advanced Class Guide*, use one of the class grafts, but replace some of the options with those from a secondary class graft. In some cases, it's easiest to just use an existing class graft whole cloth and make it feel more like the *Advanced Class Guide* class by choosing appropriate monster options. Use the table below to determine which to use for each.

Class	Primary Graft	Secondary Graft	Spellcasting
Arcanist	Wizard	—	Wizard
Bloodrager	Barbarian	Sorcerer	Secondary magic option
Brawler	Fighter	Monk	—
Hunter	Ranger	Druid	Bard
Investigator	Alchemist	Rogue	Alchemist
Shaman	Witch	Oracle	Witch
Skald	Bard	Barbarian	Bard
Slayer	Rogue	Ranger	—
Swashbuckler	Fighter	—	—
Warpriest	Fighter	Cleric	Inquisitor

CR 12: Replace secondary magic with spellcasting (as if CR 8); *options*—one social, one any.

CR 15: Replace secondary magic with spellcasting (as if CR 10); *options*—one social, one any.

CR 18: Replace secondary magic with spellcasting (as if CR 12); *options*—one social, two any.

CR 19: Replace secondary magic with spellcasting (as if CR 14); *options*—slaying attack (requires performing for 1 full round instead of hitting with an attack), one social, two any.

Suggested Ability Modifiers: Charisma, Intelligence, Dexterity.

Suggested Options: Combat casting, countersong, fascinate, inspire competence, linguist, persuasive.

Suggested Spell Lists: Charm, enchantment, fey, liberation, trickery.

Cavalier

When mounted on a warhorse or some other steed trained for battle, the cavalier dominates the battlefield. He might serve as a battle leader, rallying allies to his banner.

Special Rules: The cavalier works well with a mount. See the Animal Companions and Mounts sidebar on page 209.

Required Array: Combatant.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 1; *skill*—master Ride; *options*—challenge, one any.

CR 3: *Options*—mounted mastery.

CR 4: *Options*—inspire courage, mounted mastery.

Domain Options

The suggested options for a cleric vary based on the cleric's domains. Consider the following options if a specific domain ability is particularly important to the cleric. Other monsters that gain domains, such as druids, or any creature with a theme or feature similar to a cleric's domain might also draw from the appropriate domain's list of options. See Step 7 for descriptions of monster options.

Air: Energy resistance (electricity), magic attack (electricity).

Animal: Animal talker.

Artifice: Magic weapon.

Chaos: Bypass DR (chaotic), misfortune (requires a melee touch attack).

Charm: Bestow moderate condition (dazed).

Community: Remove minor condition.

Darkness: See in darkness (*Pathfinder RPG Bestiary 3* 299).

Death: Bleed, negative healing.

Destruction: Power attack.

Earth: Energy resistance (acid), magic attack (acid).

Evil: Bestow minor condition (sickened, and the sickened creature counts as good for the purposes of spells with the evil descriptor), bypass DR (evil).

Fire: Energy resistance (fire), magic attack (fire).

Glory: Inspire competence (typically for Charisma-based skills).

Good: Bolstering touch, bypass DR (good).

Healing: Potent healing.

Knowledge: Knowledgeable.

Law: Bypass DR (lawful).

Liberation: Immunity (grappled, paralyzed).

Luck: Fortune (requires touching the subject).

Madness: Confusion aura.

Magic: Magic attack (bludgeoning, piercing, or slashing).

Nobility: Inspire courage (affects only one creature).

Plant: Damaging body (piercing).

Protection: Protective ward, save boost.

Repose: Bestow moderate condition (staggered, lasts only 1 round), immunity (death effects).

Rune: Trap squares (magical trap only).

Strength: Combatant's touch (Strength only).

Sun: Potent magic damage (healing).

Travel: Dimensional steps, terrain stride.

Trickery: Constant invisibility.

War: Replace a magic option from the cleric graft with a combat option.

Water: Energy resistance (cold), magic attack (cold).

Weather: Magic attack (electricity).

CR 13: *Options*—aura of resistance (charm, compulsion), heroic recovery, inspire courage, mounted mastery, one combat.

CR 17: *Options*—aura of resistance (charm, compulsion), heroic recovery, inspire courage, mounted mastery, two combat.

Suggested Ability Modifiers: Strength, Dexterity, Constitution.

Suggested Options: Critical striker, extra armor, improved combat maneuver, mounted master, powerful charge.

Cleric

Clerics draw power from the gods they serve to advance their interests in the world. As varied as the gods, clerics possess a wide array of spells and abilities with which they fight the enemies of their faith. Many clerics focus on battle and choose various combat options.

Required Array: Spellcaster.

Statistic Adjustments: Increase Fortitude saving throw bonus by 2; *skill*—master Knowledge (religion); *options*—channel energy, spontaneous casting (cure or inflict), one any.

CR 12: *Options*—one magic, one any.

CR 18: *Options*—one magic, two any.

Suggested Ability Modifiers: Wisdom, Strength, Charisma.

Suggested Options: Combat casting, extra armor, protective ward, turn undead; see the Domain Options sidebar.

Suggested Spell Lists: Chaos, evil, good, law, by domain.

Druid

Guardians of balance, protectors of nature, druids wield power drawn from the world around them. Equipped with magic that allows them to manipulate nature and assume different forms, druids have a bevy of methods in their arsenals to defeat their enemies. Change shape (marked in entries with an asterisk [*]) functions as the universal monster rule (*Bestiary* 298), allowing the druid to change into the listed creature types. A druid changed in this way can still cast spells.

Special Rules: Druids often have animal companions. See the Animal Companions and Mounts sidebar on page 209.

Required Array: Spellcaster.

Statistic Adjustments: Increase Fortitude saving throw bonuses by 2; *skills*—master Knowledge (nature) and Survival; *options*—spontaneous casting (*summon nature's ally*), one any.

CR 1: *Options*—terrain stride (undergrowth).

CR 3: *Options*—change shape* (Small or Medium animal), terrain stride (undergrowth).

CR 5: *Options*—change shape* (Tiny, Small, Medium, or Large animal or Small elemental), terrain stride (undergrowth), one magic.

CR 7: *Options*—change shape* (any size animal, Medium or smaller elemental, or Small or Medium plant), terrain stride (undergrowth), one magic.

CR 9: *Options*—change shape* (any size animal, Large or smaller elemental, or Large or smaller plant), immunity (poison), terrain stride (undergrowth), one magic.

CR 11: *Options*—change shape* (any size animal, Huge or smaller elemental, or Huge or smaller plant), immunity (poison), terrain stride (undergrowth), one magic, one any.

CR 18: *Options*—change shape* (any size animal, Huge or smaller elemental, or Huge or smaller plant), immunity (poison), terrain stride (undergrowth), two magic, one any.

Suggested Ability Modifiers: Wisdom, Constitution, Charisma.

Suggested Options: Animal talker, combat casting, magic attack, powerful summons; see the Domain Options sidebar.

Suggested Spell Lists: Air, animal, earth, fire, healing, nature, plant, water, weather.

Fighter

Fighters excel in battle. Their training makes them the undisputed masters of arms and armor, and their grit and determination see them through almost any conflict.

Required Array: Combatant.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 1; *option*—one combat.

CR 1: *Options*—one combat.

CR 3: *Options*—two combat.

CR 5: *Options*—three combat.

CR 7: *Options*—four combat.

CR 11: *Options*—five combat.

CR 15: *Options*—six combat.

Suggested Ability Modifiers: Strength, Dexterity, Constitution.

Suggested Options: Accuracy, combat reflexes, extra armor, extra attack, improved combat maneuver, extra armor, power attack.

Gunslinger

Gunslingers focus their training on handling firearms, coaxing every advantage they can from the weapons they have mastered. Guns blazing, they tend to fearlessly lead the way in battle.

Required Array: Combatant.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 1; *options*—firearm savvy, one combat.

CR 3: *Options*—one any.

CR 10: *Options*—fast reload, one combat, one any.

CR 14: *Options*—evasion, fast reload, uncanny dodge, two combat, one any.

CR 18: *Options*—evasion, fast reload, uncanny dodge, three combat, one any.

Suggested Ability Modifiers: Dexterity, Constitution, Wisdom.

Suggested Options: Bleed, fear attack (burst), improved initiative, magic weapon, stun attack.

Animal Companions and Mounts

If you decide a monster should have an animal companion or mount, choose an animal from the list of a *summon nature's ally* spell. The spell must have a level no higher than 1/2 the monster's CR. Treat the companion as an additional creature in the encounter, awarding XP for defeating it as if it were an independent creature rather than an animal companion.

Alternatively, you can create an animal from scratch using simple monster creation. This monster should have a CR no higher than 1 + 1/2 the primary monster's CR. Award XP for defeating it as if it were not an animal companion.

Inquisitor

The gods grant inquisitors the power to root out the enemies of their faith and destroy them. Implacable in their focus and driven by their devotion, inquisitors undertake their divine missions with the grim determination required to deal with those who oppose their deities.

Required Array: Expert.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 1, increase Will saving throw bonus by 2; *skills*—master Intimidate and Sense Motive; *options*—secondary magic, one any.

CR 3: Replace secondary magic with spellcasting (as if CR 2); *options*—improved initiative, one combat.

CR 4: Replace secondary magic with spellcasting (as if CR 2); *options*—improved initiative, magic weapon (*bane*), one combat.

CR 6: Replace secondary magic with spellcasting (as if CR 4); *options*—improved initiative, magic weapon (*bane*), one combat.

CR 9: Replace secondary magic with spellcasting (as if CR 6); *options*—improved initiative, magic weapon (*bane*), stalwart, one combat.

CR 12: Replace secondary magic with spellcasting (as if CR 8); *options*—improved initiative, magic weapon (*bane*), stalwart, one combat, one social.

CR 15: Replace secondary magic with spellcasting (as if CR 10); *options*—improved initiative, magic weapon (*bane*), stalwart, one combat, one social.

CR 18: Replace secondary magic with spellcasting (as if CR 12); *options*—improved initiative, magic weapon (*bane*), stalwart, two combat, one social.

CR 19: Replace secondary magic with spellcasting (as if CR 14); *options*—improved initiative, magic weapon (*bane*), slaying attack, stalwart, two combat, one social.

Suggested Ability Modifiers: Wisdom, Strength or Dexterity, Charisma.

Suggested Options: Accuracy, bypass DR (magic, plus one alignment type if CR 5 or higher, plus adamantine if CR 9 or higher), damage reduction (magic, or by alignment if

CR 9 or higher), energy resistance, extra armor, fast healing, power attack, save boost, spell penetration.

Suggested Spell List: By domain.

Magus

The magus blends weapon training and magic to become an effective master of both.

Required Array: Expert.

Statistic Adjustments: Increase Fortitude saving throw bonus by 2; *options*—magic weapon, secondary magic, spell combat, one magic.

CR 1: *Options*—spellstrike.

CR 3: Replace secondary magic with spellcasting (as if CR 2); *options*—spellstrike, one combat.

CR 6: Replace secondary magic with spellcasting (as if CR 4); *options*—combat casting, spellstrike, one combat.

CR 9: Replace secondary magic with spellcasting (as if CR 6); *options*—combat casting, spellstrike, one combat.

CR 12: Replace secondary magic with spellcasting (as if CR 8); *options*—combat casting, spellstrike, one combat, one magic.



CR 15: Replace secondary magic with spellcasting (as if CR 10); *options*—combat casting, mage punisher, spellstrike, one combat, one magic.

CR 18: Replace secondary magic with spellcasting (as if CR 12); *options*—combat casting, mage punisher, spellstrike, two combat, one magic.

Suggested Ability Modifiers: Intelligence, Strength, Dexterity.

Suggested Options: Dodge expert, improved combat maneuver, magic attack (melee), metamagic spell, mobile attack (melee).

Monk

Masters of complex fighting techniques, monks supplement their physical training with mystical powers that help them push past mortal limits.

Special Rules: The monk's unarmed attacks use a specified die progression for damage, beginning at 1d6 and increasing based on CR. This alters only the damage calculation from Step 9: Damage on page 241; the total amount of damage is still based on the combatant array.

Required Array: Combatant.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 1, increase Will saving throw bonus by 2; *skill*—master Acrobatics; *options*—extra attack, stun attack, one combat; monk unarmed damage 1d6.

CR 1: *Options*—evasion, one combat.

CR 3: Increase speed by 10 feet; options—bypass DR (magic), evasion, one combat.

CR 5: Increase speed by 20 feet; options—bypass DR (magic), evasion, immunity (disease), unarmed damage 1d8, one combat.

CR 7: Increase speed by 20 feet; options—bypass DR (magic), evasion, immunity (disease), unarmed damage 1d10, one combat.

CR 9: Increase speed by 30 feet; options—bypass DR (lawful, magic), evasion, immunity (disease), unarmed damage 1d10, one combat.

CR 11: Increase speed by 40 feet; options—bypass DR (lawful, magic), evasion, immunity (disease, poison), unarmed damage 2d6, one combat.

CR 13: Increase speed by 40 feet; options—bypass DR (lawful, magic), evasion, immunity (disease, poison), spell resistance, unarmed damage 2d6, two combat.

CR 15: Increase speed by 50 feet; options—bypass DR (adamantine, lawful, magic), evasion, immunity (disease, poison), spell resistance, unarmed damage 2d8, two combat.

CR 17: Increase speed by 60 feet; options—bypass

DR (adamantine, lawful, magic), evasion, immunity (disease, poison), spell resistance, unarmed damage 2d8, three combat.

CR 19: Increase speed by 60 feet; options—bypass DR (adamantine, lawful, magic), damage reduction (chaotic), evasion, immunity (disease, falling damage, poison), spell resistance, unarmed damage 2d10, three combat.

Suggested Ability Modifiers: Wisdom, Dexterity, Strength.

Suggested Options: Deflect projectiles, improved combat maneuver, improved initiative, mobile attack (melee), quivering palm, secondary magic (*dimension door* and *etherealness*), whirlwind attack.

Oracle

Rather than devote themselves to a single god, oracles serve diverse forces. In return for their devotion, oracles gain access to strange and mysterious mystical power.

Special Rules: The oracle has a unique curse that doesn't appear with the other monster options. The traits gained at each CR are cumulative. Choose one of the following.

- *Clouded Vision*: The monster has darkvision to 30 feet, but can't see anything beyond that range. At CR 4, this increases to 60 feet. At CR 9, the monster also gains blindsense to 30 feet. At CR 14, the monster also gains blindsight to 15 feet.
- *Deaf*: The monster is permanently deafened. It ignores the verbal component of any spell it casts. At CR 4, the monster gains a master bonus on Perception checks that do not rely on hearing. At CR 9, the monster gains scent. At CR 14, the monster gains tremorsense to 30 feet.
- *Haunted*: The monster must use a standard action to retrieve a stored item unless doing so would normally take more time. Any item the monster drops lands 10 feet away from it in a random direction. The monster gains the at-will magic option (*mage hand* and *ghost sound*).
- *Lame*: Reduce the monster's speed by 10 feet. At CR 4, the monster is immune to the fatigued condition. At CR 14, the monster is immune to the exhausted condition.
- *Tongues*: Add one of the following languages to the list of languages the monster knows: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. In combat, the monster can speak and understand only this language. At CR 4, add another language from the list to the languages the monster can speak during combat. At CR 9, the monster can understand any spoken language, as if under the effects of *tongues*, even in combat. At CR 14, the monster can speak any language outside combat.
- *Wasting*: Decrease the monster's Charisma modifier by 4. At CR 4, the monster becomes immune to the sickened condition. At CR 9, the monster becomes immune to disease. At CR 14, the monster becomes immune to the nauseated condition.

Required Array: Spellcaster.

Statistic Adjustments: Increase Reflex and Will saving throw bonuses by 1; *options*—mystery (any), one any.

Mystery Options

The mystery an oracle possesses can alter her abilities significantly. Consider the following options if a mystery ability is particularly important to the oracle. Any creature with a theme similar to a given oracle mystery might also draw from that mystery's list of options.

Battle: Damage reduction (adamantine), inspire courage.

Bones: At-will magic (*animate dead*), constant invisibility, incorporeal.

Flame: Breath weapon (cone of fire), metamagic spell (fire spells only).

Heavens: Energy explosion (5-ft. burst).

Life: Blindsight 30 ft. (detects living creatures only), channel energy.

Lore: Knowledgeable.

Nature: Animal talker, vampiric attack (ranged).

Stone: Earth glide (*Pathfinder RPG Bestiary 3* 294), magic attack (bludgeoning), metamagic spell (earth spells only).

Waves: Magic attack (cold, melee touch attack), magic weapon (cold energy), metamagic spell (cold or water spell).

Wind: Extra armor, fly 90 ft. (good), metamagic spell (air or electricity spells only).

CR 3: *Options*—one magic.

CR 12: *Options*—one magic, one any.

CR 18: *Options*—two magic, one any.

Suggested Ability Modifiers: Charisma, Wisdom, Dexterity.

Suggested Options: Combat casting, dodge expert, extra armor, spontaneous casting (*cure*); see the Mystery Options sidebar above.

Suggested Spell Lists: Chaos, evil, good, law, by mystery.

Paladin

Paladins champion law and good and bring divine power to bear against the agents of chaos and evil.

Special Rules: Some paladins have mounts. See the Animal Companions and Mounts sidebar on page 209.

Required Array: Combatant.

Statistic Adjustments: Increase Fortitude saving throw bonus by 2, increase Will saving throw bonus by 3; *detect evil* at will; *options*—smite (evil), one any.

CR 1: *Options*—healing touch.

CR 3: *Options*—aura of resistance (fear), channel energy, immunity (disease, fear), healing touch, secondary magic (as if CR 1).

CR 7: *Options*—aura of resistance (charm, fear), channel energy, immunity (charm, disease, fear), healing touch, save boost, secondary magic (as if CR 2).

CR 9: *Options*—aura of resistance (charm, fear), channel energy, immunity (charm, disease, fear), healing touch, save boost, secondary magic (as if CR 4).

Bloodline Options

A sorcerer's bloodline provides several additional powers. Consider the following options if a bloodline ability is particularly important to the sorcerer. Any creature with a theme similar to a sorcerer bloodline might also draw from the appropriate bloodline's list of options. See Step 7 for descriptions of monster options.

Aberrant: Fortification (as the universal monster rule, *Pathfinder RPG Bestiary 4* 294), magic attack (acid).

Abyssal: Use two natural attacks instead of weapon attacks, resistance (electricity).

Arcane: At-will magic, metamagic spell.

Celestial: Energy resistance (acid, cold), fly 60 ft. (good) for a number of minutes per day equal to CR, magic attack (divine).

Destined: Bolstering touch.

Draconic: Use two natural attacks instead of weapon attacks, breath weapon, energy resistance, fly 60 ft. (average).

Elemental (Air): Energy explosion (electricity), energy resistance (electricity), fly 60 ft. (average).

Elemental (Earth): Burrow 30 ft., energy explosion (acid), energy resistance (acid).

Elemental (Fire): Energy explosion (fire), energy resistance (fire), increase base speed by 30 ft.

Elemental (Water): Energy explosion (cold), energy resistance (cold), swim 60 ft.

Fey: Damage reduction (cold iron), spell penetration, terrain stride (undergrowth).

Infernal: Bestow minor condition (shaken), energy resistance (fire), fly 60 ft. (average).

Undead: Bestow minor condition (shaken), energy resistance (cold), incorporeal (1/day).

CR 13: *Options*—aura of resistance (charm, fear), bypass DR (good), channel energy, immunity (charm, disease, fear), healing touch, save boost, secondary magic (as if CR 6), one combat.

CR 15: *Options*—aura of resistance (charm, compulsion, fear), bypass DR (good), channel energy, damage reduction (evil), immunity (charm, compulsion, disease, fear), healing touch, save boost, secondary magic (as if CR 6), one combat.

CR 19: *Options*—aura of resistance (charm, compulsion, fear), bypass DR (good), channel energy, damage reduction (evil), immunity (charm, compulsion, disease, fear), healing touch, save boost, secondary magic (as if CR 6), one combat, one any.

Suggested Ability Modifiers: Strength, Charisma, Constitution.

Suggested Options: Extra armor, inspire courage, magic weapon, mounted master, powerful charge.

Suggested Spell Lists: Good, glory, war.

Ranger

The guardians of the wild, blazers of trails, and destroyers of monsters, rangers are the first line of defense against the dangers of the wilderness. They have strong combat abilities and limited spellcasting.

Special Rules: Some rangers have an animal companion. See the Animal Companions and Mounts sidebar on page 209.

Required Array: Combatant.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 1; *skills*—master Perception, one additional master (typically Stealth or Survival); *options*—favored enemy, one any.

CR 3: *Options*—secondary magic (as if CR 1), one combat.

CR 7: *Options*—secondary magic (as if CR 2), terrain stride (undergrowth), one combat.

CR 9: *Options*—secondary magic (as if CR 4), terrain stride (undergrowth), one combat.

CR 11: *Options*—evasion (as if CR 4), secondary magic (as if CR 4), terrain stride (undergrowth), two combat.

CR 15: *Options*—evasion, secondary magic (as if CR 6), terrain stride (undergrowth), two combat.

CR 17: *Options*—evasion, secondary magic (as if CR 6), terrain stride (undergrowth), two combat, one any.

CR 19: *Options*—evasion, secondary magic (as if CR 6), slaying attack (Fortitude), terrain stride (undergrowth), two combat, one any.

Suggested Ability Modifiers: Strength or Dexterity, Constitution, Wisdom.

Suggested Options: Animal talker, critical striker, extra attack, far shot, rend, trap squares.

Suggested Spell Lists: Animal, nature, plant.

Rogue

Rogues always have a trick up their sleeves. Armed with numerous skills and tricks to confound their adversaries, rogues can always stay one step ahead of the foe.

Required Array: Expert.

Statistic Adjustments: Increase Reflex saving throw bonus by 3; *skills*—master Perception and Stealth; *options*—improved initiative, sneak attack.

CR 1: *Options*—evasion, one any.

CR 3: *Options*—evasion, uncanny dodge, one combat, one social.

CR 9: *Options*—evasion, uncanny dodge, unflankable, one combat, one social.

CR 11: *Options*—evasion, uncanny dodge, unflankable, one combat, one social, one any.

CR 19: *Options*—evasion, slaying attack (Fortitude), uncanny dodge, unflankable, two combat, one social, one any.

Suggested Ability Modifiers: Dexterity, Charisma, Intelligence.

Suggested Options: Constant invisibility, mobility, persuasive, poison, slippery mind, trap squares.

Sorcerer

Sorcerers draw magical power from a quirk in their heritage, the remnant of a past, powerful ancestor whose magic traveled through the generations until it woke within the sorcerer.

Required Array: Spellcaster.

Statistic Adjustments: Increase either Fortitude or Reflex saving throw bonus by 1; *skill*—master Knowledge (arcana); *option*—one magic.

CR 3: *Options*—one any.

CR 12: *Options*—one magic, one any.

CR 18: *Options*—two magic, one any.

Suggested Ability Modifiers: Charisma, Constitution, Dexterity.

Suggested Options: Combat casting, extra hit points, magic attack, metamagic spell, potent magic damage.

Suggested Spell Lists: Arcane, magic, by bloodline.

Summoner

Already endowed with considerable arcane might, a summoner can also call forth an eidolon, a powerful otherworldly entity, for aid and protection.

Special Rules: A summoner needs an eidolon. Decide the CR you want the summoner and eidolon to be together, and create the summoner and eidolon each at that CR – 2. Create an outsider with the same CR as the summoner using the combatant array, or use an existing outsider of the same CR. Treat the companion as an additional creature in the encounter, awarding XP for defeating it as if it were an independent creature; see the sidebar on page 209.

Required Array: Spellcaster.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 1; *skill*—master Knowledge (planes); *options*—spontaneous casting (*summon monster*), one magic.

CR 3: *Options*—one any.

CR 12: *Options*—one magic, one any.

CR 18: *Options*—two magic, one any.

Suggested Ability Modifiers: Charisma, Constitution, Dexterity.

Suggested Options: Combat casting, improved initiative, magical aptitude, powerful summons, transfer hit points (self to ally).

Suggested Spell List: Conjuration.

Witch

Witches commune with unknown forces to grow their magical power. These spellcasters forge pacts with otherworldly beings and draw magic from their mysterious patrons.

Required Array: Spellcaster.

Statistic Adjustments: Increase Fortitude and Reflex saving throw bonuses by 1; *skill*—Knowledge (arcana); *option*—one magic.

CR 1: *Options*—one any.

CR 3: *Options*—one magic, one any.

Arcane School Options

Specialist wizards in particular are defined by the schools in which they focus. Consider the following monster options if an arcane school is particularly important to the wizard. Any creature that predominantly uses spells from a single school might also draw from the school's list of options. See Step 7 for descriptions of monster options.

Abjuration: Energy resistance (acid, cold, electricity, fire, or sonic), protective ward.

Conjuration: Dimensional steps, magic attack (acid), powerful summons.

Divination: Bolstering touch, improved initiative.

Enchantment: Bestow major condition (dazed, 1 round), persuasive.

Evocation: Magic attack (force), potent magic damage.

Illusion: Bestow moderate condition (blinded, ranged touch attack, 1 round).

Necromancy: Bestow minor condition (shaken), turn undead.

Transmutation: Dodge expert, extra hit points, magic attack (bludgeoning), power attack.

Universalist: Magic attack (bludgeoning or piercing), metamagic spell.

CR 12: *Options*—two magic, one any.

CR 18: *Options*—two magic, two any.

Suggested Ability Modifiers: Intelligence, Charisma, Dexterity.

Suggested Options: Bestow major condition, bestow minor condition, bestow moderate condition, evil eye, fortune, healing touch, linguist, misfortune.

Suggested Spell List: Choose a thematically appropriate list based on the witch's patron.

Wizard

Wizards spend their lives delving into the mysteries of arcane magic, poring over scrolls and tomes to tease out true magical power. This academic approach allows wizards to learn some of the most varied and useful spells in existence.

Required Array: Spellcaster.

Statistic Adjustments: Increase either Fortitude or Reflex saving throw bonus by 1; *skill*—master Knowledge (arcana); *option*—one magic.

CR 3: *Options*—one any.

CR 12: *Options*—one magic, one any.

CR 18: *Options*—two magic, one any.

Suggested Ability Modifiers: Intelligence, Dexterity, Constitution.

Suggested Options: Combat casting, magic attack, magical aptitude, knowledgeable, spell penetration; see the Arcane School Options sidebar above.

Suggested Spell Lists: Arcane, magic, by arcane school.

Step 3: Subtype Graft

Find the monster's subtype (if any) in the list below and apply all abilities listed there. For monsters that replicate common PC races (such as humans or elves), the subtype includes the equivalent of their important racial traits as well. These entries don't always include all the abilities a creature gains from the subtypes as they appear in *Bestiary* volumes; they omit rules that are only relevant for creating the creature, those that cover the monster's noncombat abilities (such as whether it eats or sleeps), and abilities that aren't as useful for NPCs as they would be for PCs (such as a dwarf's stonecunning ability).

Subtype graft entries use a short format. After the name, each subtype entry has one to three sections listing its abilities, separated by category. Some grafts grant a monster additional senses, movement types, bonuses, or other statistic adjustments. Abilities listed under the options and skills sections are found on Step 7 and 8, respectively. Finally, some abilities directly refer to a universal monster rule in a *Bestiary*.

All subtype abilities are added automatically; none are optional. They're meant to be included in addition to all the skills and options you can choose for the monster based on its CR and array. Likewise, subtype entries might tell you to add particular monster options or skills. These don't count against the monster's normal number of options or skills.



Subtype Entries

The following subtypes cover all those presented from the first *Bestiary* through *Pathfinder RPG Bestiary 4*, with the exception of those that either don't grant significant abilities or have such an impact on the monster that a graft can't cover them. Those subtypes appear in the "Other Subtypes" sidebar.

Aeon: Gain a deflection bonus to AC equal to 1/4 CR; *options*—energy resistance 10 (electricity and fire), immunity (cold, poison, and critical hits).

Agathion: +4 racial bonus on saving throws against poison, truespeech (*Bestiary* 310); *options*—energy resistance 10 (cold and sonic), healing touch, immunity (electricity and poison).

Air: Fly 60 ft. (perfect); *skills*—gain Fly as an additional master skill.

Angel: +4 racial bonus on saving throws against poison; protective aura (*Bestiary* 310); truespeech (*Bestiary* 310); *options*—energy resistance 10 (electricity and fire), immunity (acid, cold, and petrification).

Aquatic: Swim 30 ft.; *skills*—gain Swim as an additional master skill.

Archon: +4 racial bonus on saving throws against poison; aura of menace (*Bestiary* 310), *teleport*; *options*—immunity (electricity and petrification).

Asura: +2 racial bonus on saving throws against enchantment spells; elusive aura (*Bestiary 3* 304); *options*—energy resistance 10 (acid and electricity), immunity (curses, disease, and poison), regeneration (overcome by good), spell resistance, summon allies, telepathy; *skills*—gain Escape Artist and Perception as additional master skills.

Azata: *Options*—energy resistance 10 (cold and fire), immunity (electricity and petrification).

Clockwork: Increase AC and touch AC by 2, increase Reflex saving throw bonus by 2, vulnerable to electricity; *options*—improved initiative.

Cold: Vulnerable to fire; *options*—immunity (cold).

Daemon: *Options*—energy resistance 10 (cold, electricity, and fire), immunity (acid, death effects, disease, and poison), summon allies, telepathy.

Demodand: Faith-stealing strike (*Bestiary 3* 305); heretical soul (*Bestiary 3* 305); *options*—energy resistance 10 (cold and fire), immunity (acid and poison), summon allies.

Demon: *Options*—energy resistance 10 (acid, cold, and fire), immunity (electricity and poison), summon allies, telepathy.

Devil: See in darkness (*Bestiary* 311); *options*—energy resistance 10 (acid and cold), immunity (fire and poison), summon allies, telepathy.

Div: See in darkness (*Bestiary* 311); *options*—energy resistance 10 (acid and electricity), immunity (fire and poison), summon allies, telepathy.

Dwarf: Darkvision 60 ft.; +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Earth: Burrow 20 ft., tremorsense (range varies).

Elemental: *Options*—immunity (bleed, critical hits, flanking, paralysis, poison, sleep effects, and stunning).

Elf: Low-light vision; *skills*—gain Perception or Spellcraft as an additional master skill; *options*—immunity (sleep).

Fire: Vulnerable to cold; *options*—immunity (fire).

Giant: Low-light vision; *skills*—gain Intimidate as additional good skill.

Gnome: Gain the Small graft, low-light vision, gain one CR-appropriate spell from the illusion spell list (see page 223).

Goblinoid: *Skills*—gain Stealth as an additional good skill.

Half-Elf: Low-light vision; *options*—immunity (sleep); *skills*—gain one additional master skill.

Half-Orc: Darkvision 60 ft.; *skill*—gain Intimidate as an additional good skill.

Halfling: Gain the Small graft, +2 racial bonus on saving throws against fear.

Human: *Options*—gain one additional combat or social option.

Incorporeal: Set touch AC to same value as AC; *options*—immunity (critical hits and precision-based damage from weapons without *ghost touch*), incorporeal.

Inevitable: Low-light vision; *options*—regeneration (overcome by chaotic).

Kami: Merge with ward (*Bestiary 3* 306), ward (*Bestiary 3* 306); *Options*—energy resistance 10 (acid, electricity, and fire), fast healing, immunity (bleed, mind-affecting effects, petrification, and polymorph effects), telepathy.

Leshy: Constant *pass without trace*; plantspeech (*Bestiary 3* 307); verdant burst (*Bestiary 3* 307); *options*—change shape, immunity (electricity and sonic).

Nightshade: Desecrating aura (*Pathfinder RPG Bestiary 2* 308), darksense (*Bestiary 2* 308), low-light vision, light aversion (*Bestiary 2* 308); *options*—channel energy (negative energy).

Oni: *Options*—change shape; regeneration (typically overcome by acid or fire).

Orc: Darkvision 60 ft., light sensitivity.

Other Subtypes

A number of subtypes don't have full entries. Most of these don't grant additional abilities to monsters, and are listed below. A monster gains all subtypes appropriate to it, even those without rules in this chapter, such as the following.

Adlet (*Bestiary 3*)
Augmented
Catfolk (*Bestiary 3*)
Chaotic
Changeling (*Advanced Race Guide*)
Dark Folk (*Bestiary 2*)
Evil
Extraplanar
Good
Kasatha (*Bestiary 4*)
Kitsune (*Bestiary 4*)
Lawful
Native
Ratfolk (*Bestiary 3*)
Reptilian
Samsaran (*Bestiary 4*)
Sasquatch (*Bestiary 3*)
Udaeus (*Bestiary 4*)
Vanara (*Bestiary 3*)
Vishkanya (*Bestiary 3*)
Wayang (*Bestiary 4*)

Complex Subtypes

The subtypes listed below don't appear because they're so complex that adding a subtype graft isn't enough. Creatures of these subtypes need to be created carefully, and have detailed rules associated with them that go beyond the scope of simple monster creation.

Behemoth (*Bestiary 3*)
Colossus (*Bestiary 4*)
Great Old One (*Bestiary 4*)
Kaiju (*Bestiary 4*)
Mythic (*Mythic Adventures*)

Protean: Blindsense (range varies), amorphous anatomy (*Bestiary 2* 308), constant *freedom of movement*; *options*—change shape, constrict, energy resistance 10 (electricity and sonic), immunity (acid), improved combat maneuver (grab).

Psychopomp: Spiritsense (*Bestiary 4* 308), spirit touch (*Bestiary 4* 308); *options*—damage reduction (5/adamantine), energy resistance 10 (cold and electricity), immunity (death effects, disease, and poison).

Qlippoth: Horrific appearance (*Bestiary 2* 309); *options*—energy resistance 10 (acid, electricity, and fire), immunity (cold, mind-affecting effects, and poison), telepathy.

Rakshasa: Detect thoughts (*Bestiary 3* 307), enhanced defenses (*Bestiary 3* 307); *options*—change shape.

Shapechanger: *Options*—change shape.

Swarm: Takes an additional 50% damage from spells or effects that affect an area; swarm attack; if made of Tiny creatures, the monster takes half damage from slashing and piercing weapons; if made of Fine or Diminutive creatures, the monster is immune to weapon damage; *options*—distraction, immunity (critical hits, flanking, trip, grapple, bull rush, and spells that target a specific number of creatures).

Water: Swim 30 ft.; *skills*—gain Swim as an additional master skill.

Step 4: Template Graft

These optional grafts replicate popular monster templates, and are applied on top of the creature type or class graft chosen for the monster. Template graft entries follow a format similar to creature type grafts.

Minimum or Maximum CR: This entry indicates what the lowest or highest possible CR for the monster can be. A header that says "CR 2+" indicates the monster's CR must be 2 or higher, and "CR 9–" means its CR can't be higher than 9.

Required Creature Type or Subtype: For templates that change a creature's type or subtype in the normal monster creation system, this entry shows which creature type or subtype the monster must be in order to apply the template graft.

Suggested Array: This indicates the monster array the template is most closely associated with, if any. Liches, for example, are almost always spellcasters.

Automatic Traits: All creatures with this graft gain these abilities. The automatic traits might tell you to add particular monster options or skills. These count against the monster's normal number of options, skills, and so forth, replacing them (unlike subtype grafts, which grant options and skills for free). However, even if the automatic traits would cause a monster to exceed its maximum number of options or skills, the monster still gains all of them. If the monster has a class graft, use your best judgment when replacing options to maintain the feeling of both the class and template.

Suggested Ability Modifiers: This section lists the recommended assignments for the monster's high ability scores, in order from highest to lowest. For instance, the graveknight lists "Strength, Charisma, Wisdom," meaning that when making a CR 10 graveknight, you would give it a +7 Strength modifier, a +5 Charisma modifier, and a +3 Wisdom modifier. Not all entries list modifiers for all abilities. A ghost, for example, lists only Charisma since the remaining statistics can vary, and a half-dragon doesn't have an entry at all as half-dragons are so varied.

Ghost (CR 2+)

A soul unable to rest becomes a spectral undead creature.

Required Creature Type: Undead.

Required Subtype: Incorporeal.

Automatic Traits: Fly 30 ft. (perfect); *Ability modifiers*—set Strength modifier to —, increase Charisma modifier by 2; *options*—channel resistance, corrupting touch, rejuvenation (2d4 days); one of the following at CR 6 plus one for every 3 CR above 6: at-will magic (*telekinesis*), corrupting gaze, draining touch, frightful presence, malevolence; *skills*—gain Perception and Stealth as master skills.

Suggested Ability Modifiers: Charisma.

Graveknight (CR 5+)

This undead creature is heavily armed and armored, and can be rejuvenated if destroyed.

Required Creature Type: Undead.

Suggested Array: Combatant.

Automatic Traits: Increase AC by 2 and touch AC by 4, decrease flat-footed AC by 6; *options*—channel destruction, channel resistance, devastating blast (as the breath weapon option in a 30-foot cone dealing acid, cold, electricity, or fire damage), DR 10/magic, immunity (cold and electricity), phantom mount, rejuvenation (1d10 days), sacrilegious aura, spell resistance, undead mastery, one additional combat option; *skills*—gain Intimidate, Perception, and Ride as master skills.

Suggested Ability Modifiers: Strength, Charisma.

Half-Celestial (CR 1+)

This creature was born of a good outsider and a mortal, or created by a major infusion of holy energy.

Required Creature Type: Outsider.

Automatic Traits: +4 bonus on saving throws against poison; gain a fly speed equal to twice base speed (good maneuverability); *options*—DR 5/magic (increases to DR 10/magic at CR 12), energy resistance 10 (acid, cold, and electricity), immunity (disease), secondary magic (good), smite (evil); *skill*—gain one additional master skill.

Half-Dragon (CR 3+)

This creature is born of a dragon and some other form of creature. It exhibits traits of both its parents.

Required Creature Type: Dragon.

Automatic Traits: *Options*—breath weapon (usable 1/day), immunity (sleep, paralysis, and one of acid, cold, electricity, or fire); *skill*—gain one additional master skill.

Half-Fiend (CR 1+)

This creature is heavily tainted with evil power, most likely demonic or infernal.

Required Creature Type: Outsider.

Automatic Traits: Gain a fly speed equal to twice the base speed (good maneuverability); *options*—DR 5/magic (increases to DR 10/magic at CR 12), energy resistance 10 (acid, cold, electricity, and fire), immunity (poison), secondary magic (evil), smite (good); *skill*—gain one additional master skill.

Lich (CR 2+)

This spellcaster retained its magical powers after it died and rose again in undeath.

Required Creature Type: Undead.

Suggested Array: Spellcaster.

Automatic Traits: Increase AC by 2; *options*—channel resistance, DR 15/bludgeoning and magic, fear aura,

immunity (cold and electricity), paralyzing touch, rejuvenation (1d10); *skills*—gain Perception, Sense Motive, and Stealth as master skills.

Suggested Ability Modifiers: Intelligence, Wisdom, or Charisma should be highest ability modifier, depending on which of these the lich uses to cast its spells.

Lycanthrope (CR 1+)

This humanoid can turn into an animal or assume a hybrid form between its humanoid and animal natures.

Required Creature Type: Humanoid.

Required Subtype: Shapechanger.

Automatic Traits: *Options*—curse of lycanthropy.

Suggested Ability Modifiers: Constitution.

Skeleton (CR 8–)

The animated bones of the dead attack as a skeleton—a mindless soldier in an army of the dead.

Required Creature Type: Undead.

Suggested Array: Combatant.

Automatic Traits: *Ability modifiers*—set Intelligence modifier to —; *options*—DR 5/bludgeoning, immunity (cold), improved initiative.

Suggested Ability Modifiers: Strength, Dexterity.

Vampire (CR 5+)

This charismatic undead monster feasts on blood and has impressive supernatural powers.

Required Creature Type: Undead.

Suggested Array: Any—a vampire could fill any role and be built using any array. It is capable in combat even if it's an expert or spellcaster.

Automatic Traits: Increase AC by 2 and flat-footed AC by 2, *spider climb* (constant), vampire weaknesses; *options*—at-will magic (*dominate person*), blood drain, change shape (dire bat or wolf, as *beast shape II*), channel resistance, children of the night, create spawn, DR 10/magic and silver, energy drain, energy resistance 10 (cold and electricity), fast healing 5, gaseous form; *skills*—gain Bluff, Perception, Sense Motive, and Stealth as master skills.

Suggested Ability Modifiers: Strength, Dexterity, Charisma.

Zombie (CR 9–)

A reanimated corpse can become a sluggish and unthinking zombie.

Required Creature Type: Undead.

Suggested Array: Combatant.

Automatic Traits: Staggered (can perform only a single move action or standard action each round); *ability modifiers*—set Intelligence modifier to —; *options*—DR 5/slashing, extra hit points; *skills*—no master or good skills.

Suggested Ability Modifiers: Strength.

Step 5: Size Graft

If your monster isn't Medium, apply a size graft. Because there are many other ways to alter a creature's AC, hit points, attack bonuses, and damage, these grafts don't adjust those values like size changes do in the core rules. Most headers list a minimum CR or maximum CR, as described in the previous step. Use caution if your monster is outside the minimum or maximum CR range. Touch and flat-footed AC never increase above the monster's total AC, and never decrease below 1.

Fine (CR 2–)

Automatic Traits: Increase touch AC and flat-footed AC by 8; decrease CMB by 16; decrease CMD by 8; gain Fly and Stealth as additional master skills.

Diminutive (CR 4–)

Automatic Traits: Increase touch AC and flat-footed AC by 4; decrease CMB by 8; decrease CMD by 4; gain Fly and Stealth as additional master skills.

Tiny (CR 6–)

Automatic Traits: Increase touch AC and flat-footed AC by 2; decrease CMB by 4; decrease CMD by 2; gain Fly as an additional good skill (or increase good to master) and Stealth as an additional master skill.

Small

Automatic Traits: Increase touch AC and flat-footed AC by 1; decrease CMB by 2; decrease CMD by 1; gain Stealth as an additional good skill.

Large (CR 2+)

Automatic Traits: Decrease touch AC by 1, increase flat-footed AC by 1; increase CMB by 2; increase CMD by 1.

Huge (CR 4+)

Automatic Traits: Decrease touch AC by 2, increase flat-footed AC by 3; increase CMB by 4; increase CMD by 2; can't have Stealth as a master skill.

Gargantuan (CR 6+)

Automatic Traits: Decrease touch AC by 4, increase flat-footed AC by 5; increase CMB by 8; increase CMD by 4; can't have Fly as a master skill, can't have Stealth as a good or master skill.

Colossal (CR 8+)

Automatic Traits: Decrease touch AC by 8, increase flat-footed AC by 6; increase CMB by 16; increase CMD by 8; can't have Fly or Stealth as good or master skills.

Step 6: Spells

This step is only for monsters that use the spellcaster array. For monsters that know only a few spells (rather than being focused primarily on spellcasting), choose an array other than spellcaster and give the monster the secondary spellcasting universal option in Step 7.

The spell choices for a spellcaster monster are intentionally limited compared to those of a full NPC, since a monster created using the simple monster creation system is designed to have enough spells to last though a single battle or session. If a monster created this way ends up appearing in multiple sessions, you can swap out the spells each time, assuming that doing so fits the nature and theme of the monster.

The spells you choose for the monster during this step represent its total spellcasting arsenal for an encounter. If you want to treat some of the spells as being cast from scrolls, wands, or staves, implement them as such during play. Regardless of the source, additional spells still count against the total number the monster can cast.

You'll also notice that some types of spells don't appear on these lists—especially spells that solely increase statistics, such as *bull's strength*, *false life*, and *mage armor*. That's because such spells are often cast before combat, and the simple monster creation system assumes the effects of those spells are already in the monster's base numbers.

Spell DCs: To determine the DC of a spell cast by a monster, add the spell's level to the number listed in the spell DC column of the monster's array. Use the spell's cleric or sorcerer/wizard level if multiple classes can cast it. If neither of those classes has the spell, use the highest spell level listed in the spell's description.

Choosing Spells

The easiest way to choose spells for a monster is to select a spell list from among those on the following pages that best matches its theme, using the options in this chapter. A fey with powerful spell-like abilities might choose the enchantment, fey, nature, or trickery spell list. A wizard dedicated to flame might choose the fire spell list, a dedicated transmuter would likely pick the transmutation list, and a generalist might take the arcane or magic list.

When you choose a spell list, the monster gains the following sets of spells according to its CR band—the spellcasting range its CR falls into.

- The primary spells of its CR band, usable once per day. These are the monster's highest-level spells.
- Both the primary and secondary spells of the CR band one step lower than its own CR band, usable three times per day. These account for the monster's less potent spells.
- The primary spells of the CR band two steps below its own, usable at will. These are the monster's lowest-level spells.

This setup produces a spellcaster with a small number of powerful spells that it can use rarely, a larger number of weaker but still useful spells that it can use often, and spells so weak that it hardly ever uses them in battle but can use them frequently.

Note that a CR 0–3 monster doesn't gain any at-will spells or any spells usable three times per day, and a CR 4–7 monster doesn't gain any at-will spells.

Write down the spells and the number of times they can be used. For the sample monsters later in this chapter, the spells are separated into attack spells, defensive spells, and utility spells, but this step is optional.

When you pick a spell list, the monster automatically gains the benefit listed at the bottom of that spell list. If you choose to create your own spell list, choose the benefit that matches your monster best, or create your own benefit for that monster instead.

For example, a CR 9 monster using the aberrant spell list would gain *feeblemind* and *spell resistance* once per day each (from the 8–11 CR band); *beast shape I*, *major image*, *acid arrow*, and *see invisibility* three times per day each (from the 4–7 CR band); and *cause fear* and *long arm* usable at will (from the 0–3 CR band). It would also gain the spell list's benefit: the fortification universal monster rule.

In-Depth Spell Choice

These lists are arranged to facilitate maximum speed in choosing spells, but you can choose spells individually, give the monster secondary spells in place of primary spells (which is why the CR 16+ band lists secondary spells), or mix and match at your discretion. To keep your monster balanced, don't deviate too far from the number of spells listed for its power level, though you can decrease or increase the number of spells within reason.

If you want to pick spells one by one, use the following spell levels for each CR band.

CR Band	Spell Level
0–3	0 or 1st
4–7	2nd or 3rd
8–11	4th or 5th
12–15	6th or 7th
16+	8th or 9th

Spell Lists

The following lists are themed to different uses of magic, and also correspond to bloodlines, domains, and other prominent spell themes. For a monster with a class graft, use the graft's suggested spell lists to help you choose the monster's spells.

Aberrant Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Cause fear*, *long arm*[ACG]	*Daze*, *silent image*

4–7	*Beast shape I, major image*	*Acid arrow, see invisibility*
8–11	*Feeblemind, spell resistance*	*Beast shape II, black tentacles*
12–15	*Plane shift, project image*	*Beast shape IV, veil*
16+	*Foresight, shapechange*	*Mind blank, polymorph any object*

Benefit: The monster gains the benefit of the fortification universal monster rule (*Bestiary 4* 294).

Abjuration Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Endure elements, protection from chaos/evil/good/law*	*Alarm, hold portal*
4–7	*Nondetection, protection from energy*	*Dispel magic, resist energy*
8–11	*Dismissal, stoneskin*	*Dimensional anchor, lesser globe of invulnerability*
12–15	*Antimagic field, banishment*	*Globe of invulnerability, greater dispel magic*
16+	*Mage's disjunction, prismatic sphere*	*Prismatic wall, protection from spells*

Benefit: Choose one energy type. The monster gains resistance 5 to that type of damage. At CR 12, increase the resistance to 10. At CR 16, increase the resistance to 20.

Abyssal Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Burning hands, summon monster I*	*Cause fear, protection from good or law*
4–7	*Rage, summon monster III*	*Alter self, scare*
8–11	*Dismissal, summon monster V*	*Chaos hammer, dimension door*
12–15	*Summon monster VI, word of chaos*	*Greater dispel magic, greater teleport*
16+	*Energy drain, summon monster IX*	*Cloak of chaos, unholy aura*

Benefit: Increase the monster's Strength modifier by 1. At CR 13, increase it by 2 instead. At CR 17, increase it by 3 instead.

Acid Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Corrosive touch*[UM], *obscuring mist*	*Acid splash, cause fear*
4–7	Empowered *corrosive touch*[UM], *protection from energy* (acid only)	*Acid arrow, resist energy* (acid only)
8–11	*Acidic spray*[UM], *corrosive consumption*[UM]	*Rusting grasp, transmute rock to mud*
12–15	Widened *acid fog, caustic eruption*[UM]	Quickened *acid arrow, acid fog*
16+	Empowered *caustic eruption*[UM], *form of the dragon III* (black only)	Maximized *acidic spray*[UM], *storm of vengeance*

Benefit: The monster gains acid resistance 5. At CR 12, increase the resistance to 10. At CR 16, the monster gains acid immunity.

Air Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Jump, obscuring mist*	*Feather fall, open/close*
4–7	*Gaseous form, wind wall*	*Fly, gust of wind*
8–11	*Control wind, overland flight*	*Air walk*, extended *wind wall*
12–15	*Control weather, elemental body IV* (air only)	*Chain lightning, reverse gravity*
16+	*Elemental swarm* (air only), *winds of vengeance*[APG]	Empowered *chain lightning, whirlwind*

Benefit: Increase the monster's movement speed by 10 feet.

Alchemy Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Expeditious retreat, true strike*	*Ant haul*[APG], *jump*
4–7	*Displacement, fly*	*Invisibility, vomit swarm*[APG]
8–11	*Magic jar, overland flight*	*Dragon's breath*[APG], *stoneskin*
12–15	*Eyebite, twin form*[APG]	*Heal, true seeing*
16+	*Fiery body*[APG], *shapechange*	*Clone, simulacrum*

Benefit: The monster gains a +2 bonus on saving throws against disease and poison.

Animal Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Hold animal, summon nature's ally I*	*Charm animal, hide from animals*
4–7	*Dominate animal, greater magic fang*	*Beast shape I* (animal only), *speak with animals*
8–11	*Animal growth, insect plague*	*Giant vermin, locate creature*
12–15	*Antilife shell, summon nature's ally VII*	*Beast shape IV* (animal only), *mass cure light wounds*
16+	Quickened *insect plague, shapechange*	*Animal shapes, summon nature's ally VII* (animals only)

Benefit: Animal allies within 20 feet of the monster gain a +1 luck bonus on attack rolls.

Arcane Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Expeditious retreat, magic missile*	*Light, prestidigitation*

4–7	*Dispel magic, levitate*	*Invisibility, scorching ray*
8–11	Empowered *lightning bolt, overland flight*	*Dimension door, lesser globe of invulnerability*
12–15	Quickened *dispel magic, greater teleport*	Maximized *fireball, true seeing*
16+	*Power word kill,* quickened *wall of force*	Maximized *cone of cold, power word stun*

Benefit: Increase the saving throw DCs of any of the monster's spells to which a metamagic feat has been applied by 1.

Artifice Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Animate rope, magic stone*	*Floating disk, mending*
4–7	*Stone shape, tiny hut*	*Make whole, wood shape*
8–11	*Major creation, wall of stone*	*Fabricate, minor creation*
12–15	*Limited wish, wall of iron*	*Animate objects, flesh to stone*
16+	*Crushing hand, prismatic sphere*	*Iron body, polymorph any object*



Benefit: When the monster casts a spell from this list, it gains a deflection bonus to AC equal to the spell's level for 1 round.

Battle Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Bless, expeditious retreat*	*Bleed, flare*
4–7	*Fly, haste*	*Invisibility, protection from arrows*
8–11	*Interposing hand, teleport*	*Dimension door, greater invisibility*
12–15	*Giant form I, transformation*	*Greater teleport, true seeing*
16+	*Mass hold monster, time stop*	*Mislead, power word stun*

Benefit: Increase the monster's attack bonus for all attacks by 1.

Celestial Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Bless, divine favor*	*Guidance, light*
4–7	*Magic circle against evil, prayer*	*Cure moderate wounds, resist energy*
8–11	*Flame strike, greater command*	*Blessing of fervor*[APG], *holy smite*
12–15	*Banishment, holy word*	Empowered *flame strike, greater dispel magic*
16+	Quickened *flame strike, gate*	*Holy aura, sunburst*

Benefit: The monster gains resistance 5 to acid and cold. At CR 12, these resistances increase to 10.

Chaos Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Lesser confusion, protection from law*	*Daze, entropic shield*
4–7	*Magic circle against law, rage*	*Alter self, daze monster*
8–11	*Dispel law, mind fog*	*Chaos hammer, confusion*
12–15	*Insanity, word of chaos*	*Animate objects, repulsion*
16+	*Prismatic sphere, summon monster IX* (chaotic only)	*Cloak of chaos, scintillating pattern*

Benefit: The monster's attacks count as chaotic for the purpose of overcoming damage reduction.

Charm Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Charm person, hypnotism*	*Daze, message*
4–7	*Hold person, suggestion*	*Calm emotions, daze monster*
8–11	*Charm monster, dominate person*	*Confusion, lesser geas*
12–15	*Insanity, mass hold person*	*Geas/quest, mass suggestion*

16+	*Dominate monster, mass hold monster*	*Demand, mass charm monster*

Benefit: The monster gains a +4 bonus on saving throws against charm effects.

Cold Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Frostbite*[UM], *obscuring mist*	*Endure elements, ray of frost*
4–7	*Protection from energy, sleet storm*	*Chill metal, resist energy*
8–11	*Cone of cold*, enlarged *ice storm*	*Ice storm, wall of ice*
12–15	*Control weather, form of the dragon II* (white only)	Empowered *cone of cold, freezing sphere*
16+	Quickened *cone of cold, form of the dragon III* (white only)	*Polar ray, simulacrum*

Benefit: The monster gains cold resistance 5. At CR 12, increase the resistance to 10. At CR 16, the monster gains cold immunity.

Community Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Bless, sanctuary*	*Cure light wounds, virtue*
4–7	*Dispel magic, prayer*	*Aid, shield other*
8–11	*Telepathic bond, wall of stone*	*Cure critical wounds, status*
12–15	*Heal, repulsion*	*Banishment, blade barrier*
16+	*Foresight, miracle*	*Dimensional lock, mass cure critical wounds*

Benefit: The monster gains Diplomacy as an additional master skill.

Conjuration Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Grease, summon monster I*	*Acid splash, guidance*
4–7	*Stinking cloud, summon monster III*	*Acid arrow, summon monster II*
8–11	*Summon monster V, teleport*	*Dimension door, summon monster IV*
12–15	*Greater teleport, summon monster VII*	*Acid fog, summon monster VI*
16+	*Gate, summon monster IX*	*Incendiary cloud, summon monster VIII*

Benefit: The monster doubles the duration of all conjuration (summoning) spells it casts.

Darkness Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Cause fear, obscuring mist*	*Daze, silent image*
4–7	*Deeper darkness, displacement*	*Blindness/deafness* (only to cause blindness), *darkness*
8–11	*Shadow evocation, summon monster V* (1d3 shadows)	*Black tentacles, shadow conjuration*
12–15	*Greater shadow conjuration, power word blind*	Quickened *darkness, shadow walk*
16+	*Energy drain, shades*	*Greater shadow evocation*, maximized *shadow evocation*

Benefit: The monster's spells with the darkness descriptor count as 1 spell level higher.

Death Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Chill touch, ray of enfeeblement*	*Bleed, touch of fatigue*
4–7	*Stricken heart*[ACG], *vampiric touch*	*Death knell, ghoul touch*
8–11	*Slay living, waves of fatigue*	*Death ward, enervation*
12–15	*Destruction, finger of death*	*Circle of death, undeath to death*
16+	*Energy drain, wail of the banshee*	*Horrid wilting, symbol of death*

Benefit: Increase the saving throw DC of any death spell the monster casts by 1.

Destined Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Alarm, protection from chaos/evil/good/law*	*Expeditious retreat, true strike*
4–7	*Displacement, protection from energy*	*Blur, good hope*
8–11	*Break enchantment, debilitating portent*[UC]	*Divination, freedom of movement*
12–15	Quickened *displacement, jolting portent*[UC]	*Mislead, spell turning*
16+	*Foresight*, quickened *freedom of movement*	*Mind blank, moment of prescience*

Benefit: Increase all the monster's saving throw bonuses by 1.

Destruction Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Burning hands, true strike*	*Acid splash, ray of frost*
4–7	*Fireball, rage*	*Acid arrow, shatter*
8–11	Maximized *acid arrow, shout*	*Ice storm, inflict critical wounds*
12–15	*Disintegrate*, quickened *lightning bolt*	Maximized *fireball, harm*
16+	Empowered *disintegrate, implosion*	*Earthquake, fire storm*

Benefit: Increase the saving throw DCs of any spells the monster casts that deal damage by 1.

Divination Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Anticipate peril*[UM], *unprepared combatant*[UM]	*Guidance, true strike*
4–7	*Clairaudience/clairvoyance, see invisibility*	*Arcane sight, detect thoughts*
8–11	*Scrying, telepathic bond*	*Discern lies, locate creature*
12–15	*Greater arcane sight, greater scrying*	*Find the path, true seeing*
16+	*Foresight, prediction of failure*[UM]	*Discern location, moment of prescience*

Benefit: The monster cannot be surprised while it is conscious and able to take actions.

Draconic Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Burning hands, cause fear*	*Jump, true strike*
4–7	*Fly, haste*	*Draconic reservoir*[APG], *scare*
8–11	*Overland flight, spell resistance*	*Dragon's breath*[APG], *fear*
12–15	*Form of the dragon II, spell turning*	*Form of the dragon I, symbol of fear*
16+	*Form of the dragon III, wish*	*Foresight, power word stun*

Benefit: The monster's AC and flat-footed AC increase by 2. In addition, the monster gains resistance 5 to your choice of acid, cold, electricity, or fire.

Earth Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Expeditious excavation*[APG], *magic stone*	*Acid splash, resistance*
4–7	*Meld into stone, stone shape*	*Acid arrow, soften earth and stone*
8–11	*Transmute mud to rock, transmute rock to mud*	*Spike stones, wall of stone*
12–15	*Elemental body IV* (earth only), *wall of iron*	*Major creation, move earth*
16+	*Elemental swarm* (earth only), *imprisonment*	*Earthquake, iron body*

Benefit: The monster gains acid resistance 5. At CR 12, increase the resistance to 10. At CR 16, the monster gains acid immunity.

Electricity Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Expeditious retreat, shocking grasp*	*Flare, obscuring mist*
4–7	*Call lightning, lightning bolt*	*Elemental touch*[APG] (electricity only), *elemental aura*[APG] (electricity only)
8–11	*Call lightning storm,* empowered *lightning bolt,*	*Ball lightning*[APG], *dragon's breath*[APG] (electricity only)
12–15	*Chain lightning,* quickened *lightning bolt*	*Control weather, form of the dragon II* (blue or bronze only)
16+	Empowered *chain lightning,* empowered quickened *lightning bolt*	*Form of the dragon III* (blue or bronze only), *power word stun*

Benefit: The monster gains electricity resistance 5. At CR 12, increase the resistance to 10. At CR 16, the monster gains electricity immunity.

Elemental Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Burning hands, produce flame*	*Ray of frost, resistance*
4–7	*Fireball, lightning bolt*	*Scorching ray, sleet storm*
8–11	*Control winds, elemental body II*	*Elemental body I, ice storm*
12–15	*Elemental body IV, fire storm*	*Elemental body III, freezing sphere*
16+	*Elemental swarm, meteor swarm*	Empowered *chain lightning, summon monster VIII* (elementals only)

Benefit: The monster gains one of the following: a fly speed of 60 feet with average maneuverability, a burrow speed of 30 feet, a 30-foot increase to its base speed, or a swim speed of 60 feet.

Enchantment Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Charm person, sleep*	*Daze, hypnotism*
4–7	*Hideous laughter, hold person*	*Suggestion, touch of idiocy*
8–11	*Dominate person, feeblemind*	*Charm monster, confusion*
12–15	*Insanity, mass suggestion*	*Mass hold person, power word blind*
16+	*Irresistible dance, power word kill*	*Binding, power word stun*

Benefit: The monster gains either Bluff or Diplomacy as an additional master skill.

Evil Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Bane, inflict light wounds*	*Bleed, protection from good*
4–7	*Bestow curse, magic circle against good*	*Darkness, ghoul touch*
8–11	*Dispel good, slay living*	*Inflict critical wounds, unholy blight*

12–15	*Blasphemy, destruction*	*Harm, mass inflict moderate wounds*
16+	*Power word kill, summon monster IX* (evil only)	*Power word stun, unholy aura*

Benefit: The monster's attacks count as evil for the purpose of overcoming damage reduction.

Evocation Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Burning hands, magic missile*	*Light, ray of frost*
4–7	*Fireball, lightning bolt*	*Scorching ray, shatter*
8–11	*Cone of cold*, empowered *fireball*	*Ice storm, wall of fire*
12–15	*Delayed blast fireball*, quickened *fireball*	*Chain lightning*, maximized *lightning bolt*
16+	Quickened *ice storm, meteor swarm*	*Polar ray, sunburst*

Benefit: The monster adds 1/2 its CR to the damage dealt with evocation spells it casts.

Fey Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Charm person, entangle*	*Dancing lights, faerie fire*
4–7	*Deep slumber, suggestion*	*Glitterdust, hideous laughter*
8–11	*Baleful polymorph, tree stride*	*Dimension door, poison*
12–15	*Insanity, phase door*	*Mislead, transport via plants*
16+	*Shambler, shapechange*	*Irresistible dance, scintillating pattern*

Benefit: Increase the saving throw DCs of any compulsion spell the monster casts by 2.

Fire Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Burning hands, heat metal*	*Flare, produce flame*
4–7	Empowered *burning hands, fireball*	*Flame blade, flaming sphere*
8–11	Empowered *fireball, flame strike*	*Fire shield, wall of fire*
12–15	*Elemental body IV* (fire only), quickened *fireball*	*Fire seeds, fire storm*
16+	*Elemental swarm* (fire only), *meteor swarm*	Empowered *fire storm, incendiary cloud*

Benefit: The monster gains fire resistance 5. At CR 12, increase the resistance to 10. At CR 16, the monster gains fire immunity.

Glory Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Bless, sanctuary*	*Guidance, resistance*
4–7	*Daylight, searing light*	*Aid, bless weapon*
8–11	*Dispel evil, flame strike*	*Dismissal, holy smite*
12–15	*Holy sword, holy word*	*Blade barrier, undeath to death*
16+	*Gate, overwhelming presence*[UM]	*Earthquake, holy aura*

Benefit: The monster gains a +4 bonus on saves against fear.

Good Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Bless, protection from evil*	*Guidance, virtue*
4–7	*Magic circle against evil, prayer*	*Cure moderate wounds, hold person*
8–11	*Dispel evil, plane shift*	*Cure critical wounds, holy smite*
12–15	*Holy word, summon monster VII**	*Blade barrier, heal*
16+	*Storm of vengeance, summon monster IX**	*Holy aura, summon monster VIII**

* Can summon good creatures only.

Benefit: The monster's attacks count as good for the purpose of overcoming damage reduction.

Healing Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Cure light wounds, sanctuary*	*Stabilize, virtue*
4–7	*Cure serious wounds, remove disease*	*Cure moderate wounds, shield other*
8–11	*Breath of life, mass cure light wounds*	*Cure critical wounds, neutralize poison*
12–15	*Mass cure serious wounds, regenerate*	*Heal, mass cure moderate wounds*
16+	Quickened *breath of life, mass heal*	Quickened *cure critical wounds, mass cure critical wounds*

Benefit: The monster gains Diplomacy or Heal as an additional master skill.

Illusion Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Color spray, silent image*	*Disguise self, ghost sound*
4–7	*Displacement, major image*	*Invisibility, minor image*
8–11	*Mirage arcana, persistent image*	*Greater invisibility, phantasmal killer*
12–15	Quickened *displacement, mass invisibility*	*Shadow walk, veil*
16+	*Shades, weird*	*Greater shadow evocation, scintillating pattern*

Benefit: Increase the saving throw DCs of any illusion spells the monster casts by 1.

Infernal Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Burning hands, protection from good*	*Charm person, flare*
4–7	*Fireball, suggestion*	*Daze monster, scorching ray*
8–11	*Dominate person,* empowered *fireball*	*Charm monster, wall of fire*
12–15	*Blasphemy, greater teleport*	Quickened *fireball, mass suggestion*
16+	*Dominate monster, meteor swarm*	Empowered maximized *fireball, power word stun*

Benefit: The monster gains fire resistance 5 and a +2 bonus on saving throws against poison. At CR 9, the fire resistance increases to 10 and the bonus on saving throws against poison increases to +4.

Knowledge Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Anticipate peril*[UM], *true strike*	*Alarm, comprehend languages*
4–7	*Arcane sight, clairaudience/clairvoyance*	*Detect thoughts, locate object*
8–11	*Commune, true seeing*	*Divination, locate creature*
12–15	*Contact other plane, vision*	*Find the path, legend lore*
16+	*Foresight, prediction of failure*[UM]	*Discern location, moment of prescience*

Benefit: The monster gains two Knowledge skills of your choice as additional master skills.

Law Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Command, protection from chaos*	*Cause fear, stabilize*
4–7	*Dispel magic, magic circle against chaos*	*Calm emotions, enthrall*
8–11	*Dispel chaos, greater command*	*Dimensional anchor, order's wrath*
12–15	*Dictum, power word blind*	*Banishment, hold monster*
16+	*Power word kill, summon monster IX* (law only)	*Shield of law, power word stun*

Benefit: The monster's attacks count as lawful for the purpose of overcoming damage reduction.

Liberation Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Expeditious retreat, remove fear*	*Feather fall, open/close*
4–7	*Fly, remove curse*	*Knock, remove paralysis*
8–11	*Break enchantment, overland flight*	*Freedom of movement,* extended *haste*
12–15	*Ethereal jaunt, refuge*	Quickened *fly, greater dispel magic*
16+	*Freedom, wish*	Quickened *freedom of movement, mind blank*

Benefit: The monster gains Escape Artist as an additional master skill.

Luck Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Entropic shield, true strike*	*Daze, feather fall*
4–7	*Dispel magic, prayer*	*Aid, protection from energy*
8–11	*Bestow curse, break enchantment*	*Freedom of movement, serenity*[UM]
12–15	Quickened *dispel magic, spell turning*	*Dismissal, mislead*
16+	*Foresight, miracle*	*Antimagic field, moment of prescience*

Benefit: Increase all the monster's saving throw bonuses by 1.

Madness Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Cause fear, lesser confusion*	*Daze, touch of fatigue*
4–7	*Major image, rage*	*Hideous laughter, touch of idiocy*
8–11	*Nightmare, phantasmal killer*	*Confusion, crushing despair*
12–15	*Insanity, mass suggestion*	*Feeblemind, mind fog*
16+	*Dominate monster, weird*	*Irresistible dance, scintillating pattern*

Benefit: The monster gains a +2 bonus on saving throws against mind-affecting effects.

Magic Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Magic missile, silent image*	*Detect magic, read magic*
4–7	*Dispel magic, hold person*	*Invisibility, scorching ray*
8–11	*Spell resistance, teleport*	*Imbue with spell ability, lesser globe of invulnerability*
12–15	*Mage's sword, spell turning*	*Antimagic field, forceful hand*
16+	*Mage's disjunction, time stop*	*Clenched fist, protection from spells*

Benefit: The monster gains a +2 bonus on caster level checks made to overcome spell resistance.

Metal Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Lead blades, shocking grasp*	*Disguise weapon*[ACG], *magic weapon*
4–7	*Heat metal, molten orb*[ACG]	*Chill metal, pellet blast*[UC]
8–11	*Rusting grasp, major creation*	*Heart of the metal*[ACG], *wreath of blades*[UC]
12–15	*Transmute metal to wood, wall of iron*	*Chain lightning, instant summons*
16+	*Iron body, repel metal or stone*	*Mage's disjunction, polymorph any object*

Benefit: The monster increases one of its speeds by 10 feet.

Nature Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Entangle, shillelagh*	*Charm animal, obscuring mist*
4–7	*Call lightning, sleet storm*	*Flame blade, heat metal*
8–11	*Call lightning storm, wall of thorns*	*Flame strike, ice storm*
12–15	*Antilife shell, control weather*	*Fire seeds, wall of stone*
16+	*Shambler, summon nature's ally IX*	*Earthquake, finger of death*

Benefit: The monster ignores difficult terrain caused by nonmagical natural terrain.

Necromancy Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Chill touch, ray of enfeeblement*	*Bleed, touch of fatigue*
4–7	*Ray of exhaustion, vampiric touch*	*Blindness/deafness, scare*
8–11	*Animate dead, bestow curse*	*Contagion, enervation*
12–15	*Finger of death, waves of exhaustion*	*Circle of death, eyebite*
16+	*Energy drain, wail of the banshee*	Quickened *enervation, horrid wilting*

Benefit: The monster gains the channel energy option (negative energy only).

Nobility Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Bless, command*	*Bane, sanctuary*
4–7	*Bestow curse, summon monster III*	*Enthrall, shield other*
8–11	*Greater command, summon monster V*	*Discern lies, freedom of movement*
12–15	*Repulsion, summon monster VII*	*Geas/quest, word of recall*
16+	*Overwhelming presence*[UM], *storm of vengeance*	*Demand, mass cure critical wounds*

Benefit: The monster gains Diplomacy or Sense Motive as an additional master skill.

Plant Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Entangle, summon nature's ally I* (plant only)	*Goodberry, pass without trace*
4–7	*Plant growth, spike growth*	*Tree shape, warp wood*
8–11	*Tree stride, wall of thorns*	*Command plants, summon nature's ally IV*
12–15	*Animate plants, changestaff*	*Fire seeds, repel wood*
16+	Maximized *fire seeds, shambler*	*Control plants, summon nature's ally VIII*

Benefit: The monster ignores difficult terrain caused by nonmagical natural terrain.

Protection Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Hold portal, sanctuary*	*Alarm, resistance*
4–7	*Dispel magic, protection from energy*	*Resist energy, shield other*
8–11	*Dismissal, spell resistance*	*Dimensional anchor, spell immunity*
12–15	*Globe of invulnerability, repulsion*	*Antimagic field, greater dispel magic*
16+	*Prismatic sphere, wall of suppression*[APG]	*Mind blank, prismatic wall*

Benefit: Increase all the monster's saving throw bonuses by 1.

Repose Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Deathwatch, ray of enfeeblement*	*Cause fear, chill touch*
4–7	*False life, scare*	*Gentle repose, speak with dead*
8–11	*Death ward, slay living*	*Enervation, fear*
12–15	*Circle of death, destruction*	*Undeath to death, waves of fatigue*
16+	*Power word kill, wail of the banshee*	*Finger of death, waves of exhaustion*

Benefit: The monster gains a +4 bonus on saving throws against death spells and effects.

Rune Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Alarm, erase*	*Arcane mark, protection from chaos/evil/good/law*
4–7	*Arcane lock, glyph of warding*	*Dispel magic, symbol of mirroring*[UM]

8–11	*Lesser planar binding, symbol of pain*	*Explosive runes, symbol of slowing*[UM]
12–15	*Symbol of stunning, symbol of weakness*	*Greater glyph of warding, symbol of fear*
16+	*Symbol of strife*[UM]*, symbol of vulnerability*[UM]	*Symbol of death, symbol of insanity*

Benefit: Choose one energy type. The monster gains resistance 5 to that type of damage. At CR 12, increase the resistance to 10. At CR 16, increase the resistance to 20.



Sonic Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Command, ear-piercing scream*[UM]	*Ghost sound, message*
4–7	*Enthrall, silence*	*Shatter, sound burst*
8–11	*Song of discord, zone of silence*	*Shout*, empowered *sound burst*
12–15	Maximized *shout*, quickened *silence*	*Greater shout, sympathetic vibration*
16+	Maximized *greater shout, power word kill*	*Power word stun*, quickened *shout*

Benefit: The monster gains sonic resistance 5. At CR 12, increase the resistance to 10. At CR 16, the monster gains sonic immunity.

Stealth Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Disguise self, obscuring mist*	*Flare, silent image*
4–7	*Displacement, nondetection*	*Darkness, invisibility*
8–11	*Mage's private sanctum, seeming*	*Dimension door, greater invisibility*
12–15	*Sequester, shadow walk*	*Greater teleport, mislead*
16+	*Screen, time stop*	Extended widened *deeper darkness*, quickened *greater invisibility*

Benefit: The monster gains Stealth as an additional master skill.

Strength Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Enlarge person, gust of wind*	*Cure light wounds, resistance*
4–7	*Haste, hold person*	*Rage, weapon of awe*[APG]
8–11	*Interposing hand, telekinesis*	*Blessing of fervor*[APG]*, spell immunity*
12–15	*Destruction, grasping hand*	*Forceful hand, stoneskin*
16+	*Crushing hand, implosion*	*Clenched fist, earthquake*

Benefit: Increase the monster's Strength modifier by 1. At CR 12, increase it by 2 instead. At CR 16, increase it by 3 instead.

Sun Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Burning hands, endure elements*	*Flare, light*
4–7	*Daylight, searing light*	*Heat metal, scorching ray*
8–11	*Flame strike*, empowered *searing light*	*Fire shield, flame arrow*
12–15	Empowered *flame strike, sunbeam*	*Fire seeds*, maximized *fireball*

16+	*Meteor swarm, prismatic sphere*	*Fire storm, sunburst*

Benefit: Increase the saving throw DC of any spell the monster casts from this spell list by 1.

Transmutation Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Enlarge person, expeditious retreat*	*Animate rope, reduce person*
4–7	*Haste, slow*	*Alter self, levitate*
8–11	*Baleful polymorph, polymorph*	*Beast shape II, mass reduce person*
12–15	*Giant form I, greater polymorph*	*Disintegrate, flesh to stone*
16+	*Form of the dragon III, shapechange*	*Iron body, polymorph any object*

Benefit: Increase any one of the monster's physical ability score modifiers by 1. At CR 12, increase that modifier by 2 instead.

Travel Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Jump, longstrider*	*Expeditious retreat, open/close*
4–7	*Fly, gaseous form*	*Knock, levitate*
8–11	*Overland flight, teleport*	*Dimension door, freedom of movement*
12–15	*Greater teleport, plane shift*	*Find the path, shadow walk*
16+	*Astral projection, gate*	*Ethereal jaunt, phase door*

Benefit: Increase the monster's movement speed by 10 feet.

Trickery Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Disguise self, lesser confusion*	*Ghost sound, mage hand*
4–7	*Gaseous form, nondetection*	*Invisibility, minor image*
8–11	*Greater invisibility, mind fog*	*Confusion, dimension door*
12–15	*Mass hold person, veil*	*Mass suggestion, mislead*
16+	*Foresight, time stop*	*Mass charm monster, mass invisibility*

Benefit: The monster gains Bluff or Stealth as an additional master skill.

Undead Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Chill touch, ray of enfeeblement*	*Bleed, touch of fatigue*
4–7	*Animate dead, vampiric touch*	*Command undead, ghoul touch*
8–11	*Magic jar*, quickened *ray of enfeeblement*	*Enervation, waves of fatigue*
12–15	*Control undead, create undead*	*Circle of death*, maximized *vampiric touch*
16+	*Create greater undead, energy drain*	*Horrid wilting, wail of the banshee*

Benefit: The monster gains DR 5/— against nonlethal damage. At CR 8, the DR increases to 10/—.

War Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Cause fear, true strike*	*Magic weapon, resistance*
4–7	*Prayer, searing light*	*Grace*[APG], *spiritual weapon*
8–11	*Flame strike, slay living*	*Blessing of fervor*[APG], *spiritual ally*[APG]
12–15	*Destruction, power word blind*	*Blade barrier, harm*
16+	*Implosion, power word kill*	*Earthquake, power word stun*

Benefit: Increase the monster's attack bonus for all attacks by 1.

Water Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Hydraulic push*[APG], *obscuring mist*	*Ray of frost, touch of the sea*[APG]
4–7	*Gaseous form, stinking cloud*	*Chill metal, fog cloud*
8–11	*Cone of cold, wall of ice*	*Ice storm, solid fog*
12–15	*Control water, elemental body IV* (water only)	*Fluid form*[APG], *freezing sphere*
16+	*Elemental swarm* (water only), *storm of vengeance*	*Horrid wilting, summon nature's ally VIII*

Benefit: The monster gains cold resistance 5. At CR 12, increase the resistance to 10. At CR 16, the monster gains cold immunity.

Weather Spell List

CR Band	Primary Spells	Secondary Spells
0–3	*Obscuring mist, summon nature's ally I*	*Faerie fire, shocking grasp*
4–7	*Call lightning, wind wall*	*Gust of wind, sound burst*
8–11	*Call lightning storm, ice storm*	*Air walk, sleet storm*
12–15	*Control weather, wind walk*	*Control winds*, quickened *lightning bolt*
16+	*Storm of vengeance, summon nature's ally IX*	*Fire storm, whirlwind*

Benefit: The monster gains electricity resistance 5. At CR 12, increase the resistance to 10. At CR 16, the monster gains electricity immunity.

Step 7: Monster Options

Options are the main way to specialize your monster. They represent feats, universal monster rules, magic items, and all the other abilities a monster has at its disposal beyond its statistics. There are a large number of monster options to choose from, especially compared to the number of choices you make during the other steps of the simple monster creation process. Some are active abilities (such as those that give the monster a special attack), others adjust statistics (such as the power attack option, which has the same purpose as the Power Attack feat), and still others grant conditional modifiers (such as combat casting's bonus to concentration checks). Unless specified otherwise, saving throw DCs in this section use the Ability DC from the monster's array, modified by the monster's grafts.

Choosing Monster Options

Look at the number of monster options you're supposed to choose based on the monster's array and grafts. You should have a list saying how many to pick of each category. When you pick an option, write down the option's name and effects. Adjust any statistics the option's entry tells you to. After you've selected all the monster options you're supposed to, look at the list carefully. Does the monster do everything it needs to do? Does it seem like it has too few or too many options? Using your best judgment, add or remove options as necessary.

Categories: Monster options are divided into four categories: combat, magic, social, and universal.

Combat options are the most numerous, and most monsters the PCs are meant to face in battle should have at least one combat option. These options are subdivided to make them easier to choose based on the monster's theme, though you can choose from any combat option subcategory. Decide whether the monster is primarily cunning, powerful, quick, or tough, and look in that subcategory first. These subcategories correspond roughly to physical ability scores—Strength, Dexterity, and Constitution, respectively. One additional category, monstrous, lists options that are rarely appropriate for monsters of PC races, such as energy drain or regeneration.

Magic options benefit monsters that cast spells, and are typically useful only to those with the spellcaster array or the secondary magic universal monster option. They also include some options that mimic PC class features of a magical nature. These options are divided into the creature, offensive, support, and versatile subcategories.

Social options give a monster advantages in interactions with other creatures. These are divided into the inspiration and miscellaneous subcategories. The inspiration subcategory includes mostly effects that bolster morale or cause fear.

Universal options can be chosen as though they were listed in any category. This means you can use a combat, magic, social, or "any" option to take a universal option.

"Any" Options: When a graft or array tells you to choose "any" option, you can take an option from the combat, magic, social, or universal category.

Feats: If you're looking to replicate a certain feat, look for its name in Table 5–7. Note that many monster options use the same names as feats but have different mechanical effects. This is intentional. The power attack option adjusts the monster's statistics once, applying an effect similar to the Power Attack feat, but making it simpler to use rather than having you choose each time the monster attacks. In a case like this, if you prefer to have the added complexity and flexibility, you can use the feat's rules instead.

Universal Monster Rules: As with feats, many of these options mimic but simplify universal monster rules. Other monster rules, such as senses, can be used as-is and aren't repeated in this chapter. See the sidebar on page 229 if you're looking for a specific universal monster rule.

Duplicate Options: Generally speaking, you can choose an ability more than once when it makes sense and is useful. For example, you might give a monster the extra attack option twice because it fights with two weapons, one of which is a *speed* weapon. Use your best judgement to determine whether it's a good idea to do so.

Damage: Many options say to use the high or low attack or damage value from the monster's array. Use the values from the high or low weapon attack and damage columns, not the natural attack values (even if the option is more like a natural attack thematically). You can choose to use a lower value if the ability would deal too much damage otherwise.

Combat Options

Though these options are geared primarily toward combatants, consider giving every monster at least one combat option, unless you intend the monster to never fight in any battle.

Cunning

Thematically, monsters with higher mental ability modifiers are the most likely to have cunning combat options.

Ability Damage: Attacks by this monster deal 1d2 points of damage to one ability score. This can apply to all the monster's attacks, apply only to its weapons, or function as a melee touch attack. This damage increases to 1d4 at CR 5, 1d6 at CR 10, 1d8 at CR 15, and 2d6 at CR 20. Alternatively, the attack can deal damage to two ability scores, but uses the damage value for a creature 5 CR lower. The attack could instead deal ability drain (rather than ability damage), but uses the damage value for a creature 5 CR lower.

Blind-Fight: The monster rolls miss chances due to concealment twice and takes the higher result.

Universal Monster Rules

Some options listed in this section grant a monster the use of a universal monster rule. Often these refer to the entry in the appropriate *Bestiary* volume, sometimes with notes on how to simplify the ability. When a universal monster rule is gained through this system, use the ability DC from the monster's array instead of calculating the DC by the formula listed in the rule's entry in the *Bestiary*.

If you want to give a particular universal monster rule to a monster, look for it in the lists below. Most universal monster rules that aren't appropriate for player races appear in the section of monstrous combat rules that begins on page 232.

Simplified Rules

The following universal monster rules have been recreated as options in this system, typically to simplify them or give concrete values for numbers that aren't defined in the original universal monster rule.

These rules are: bleed, blood drain, breath weapon, channel resistance, constrict, damage reduction, disease, distraction, energy drain, engulf, fast healing, frightful presence, immunity, incorporeal, natural attacks, poison, poisonous blood, powerful charge, rake, regeneration, rend, rock throwing, sound mimicry, spell resistance, stench, telepathy, trample.

Substitutions

Some universal monster rules are very similar to other combat options, but the combat options use a different name because they're meant to be easier to understand with a quick look. The following list describes these, and shows in parentheses the name of the monster option to use instead: ability drain (ability damage), all-around vision (unflankable), blood rage (rage), fear (fear aura/fear attack), grab (improved combat maneuver), natural invisibility (constant invisibility), powerful blows (power attack), pull (repositioning attack), push (repositioning attack), resistance (energy resistance), rock catching (rock throwing), spell-like abilities (either the spellcaster array or the secondary magic universal option), summon (summon allies).

Unmodified Rules

Most universal monster rules not mentioned elsewhere in this sidebar can be used as written. Unless they have a major effect on the monster's combat abilities, it's not worth counting them against the suggested number of options the monster can take. Senses, for example, are not covered in this section, and can be used as-is without costing the monster any options. Assume that weaknesses (such as light blindness or vulnerabilities) also fall into this category and can be used unmodified.

Other universal rules that can be used without modification, but which should be counted against the monster's number of options are attach, burn, capsize, change shape, curse of lycanthropy, fast swallow, ferocity, fortification, gaze, pounce, web (using the monster's CR as its Hit Dice to determine the web's hit points), whirlwind.

Bombs: As a standard action, the monster creates a bomb and throws it with a range of 20 feet. Use the throw splash weapon special attack. On a direct hit, the bomb deals fire damage equal to the monster's low weapon damage, using 3d6 damage dice. Splash damage is 6 + 1/2 the monster's CR.

Challenge: Once per day as a swift action, the monster can challenge one target within sight. The monster gains a bonus on melee damage rolls equal to its CR (minimum 1) against that creature, but takes a –2 penalty to AC against attacks made by creatures other than the target. The target remains challenged until it is killed, falls unconscious, or the combat ends. The monster can use this ability three times per day at CR 5, and at will at CR 14.

Combatant's Touch: As a standard action, the monster can touch a creature to grant that creature a bonus equal to 1 + 1/2 the monster's CR on melee attack rolls. Additionally, choose one physical ability modifier. This bonus applies on combat maneuver checks, skill checks, and ability checks that use that ability modifier.

Constant Invisibility: Because of its natural appearance or an exterior effect, such as a *cloak of invisibility*, this monster is invisible at all times. If this ability is used below CR 10, it should be for monsters that aren't focused on combat.

Fast Feint: The monster can attempt a Bluff check to feint as a move action.

Favored Enemy: Choose a creature type, or a single subtype of humanoid or outsider. The monster gains a +2 bonus on attack and damage rolls against creatures of that type. Increase the bonus and number of creature types chosen based on the monster's CR: +4 and two types at CR 4, +6 and three types at CR 9, +8 and four types at CR 14, and +10 and five types at CR 19.

Improved Combat Maneuver: Choose a type of combat maneuver. The monster doesn't provoke attacks of opportunity when using that maneuver, its CMB for that type of maneuver increases by 4, and its CMD increases by 4 against that type of maneuver. You can choose one of the monster's attack types. If you do, whenever the monster hits with an attack of that type, it can automatically attempt a combat maneuver of the type chosen with this option.

Table 5-7: Monster Options

Name	Type	Page
Ability damage	Combat	228
Accuracy	Combat	234
Alertness	Social	239
Animal talker	Social	239
At-will magic	Magic	237
Athletic	Universal	239
Aura of resistance	Social	238
Awesome blow	Combat	234
Bestow major condition	Magic	236
Bestow minor condition	Magic	236
Bestow moderate condition	Magic	236
Bleed	Combat	234
Blind-fight	Combat	229
Blood drain	Combat	232
Bolstering presence	Social	238
Bolstering touch	Magic	237
Bombs	Combat	229
Breath weapon	Combat	232
Burn	Combat	234
Bypass DR	Magic	236
Challenge	Combat	229
Channel destruction	Magic	236
Channel energy	Magic	237
Channel resistance	Combat	232
Children of the night	Magic	235
Combat casting	Magic	237
Combat reflexes	Combat	234
Combatant's touch	Combat	229
Confusion aura	Combat	232
Constrict	Combat	234
Constant invisibility	Combat	229
Contingent spell	Magic	237
Corrupting gaze	Combat	232
Corrupting touch	Combat	232
Countersong	Magic	237
Create spawn	Combat	232
Critical striker	Combat	234
Curse of lycanthropy	Combat	232
Damage reduction	Combat	235
Damaging body	Combat	232
Defense breaker	Combat	234
Deflect projectiles	Combat	234
Demoralize foes	Social	238
Diehard	Combat	235
Dimensional steps	Magic	237
Disease	Combat	232
Distraction	Combat	232
Dodge expert	Combat	234
Draining touch	Combat	232
Dread	Social	238
Energy drain	Combat	232
Energy explosion	Magic	236
Energy infusion	Magic	236
Energy resistance	Combat	235
Engulf	Combat	232
Evasion	Combat	234
Evil eye	Magic	236
Extra armor	Combat	235
Extra attack	Combat	234
Extra hit points	Combat	235
Far shot	Combat	234
Fascinate	Social	238
Fast feint	Combat	229
Fast healing	Combat	232
Fast reload	Combat	234
Favored enemy	Combat	229
Fear attack	Combat	232
Fear aura	Combat	233
Firearm savvy	Combat	235
Fling	Combat	233
Flying acumen	Universal	239
Fortune	Magic	237
Frightful presence	Combat	233
Gaseous form	Combat	233
Healing touch	Magic	237
Heroic recovery	Social	238
Immunity	Combat	235
Improved combat maneuver	Combat	229
Improved initiative	Combat	235

Mage Killer: The DC to cast defensively when threatened by this monster increases by 4. Casters that fail attempts to cast defensively provoke attacks of opportunity from this monster.

Mage Punisher: Whenever an enemy within the monster's reach successfully casts a spell defensively, that enemy provokes an attack of opportunity from the monster after the spell is complete.

Poison: The monster uses poison with its attacks, either through a natural weapon or by applying the poison to a particular manufactured weapon. The target of a successful attack with the chosen weapon must attempt a Fortitude save to resist the poison. The basic poison is *type* injury, *onset* 1 minute, *frequency* 1/minute for 6 minutes, *effect* 1d2 points of damage to any one ability score (chosen when the monster gains this option), *cure* 1 save. Choose two of the following additional advantages, plus one advantage for every 3 CR the monster possesses: decrease onset to —, change the frequency to 1/round for 6 rounds, increase the ability damage to 1d3 points of damage (this option can be chosen multiple times to increase the damage to 1d4, 1d6, and 1d8), damage an additional ability score (using the same damage die as the primary ability damage effect), increase the cure to 2 consecutive saves.

Incorporeal	Combat	233
Incorporeal form	Magic	237
Inspire competence	Social	238
Inspire courage	Social	238
Inspire fear	Social	238
Inspire heroics	Social	239
Knowledgeable	Social	239
Liar	Social	239
Linguist	Social	239
Mage killer	Combat	230
Mage punisher	Combat	230
Magic attack	Magic	236
Magic weapon	Universal	239
Magical aptitude	Magic	237
Malevolence	Combat	233
Mercantile savvy	Social	239
Metamagic spell	Magic	237
Misfortune	Magic	236
Mobile attack	Combat	235
Mobility	Combat	235
Mounted master	Combat	235
Mutagen	Magic	238
Negative healing	Combat	233
Paralysis	Combat	233
Paralyzing touch	Combat	233
Persuasive	Social	239
Phantom mount	Magic	235
Poison	Combat	230
Poisonous blood	Combat	233
Potent healing	Magic	237
Potent magic damage	Magic	236
Potions	Universal	239
Power attack	Combat	234
Powerful charge	Combat	234
Powerful summons	Magic	235
Precise shot	Combat	235
Protective ward	Magic	237
Quivering palm	Combat	234
Rage	Combat	234
Rake	Combat	233
Regeneration	Combat	233
Rejuvenation	Combat	233
Remove major condition	Magic	237
Remove minor condition	Magic	237
Remove moderate condition	Magic	237
Rend	Combat	234
Repositioning attack	Combat	231
Rock throwing	Combat	233
Sacrilegious aura	Magic	236
Save boost	Universal	239
Secondary magic	Universal	239
Slaying attack	Combat	234
Slippery mind	Social	239
Smite	Magic	236
Snatch	Combat	233
Sneak attack	Combat	231
Sound mimicry	Social	239
Spell combat	Magic	237
Spell penetration	Magic	237
Spell resistance	Combat	235
Spellstrike	Magic	237
Spontaneous casting	Magic	238
Stalwart	Combat	235
Stench	Combat	233
Stun attack	Combat	234
Summon allies	Universal	239
Swap places	Combat	235
Team fighter	Combat	231
Telepathy	Social	239
Terrain stride	Universal	239
Trample	Combat	234
Transfer hit points	Magic	237
Trap squares	Combat	231
Turn undead	Magic	237
Uncanny dodge	Combat	235
Undead mastery	Magic	235
Unflankable	Combat	232
Vampiric attack	Combat	233
Weakening presence	Social	239
Whirlwind attack	Combat	235

Repositioning Attack: When it hits a creature of its size or smaller with a certain type of attack, the monster can immediately attempt a reposition combat maneuver check to push or pull that creature. Its CMB for this check increases by 4. The distance the monster pushes or pulls the creature can increase under certain conditions, such as if the monster has special appendages.

Sneak Attack: When flanking or attacking a foe denied its Dexterity bonus to AC, this monster deals an additional 1d6 points of damage. This damage increases by 1d6 for every 2 CR the monster possesses. Decrease the base damage of the monster's attacks by 2 points for every 1d6 of sneak attack it has.

Team Fighter: The monster gains a +2 bonus on attack and damage rolls against targets that are threatened by one of the monster's allies (other than itself). This bonus increases by 1 for every 4 CR the monster possesses.

Trap Squares: The monster can trap any square adjacent to it as a standard action. Any creature that enters the trapped square takes an amount of damage equal to 1d6 + 1/2 the monster's CR of a damage type chosen by the monster while setting the trap. The trap is invisible and lasts for a number a rounds equal to the monster's CR. It can be found with a successful DC 25 Perception check and disarmed with a successful DC 25 Disable Device check. The monster can

create three traps per day; at CR 10, this increases to five traps per day. This ability can be used for mundane or magical traps. For mundane traps, choose bludgeoning, piercing, or slashing damage; for magical traps, choose acid, cold, electricity, or fire damage.

Unflankable: The monster can't be flanked.

Monstrous

These abilities are typically supernatural or inhuman in nature. If a monster is meant to be more like an NPC—and especially if it uses a PC race—avoid choosing monstrous combat options.

Blood Drain: This monster deals Constitution damage as the ability damage option (see page 228), but does so automatically at the end of the monster's turn to any creature it's grappling.

Breath Weapon: The monster gains a breath weapon that deals 1d6 points of damage + 1d6 per CR. A target can attempt a Reflex saving throw to take half damage. If the breath weapon is a cone, it's 30 feet long, increasing by 10 feet for each size category above Medium, and decreasing by 5 feet for every size category below Medium. If the breath weapon is a line, its area of effect is twice as long as a cone would be.

Channel Resistance: The monster gains channel resistance +4 (*Bestiary* 298).

Confusion Aura: Any creature that comes within 30 feet of the monster must attempt a Will save (DC = the monster's ability DC – 5). If it fails, it is confused for a number of rounds equal to the monster's CR. If it succeeds, it can't be affected again by this aura for 24 hours. The range increases to 60 feet at CR 10 and to 120 feet at CR 20.

Corrupting Gaze: The monster has a gaze attack (as the universal monster rule; see page 300 of the *Bestiary*) with a range of 30 feet. The attack deals 2d10 points of damage and 1d4 points of Charisma damage. A successful Fortitude save negates the Charisma damage.

Corrupting Touch: A monster must be incorporeal to have this ability. The monster can make a touch attack. If it hits, the target supernaturally ages and takes 1d6 points of damage per CR the monster possesses (Fortitude half). Targets immune to magical aging are immune to this damage.

Create Spawn: The monster can create spawn out of those it slays. The victim rises from death as the kind of monster that created it in 1d4 days and is under the command of the monster that created it, remaining enslaved until its master's destruction. The monster can have enslaved spawn whose HD total no more than 2 × the monster's CR; any spawn it creates that would exceed this limit become free-willed. The monster can free an enslaved spawn in order to create a new enslaved spawn, but once freed, a creature cannot be enslaved again.

Curse of Lycanthropy: The monster bears the curse of lycanthropy. When the monster is in animal or hybrid form and hits a humanoid target with a bite attack, the target must succeed at a Fortitude save (DC = the monster's ability DC – 5) or become infected by the curse. If the target's size category is not within one size category of the lycanthrope's, this ability has no effect.

Damaging Body: When the monster is hit with an unarmed strike or melee weapon without reach, the attacker takes an amount of damage equal to 1d6 + 1/2 the monster's CR. Choose an appropriate damage type for this option, such as fire if the monster's body is burning or piercing if it's covered in spines.

Disease: One of the monster's attacks causes disease unless the target succeeds at a Fortitude save. The basic disease has *onset* 1d3 days, *frequency* 1/day, *effect* 1 point of damage to any one ability score (chosen when the monster gains this option), *cure* 2 consecutive saves. Choose two of the following additional advantages, plus one advantage for every 5 CR the monster has: decrease the onset to 1 day (can be chosen multiple times to reduce the onset to 1 hour, then to —), change the frequency to 1 hour, increase the effect to 1d3 points of damage (this option can be chosen multiple times to further increase the damage to 1d4, then to 1d6), damage an additional ability score (using the same amount of damage as the primary ability damage effect), or change the cure to —.

Distraction: A creature damaged by this monster is nauseated for 1 round (Fortitude negates).

Draining Touch: The monster can make a melee touch attack as though it had the ability damage option dealing ability drain (see page 228). Each time the monster drains an ability score in this way, it heals 5 points of damage to itself.

Energy Drain: This monster bestows 1 negative level with its attacks (or attacks of a particular type) and gains 5 temporary hit points for each negative level bestowed. The number of negative levels bestowed increases to 2 at CR 10 and 3 at CR 20.

Engulf: This functions as the universal monster rule (*Bestiary* 2 296), but uses the monster's ability DC from its array. The monster can either deal its high weapon damage to engulfed creatures, or deal its low weapon damage and inflict one of the following conditions: bleed (as the option; see page 234), blinded (Fortitude negates), deafened, energy drain (as the option; see above), frightened (Will negates), nauseated (Fortitude negates), or paralyzed (Fortitude negates).

Fast Healing: This monster regains 2 hit points per round. This healing increases to 5 hit points per round at CR 4, 10 at CR 11, 15 at CR 16, and 20 at CR 21.

Fear Attack: This ability functions as the fear aura option (see page 233), but requires a standard action to activate, uses the monster's full ability DC, and affects creatures in a cone, burst, or ray. If used as a ray, it affects only one creature and requires a ranged touch attack to affect the creature. The size of the effect appears on the table below.

CR	Cone	Burst	Ray
0–9	60 ft.	30 ft.	120 ft.
10–19	120 ft.	60 ft.	240 ft.
20+	240 ft.	120 ft.	480 ft.

Fear Aura: Any creature that comes within 30 feet of the monster must attempt a Will save (DC = the monster's ability DC – 5). If it fails, it is panicked for a number of rounds equal to the monster's CR; if it succeeds, it is shaken for 1 round. The range increases to 60 feet at CR 10 and 120 feet at CR 20.

Fling: When the monster has a creature grappled, it can fling that creature as a standard action. The flung creature travels 1d6 × 10 feet and takes 1d6 points of damage per 10 feet traveled. If the monster can fly, it can instead fling the creature as a free action while airborne. If it does, the flung creature takes damage as specified above or the appropriate falling damage, whichever is greater.

Frightful Presence: This ability functions as fear aura (see above), but affected creatures are shaken for 1d5 rounds (or panicked if they have 4 or fewer HD). This ability doesn't affect creatures of a level equal to or higher than the monster's CR + 4, and a creature that succeeds at its save can't be affected by the monster's frightful presence for 24 hours.

Gaseous Form: As a standard action, the monster can use *gaseous form* at will, and it can remain in this form indefinitely. While it does, it has a fly speed of 20 feet with perfect maneuverability.

Incorporeal: This functions as the universal monster rule (*Bestiary* 301), without adjusting AC, attack bonuses, or CMB.

Malevolence: Once per round, the monster can attempt to merge its body with a creature within its reach. The target can resist the attack with a successful Will save. A target that succeeds at its save becomes immune to the monster's malevolence for 24 hours. This ability is similar to *magic jar*, except that it doesn't require a receptacle.

Negative Healing: You heal damage instead of taking damage from negative energy.

Paralysis: The monster's attacks paralyze a target for 1d2 rounds unless it succeeds at a Fortitude save. For every 3 CR, improve this ability by increasing the number of rounds (to 1d3, 1d4, 1d6, 1d8, and finally 2d6). At CR 18, targets are paralyzed for 1 round even on a success.

Paralyzing Touch: The monster gains a touch attack. A living creature hit by this attack must succeed at a Fortitude save (DC = the monster's ability DC – 5) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by this attack seems dead, though a successful DC 20 Perception check or a successful DC 15 Heal check reveals that the creature is still alive.

Poisonous Blood: This functions as the poison option (see page 230), but affects any creature that confirms a critical hit against the monster using a piercing or slashing melee weapon (unless the weapon has reach).

Rake: If the monster begins its turn grappling a creature, it can make two free claw attacks on its turn against that creature, dealing its low weapon damage. If it has pounce (*Bestiary* 302), it also gains these rake attacks when it pounces.

Regeneration: This functions as the fast healing option (see page 232), but the monster can't die while its regeneration still functions. Choose two or more damage types (typically acid and fire damage); these types suppress the regeneration for 1 round.

Rejuvenation: Once destroyed or killed, the monster restores itself after a set period of time (typically 1d10 days). The specific means for permanently destroying the monster and the time it takes before reforming vary between monsters.

Rock Throwing: The monster can throw and catch rocks. The thrown rock is a ranged attack with a range increment of 120 feet, and deals the monster's low weapon damage. Once per round as a free action, the monster can catch a rock that would hit it, taking no damage.

Snatch: When the monster is grappling a creature three or more size categories smaller than itself that it grabbed after hitting with a bite or claw attack, it deals damage as though it had hit with the attack again each time it successfully rolls to maintain the grapple. If the monster's holding a creature in its mouth, that creature can't save against the monster's breath weapon (if any). The monster can fling a creature it has snatched as though it had the fling option (see above). A monster must have the improved combat maneuver (grab) option (see page 229) to select this option.

Stench: Any living creature within 30 feet of the monster must succeed at a Fortitude save or be sickened for 10 rounds. Creatures that succeed can't be affected by the monster's stench for 24 hours. Stench counts as a poison for effects that resist or remove poisons.

Vampiric Attack: Once per day, the monster can leech health from one target as a melee touch attack or as a ranged touch attack with a range of 30 feet. This deals 1d6 points of damage per CR the monster possesses (Fortitude half). The monster gains temporary hit points equal to the amount of damage dealt.



Powerful

These options are most appropriate for monsters with high Strength or that rely on overwhelming physical attacks.

Awesome Blow: As a standard action, the monster can attempt an awesome blow combat maneuver. If it succeeds, the target takes damage as if it had been hit by one of the monster's attacks, is knocked 10 feet in a direction of the monster's choice, and falls prone. The target must be moved in a straight line; if it hits an obstacle, both it and the obstacle take 1d6 points of damage.

Bleed: The monster's attacks deal 1d6 points of bleed damage. This increases to 1d8 at CR 6, 1d10 at CR 11, 2d6 at CR 16, and 3d6 at CR 21. Bleeding can be stopped by a successful DC 15 Heal check or with any magical healing.

Burn: This uses the same damage values as the bleed option (see above), but deals fire damage and requires the target to succeed at a Reflex save or catch fire.

Constrict: Whenever this monster succeeds at a grapple combat maneuver, it deals its high weapon damage.

Critical Striker: The monster gains a +4 bonus on rolls to confirm critical hits. This monster also doubles its critical threat range with one of its attacks.

Defense Breaker: When this monster hits an opponent, that opponent is flat-footed for the next attack made against it. If the monster makes a full-round attack, this takes effect after all its attacks and affects all targets hit.

Power Attack: The monster's main attack uses the low attack value, but deals 50% more damage.

Powerful Charge: The monster's charge attacks deal 50% more damage.

Quivering Palm: Once per day, the monster can use this option when it makes an attack against a target that is not immune to critical hits. On a hit, the target is affected by the monster's quivering palm. At any point within a number of days equal to the monster's CR, the monster can force the target to attempt a Fortitude save (DC = the monster's ability DC – 5). The target dies on a failure, and ends the quivering palm effect on a successful one.

Rage: This monster can fly into a rage as a free action, either at its choice (as the barbarian class feature) or on the turn after it takes damage in combat (as the blood rage universal monster rule on page 294 of *Bestiary 2*). While raging, the monster gains additional hit points equal to double its CR, and deals 3 extra points of damage on Strength-based attacks. The monster also gains a +2 bonus on Will saves and takes a –2 penalty to AC. The rage lasts until the end of the battle or for 1 minute, whichever comes first.

CR 10: The monster instead gains hp equal to triple its CR, deals 4 extra points of damage on Strength-based attacks, and gains a +3 bonus on Will saves.

CR 19: The monster instead gains hp equal to quadruple its CR, deals 6 extra points of damage on Strength-based attacks, and gains a +4 bonus on Will saves.

Rend: If the monster hits the same target with two or more attacks in 1 round, it rends—dealing its high weapon damage. It can do this once per round.

Slaying Attack: Once per day as a standard action, the monster can make a single attack that can kill a creature outright. On a hit, the attack deals normal damage and the target must succeed at a save or die. The type of save is either Fortitude or Will, chosen when the monster gains this option. This option typically appears only on monsters of CR 19 or higher.

Stun Attack: The monster can make one of its attacks a stun attack once per round. On a hit, the target takes damage normally and must succeed at a Fortitude save (DC = the monster's ability DC – 5) or become stunned for 1 round. A creature is immune to this ability if it is a construct, ooze, plant, or undead, or if it is incorporeal or immune to critical hits. The monster can use this option a number of times per day equal to its CR.

Trample: The monster can automatically overrun creatures smaller than itself as a full-round action. It automatically deals its high weapon damage to each creature it runs over in this way (dealing damage only once per round to any given creature). A creature being trampled can either attempt an attack of opportunity at a –4 penalty or attempt a Reflex save (DC = 2 × the monster's ability DC – 10) to take half damage.

Quick

Monsters with high Dexterity tend to take quick combat options, many of which increase mobility.

Accuracy: Increase the monster's attack bonuses by 2.

Combat Reflexes: The monster can make up to five attacks of opportunity each round, and can make attacks of opportunity while flat-footed.

Deflect Projectiles: When not flat-footed, the monster deflects one ranged attack per round.

Dodge Expert: Increase the monster's AC by 2 and its touch AC by 4. Decrease its flat-footed AC by 6.

Evasion: When the monster succeeds on a Reflex saving throw against an effect that normally deals half damage on a successful save, the monster instead takes no damage. At CR 8, it also takes only half damage if it fails its save.

Extra Attack: The monster gains one additional melee or ranged attack at its highest bonus, but reduces its attack bonus by 2 with all attacks of that type. Use this option for monsters that use two-weapon fighting.

Far Shot: Double all the monster's range increments and reduce the monster's penalties on ranged attacks from range increments by half.

Fast Reload: The monster can reload a ranged weapon that normally takes a move or standard action to reload as a free action. When it reloads a ranged weapon, it doesn't provoke attacks of opportunity.

Firearm Savvy: The monster's firearm attacks target touch AC when firing beyond the first range increment. As a move action, the monster can remove the broken condition from a firearm caused by a misfire.

Improved Initiative: Increase the monster's initiative bonus by 4.

Mobile Attack: The monster can move its speed and make an attack (either melee or ranged, chosen when the monster gains this option) at any point during its movement as a full-round action. The monster can use this ability with any of its movement modes.

Mobility: The monster gains a +4 bonus to AC against attacks of opportunity.

Mounted Master: The monster deals double damage on a mounted charge, halves its penalties on ranged attacks for being mounted, and grants its mount a +4 bonus to AC.

Precise Shot: When making a ranged attack, the monster ignores the –4 penalty for attacking an opponent engaged in melee as well as the target's AC bonuses from cover and concealment (except total cover or total concealment).

Swap Places: The monster can swap positions with an adjacent ally as a move action without provoking attacks of opportunity.

Uncanny Dodge: The monster can't be caught flat-footed.

Whirlwind Attack: The monster can make an attack against each creature within reach at its highest attack bonus as a full attack.

Tough

High-Constitution monsters beef up their resistance to being hurt with tough combat options.

Damage Reduction: The monster gains damage reduction. Cross-reference the monster's CR band and the type of damage that bypasses the reduction to find the value of the monster's DR on the table below. For DR that requires more than one damage type to bypass, the DR equals the lower value – 5. (If this reduces it to 0, this type of DR is probably too strong.)

CR	Type*	Material	Magic	Alignment	None
0–5	5	5	5	5	1
6–10	10	10	10	5	3
11–15	15	15	10	10	5
16–20	20	20	20	15	10
21+	30	30	30	20	15

*A bludgeoning, piercing, or slashing weapon.

Diehard: When reduced to below 0 hit points, this monster automatically stabilizes and can remain conscious.

Energy Resistance: The monster gains resistance 10 against two energy types. For every 5 CR the monster has, increase the amount of energy resistance by 5, or increase the number of resistances by one. For example, a CR 17 monster might have three resistances at 10 or two resistances at 15.

Extra Armor: Increase the monster's AC by 2 and its flat-footed AC by 4. Decrease its touch AC by 6. Reduce the monster's speed by 10 feet if this change comes from manufactured armor.

Extra Hit Points: Increase the monster's hit point total by 20%.

Immunity: The monster gains immunity from one energy type, affliction, condition, or spell of your choice, plus one additional immunity for every 5 CR it has.

Spell Resistance: The monster gains spell resistance equal to its CR + 11.

Stalwart: When the monster succeeds at a Fortitude or Reflex saving throw against an effect that normally has a reduced effect on a successful save, the monster instead avoids the effect entirely. At CR 8, it also takes only the reduced effect if it fails its save.

Magic Options

These options are primarily useful to spellcasters, though combatants and experts blessed with magic can take them.

Creature

These options improve a monster's ability to bring minion creatures into the fight.

Children of the Night: Once per day as a standard action, the monster can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves. (If the monster is not terrestrial, it might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the monster for 1 hour.

Phantom Mount: Once per hour, the monster can summon a horse similar to a *phantom steed*. This mount is more substantial than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on the monster's total CR rather than caster level.

Powerful Summons: Increase the duration of the monster's conjuration (summoning) spells by a number of rounds equal to the monster's CR. Any creature summoned by such a spell also gains temporary hit points equal to 1/2 the monster's CR and a +2 bonus on damage rolls.

Undead Mastery: As a standard action, the monster can choose one undead creature within 50 feet. That creature must succeed at a Will save or fall under the monster's control. This control is permanent for unintelligent undead; an undead creature with an Intelligence score can attempt an additional saving throw each day to break free. A creature that succeeds at its saving throw cannot be affected again by the same monster's undead mastery for 24 hours.

A monster can control a number of undead creatures with a combined CR equal to its own CR. If this limit is exceeded, the excess undead become uncontrolled in order from longest-controlled to most recently controlled.

Offensive

These magic options are most useful for aggressive monsters that use their spells to deal damage.

Bestow Major Condition: As a standard action, the monster makes a melee touch attack against one creature it can reach. On a hit, the target gains the condition (dazed, paralyzed, or stunned) that was chosen when the monster gained this option. Each round, the target can attempt a Will save (DC = the monster's ability DC – 5) to end the condition.

Bestow Minor Condition: As a standard action, the monster makes a melee touch attack against one creature it can reach. On a hit, the target gains the condition (dazzled, deafened, fatigued, shaken, or sickened) that was chosen when the monster gained this option. Each round, the target can attempt a Will save (DC = the monster's ability DC – 5) to end the condition.

Bestow Moderate Condition: As a standard action, the monster makes a melee touch attack against one creature it can reach. On a hit, the target gains the condition (blinded, exhausted, frightened, or nauseated) that was chosen when the monster gained this option. Each round, the target can attempt a Will save (DC = the monster's ability DC – 5) to end the condition.



Bypass DR: The monster's attacks count as being magic, of a particular alignment, or of a particular material for the purpose of overcoming damage reduction. Each time the monster gains this option, choose two from the following: adamantine, chaotic, cold iron, evil, good, lawful, magic, or silver.

Channel Destruction: Choose one energy type: acid, cold, electricity, or fire. The monster's weapon attacks deal an additional 1d6 points of damage of the chosen type for every 4 CR the monster has.

Energy Explosion: Choose one of the following: acid, cold, electricity, fire, force, or sonic. Once per day as a standard action, the monster can create a 20-foot-radius burst of energy within 60 feet. This deals an amount of damage equal to 1d6 + the monster's CR of the chosen type to all creatures in the burst. A successful Reflex save halves the damage.

Energy Infusion: Choose one of the following: acid, cold, electricity, fire, force, or sonic. Each time the monster uses a spell, spell-like ability, or supernatural ability that deals energy damage, it can choose to change the energy damage type dealt by that ability to the chosen type instead.

Evil Eye: As a standard action, the monster chooses one creature within 30 feet that it can see. The target takes a –2 penalty on either ability checks, attack rolls, saving throws, skill checks, or to AC for 1 minute. If the target succeeds at a Will save, the effect lasts for 1 round instead.

Magic Attack: As a standard action, the monster makes a ranged touch attack against one creature within 30 feet of it. On a hit, the attack inflicts the monster's high weapon damage of one of the following types (chosen when the monster gains this option): bludgeoning, cold, electricity, fire, force, piercing, slashing, or sonic. For force damage, use the low damage value instead of high damage value.

Misfortune: As a standard action, the monster targets one creature within 30 feet. The next time the target attempts an ability check, attack roll, saving throw, or skill check before the end of the monster's next turn, the target must roll twice and use the lower result.

Potent Magic Damage: Choose a spell subschool or descriptor, such as fire or phantasm. The monster's spells and spell-like abilities of the chosen type deal an additional 1 point of damage per damage die.

Sacrilegious Aura: The monster emits an aura of intense evil and negative energy in a 30-foot radius. The aura functions as the *desecrate* spell cast on an altar. In addition, any creature that attempts to use a positive energy effect in this area must succeed at a concentration check or the positive energy has no effect.

Smite: Choose chaotic, evil, good, or lawful. With one attack per day, the monster can deal additional damage equal to its CR against a creature of

the chosen type. The number of uses per day increases by one for every 3 CR the monster has.

Spell Combat: The monster's attacks use the low attack value, but when it makes a full attack the monster can also cast any spell it knows that has a casting time of 1 standard action.

Spell Penetration: The monster gains a +2 bonus on caster level checks to overcome a creature's spell resistance. At CR 11, the bonus increases to +4.

Spellstrike: Whenever the monster casts a spell with a range of touch, it can deliver the spell as part of a melee attack. The monster makes the melee attack in place of the spell's touch attack. On a hit, the attack deals normal damage and the spell takes effect.

Turn Undead: As a standard action, this monster forces each undead creature within 30 feet of it to attempt a Will save (DC = the monster's ability DC – 5). On a failed saving throw, the target flees from the monster for 1 minute as if panicked. Intelligent undead receive a new saving throw each round to end the effect.

Support

These magical benefits protect, heal, or improve the abilities of the monster or its allies.

Bolstering Touch: As a standard action, the monster can touch a creature to grant it a bonus equal to 1 + 1/2 the monster's CR on attack rolls, skill checks, ability checks, and saving throws for 1 round.

Channel Energy: As a standard action, the monster releases a burst of energy that affects either all living creatures or all undead creatures in a 30-foot radius. The burst either deals 1d6 points of damage (from negative energy) or heals 1d6 points of damage (from positive energy). A creature that would take damage from this effect can attempt a Will save (DC = the monster's ability DC – 5) to halve the damage. A monster can use this option 8 times per day. Increase the damage or healing by 1d6 per 2 CR.

Combat Casting: The monster gains a +6 bonus on concentration checks.

Countersong: The monster can attempt a Perform skill check. It and each ally within 30 feet of it can use the result of this check in place of saving throws to resist sonic, language-dependent, illusion (pattern), and illusion (figment) effects.

Fortune: As a standard action, the monster grants good luck to one creature within 30 feet of it. The next time the target attempts an ability check, attack roll, saving throw, or skill check before the end of the monster's next turn, the target can reroll and must use the second result.

Healing Touch: As a standard action (or a swift action if it targets itself), the monster touches itself or one living creature it can reach. The target heals 1d6 hit points of damage for every 2 CR the monster has (minimum 1d6) and removes one condition of the monster's choice. If the monster targets an undead creature, it must make a melee touch attack. On a hit, the target takes damage instead of being healed. The monster can use this option 5 times per day.

Potent Healing: Whenever the monster heals hit point damage using a spell, spell-like ability, or supernatural ability, it heals a number of additional hit points equal to its CR. This doesn't apply to dealing damage to undead using positive energy, but does apply to using negative energy to heal undead.

Protective Ward: As a standard action, the monster emits a field of protective magic that extends from it in a 10-foot radius. The monster and each allied creature in the area gains a +2 bonus to AC until the end of the monster's next turn.

Remove Major Condition: As a standard action, the monster can touch a creature to remove the blinded, paralyzed, or stunned condition. It can use this ability on itself as a swift action.

Remove Minor Condition: As a standard action, the monster can touch a creature to remove the dazzled, deafened, fatigued, shaken, or sickened condition. It can use this ability on itself as a swift action.

Remove Moderate Condition: As a standard action, the monster can touch a creature to remove the dazed, exhausted, frightened, or nauseated condition. It can use this ability on itself as a swift action.

Transfer Hit Points: As an immediate action, the monster can transfer hit points from either itself to an ally or an ally to itself; choose one when taking this option. The number of hit points it can transfer in this way is equal to its CR + 5.

Versatile

Most of these abilities grant more spellcasting abilities or reflect the monster's deep understanding or clever manipulation of magical forces.

At-Will Magic: Choose one spell of 0 or 1st level that does not heal damage. The monster can cast this spell at will.

Contingent Spell: Choose one spell of the monster's CR band or lower (see page 218). This spell comes into effect on the monster under a particular condition you specify (such as "when an enemy attempts to attack the monster" or "when the monster is targeted by an enchantment spell"). This ability can trigger once per day. The spell chosen is in addition to any spells the monster gains from being a spellcaster or having the secondary magic option (see page 239).

Dimensional Steps: As a standard action, the monster teleports to an open space it can see within 150 feet of it.

Incorporeal Form: Once per day, this monster gains the incorporeal option (see page 233) for 1 minute.

Magical Aptitude: When attempting a Spellcraft or Use Magic Device check, the monster rolls twice and takes the higher result.

Metamagic Spell: Choose one metamagic feat and one spell the monster knows. That spell gains the benefit of the chosen metamagic feat once per day.

Mutagen: Choose one of the following benefits:

- The monster's AC, Reflex save bonus, ranged attack bonus, and Dexterity modifier each increase by 2. Its Wisdom modifier decreases by 2.
- The monster's melee attack bonus, melee damage rolls, and Strength modifier each increase by 2. Its Intelligence modifier decreases by 2.
- The monster's Fortitude save bonus and Constitution modifier by each increase by 2, and its hit points increase by an amount equal to double its CR. Its Charisma modifier decreases by 2.

Spontaneous Casting: The monster can spontaneously replace its normal spells with spells of the same level of a particular type. Choose cure spells, inflict spells, summon nature's ally spells, or any type of spell that has one spell per level in a similar fashion. Spontaneously casting a spell in this way uses up the daily use of a spell. A monster must have the spellcaster array to gain this option.

Social Options

Monsters with the expert array are the most adept with social options, though a charming swashbuckler (combatant) or an inspiring priest (spellcaster) could also benefit from one.



Inspiration

These abilities manipulate mental states to either hinder enemies or boost allies. Many of them are more applicable in combat than other social options.

Aura of Resistance: Choose two effect descriptors (such as fear or charm). Allies within 10 feet of the monster gain a +4 morale bonus on saving throws against effects with those descriptors.

Bolstering Presence: As a standard action, the monster emits an aura that extends from it in a 30-foot radius and lasts for 1 minute. Any allied creature in the aura gains a +2 bonus on ability checks, attack rolls, damage rolls, and skill checks.

Demoralize Foes: As a full-round action, the monster can attempt an Intimidate check to demoralize all enemies within 30 feet of it. When the monster reduces a creature to 0 or fewer hit points, it can use this ability as a free action.

Dread: As a standard action, the monster causes each creature it chooses within 30 feet of it to become shaken for 1 minute. This option doesn't cause a shaken creature to become frightened or frightened creature to become panicked.

Fascinate: As a standard action, the monster forces any number of creatures within 90 feet of it that can see, hear, and pay attention to it to make a Will save (DC = the monster's ability DC – 5). On a failure, a target becomes fascinated for 1 minute or until it sees someone make a hostile move such as drawing a sword or casting a spell. If successful, the target is immune to this ability for 24 hours.

Heroic Recovery: Once per day, the monster can grant itself and every ally within 60 feet an additional saving throw against one effect affecting it.

Inspire Competence: As a standard action, the monster grants a +5 competence bonus on skill checks using a particular skill to one ally within 30 feet of it that can hear it. The effect ends if the monster is killed, knocked unconscious, paralyzed, or otherwise unable to use a free action to continue the inspiration each round.

Inspire Courage: As a standard action, the monster grants a +1 competence bonus on attack rolls and weapon damage rolls and a +1 morale bonus on saving throws against charm and fear effects to every ally that can hear it. The bonuses increase to +2 at CR 4, +3 at CR 10, and +4 at CR 16. At CR 6, the monster can start this effect as a free action. The effect ends if the monster is killed, knocked unconscious, paralyzed, or otherwise unable to use a free action to continue the inspiration each round.

Inspire Fear: As a standard action, the monster forces each enemy creature within 30 feet of it that can hear it to attempt a Will saving throw. On a failure, the target becomes frightened and must flee from the monster's presence for 1 minute or until it can no longer hear the monster.

If successful, the target becomes immune to this effect for 24 hours.

Inspire Heroics: As a standard action, the monster and one willing ally within 30 feet of it gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC for 1 minute. The effect ends if the monster is killed, knocked unconscious, paralyzed, or otherwise unable to use a free action to continue the inspiration each round.

Weakening Presence: The monster emits an aura that extends from it in a 30-foot radius. Any enemy creature in the aura takes a –2 penalty on ability checks, attack rolls, damage rolls, and skill checks. A target can attempt a Will save (DC = the monster's ability DC – 5) when it starts its turn in the aura. If successful, the target is immune to this aura's effect for 24 hours.

Miscellaneous

These options primarily factor into interactions other than combat. Most of them are good for creating adversaries who present a noncombat challenge or for quickly generating NPC allies with useful abilities.

Alertness: When attempting a Perception or Sense Motive check, the monster rolls twice and takes the higher result.

Animal Talker: The monster can speak with animals, and gains Handle Animal as an additional master skill.

Knowledgeable: When attempting any Knowledge check, the monster rolls twice and takes the higher result.

Liar: When attempting a Bluff, Disguise, or Stealth skill check, the monster rolls twice and takes the higher result. The monster's lies can't be detected by magic unless the one attempting to detect them succeeds at a caster level check (DC = 15 + the monster's CR).

Linguist: The monster speaks, reads, and understands all languages.

Mercantile Savvy: When attempting an Appraise check, the monster rolls twice and takes the higher result. In addition, the monster can attempt to identify magic items without casting *detect magic*, using Appraise instead of Spellcraft. If the monster fails, it can't attempt to identify the same item again.

Persuasive: When attempting a Charisma-based skill check, the monster rolls twice and takes the higher result.

Slippery Mind: If the monster would be affected by an enchantment spell or effect and fails its saving throw, it can repeat the saving throw attempt 1 round later.

Sound Mimicry: The monster can perfectly mimic sounds, and possibly voices. It gains Bluff as an additional master skill, and can attempt a Bluff check opposed by its targets' Sense Motive checks to mimic a sound convincingly. The target takes a –8 penalty if it's unfamiliar with the type of sound or creature being imitated.

Telepathy: The monster can mentally communicate with any creature within 100 feet that has a language.

Universal Options

A universal option can be taken in place of any option granted by an array or graft, regardless of the intended option type. These abilities are suitable for multiple arrays and roles.

Athletic: When attempting an Acrobatics, Climb, or Swim check, the monster rolls twice and takes the higher result.

Flying Acumen: This monster gains hover (as the monster feat on page 315 of the *Bestiary*) and gains Fly as an additional master skill.

Magic Weapon: The monster uses a magic weapon. Choose one of the following benefits to apply to its attacks with that weapon.

Bane: +2d6 points of damage against creatures of a specified type.

Energy: +1d6 points of energy damage (choose one type).

Keen: Double critical threat range.

Returning: Weapon returns if thrown (thrown only).

Seeking: Negates miss chances (ranged only).

Vicious: +2d6 points of damage, and also deals 1d6 points of damage to the monster on a hit (melee only).

If the monster is CR 10 or higher, you can also choose from the following.

Aligned: +2d6 points of damage against creatures of a specified alignment (choose chaotic, evil, good, or lawful).

Energy Burst: +1d6 points of energy damage and an additional 1d10 points of damage on a critical hit (choose one type).

To imitate a *speed* or *wounding* weapon, use extra attack or bleed, respectively, and apply them only to attacks with the weapon.

Potions: The monster has two *potions of cure light wounds*, which cure 1d8+1 hit points each. At CR 5, these are *potions of cure moderate wounds* healing 2d8+3 hit points, and at CR 10 they're *potions of cure serious wounds* healing 3d8+5 hit points.

Save Boost: Increase the monster's saving throw bonuses by 1, or increase any one of its saving throw bonuses by 3.

Secondary Magic: Though this monster isn't primarily a spellcaster, it does have several spells or spell-like abilities. Choose any spell list. The monster can use each of that list's primary spells of its CR band once per day. This ability can also be used to give a spellcaster extra spell-like abilities to fit its monster type.

Summon Allies: This monster can attempt to summon monsters of the same creature type as itself as a full-round action. Choose either a creature of the same CR as the monster (with a 35% chance of success) or a creature with a CR no greater than the monster's – 5 (with a 60% chance of success). The summoned ally returns to the place from which it came after 1 hour.

Terrain Stride: Choose a type of terrain, such as undergrowth, ice, or rubble. The monster can move through nonmagical terrain of that type without impairing its movement or taking damage.

Step 8: Skills

Skill bonuses in simple monster creation are divided into two categories: good and master. A good skill is one the monster has a significant bonus in, representing what would normally come from a moderate ability modifier and a decent number of skill ranks. A master skill is one the monster is incredibly talented with, representing a high ability modifier, full skill ranks, and possibly a significant racial bonus.

Any skills that don't have a good or master rating default to the monster's appropriate ability modifier. Monsters automatically use the good modifier for Perception without needing to spend a good skill slot on it, though they can still increase this by taking Perception as a master skill.

Assigning Skills

Your monster's array—and potentially its grafts, spell list boons, and options—will tell you how many good and master skills to assign that monster. You should assign whatever feels right during this step. You might decide that an especially scholarly spellcaster monster should have more master skills than normal, or that you want to follow the construct array's guidelines and forgo giving your construct any good or master skills at all. In any case, the total number of skills you choose should be within one or two of the suggested numbers.

Mark down all the skills the monster has and indicate their bonuses. Use the bonus as written—don't add the monster's ability modifier on top of it. For instance, a CR 9 combatant has a +7 for its highest ability modifier and a +17 for its master skill bonus. If you assigned the monster's highest ability modifier to Strength and picked Climb as a master skill, the monster would still get only a +17 bonus on Climb checks, not a +24.



Choosing Skills

Picking a monster's skills should be simple. Typically, a monster should have master skills that match its highest ability modifiers. For example, if you have a monster with a high Dexterity modifier, consider Acrobatics, Escape Artist, and Stealth when choosing its master skills. If you find yourself unsure of which skills to give a monster, or if you draw a blank after selecting a few especially important ones, you can skip the rest of the skills step.

A table listing the skills appears below for easy reference. To make it faster to select a monster's spells, the table is divided into the most useful combat skills in the left-hand column and all other skills in the right-hand column. Combatants typically choose only combat skills.

Table 5-8: Skills

Combat Skills	Noncombat Skills
Acrobatics	Appraise
Climb	Bluff
Escape Artist	Craft
Fly	Diplomacy
Heal	Disable Device
Intimidate	Disguise
Perception*	Handle Animal
Ride	Knowledge (arcana)
Sleight of Hand	Knowledge (dungeoneering)
Spellcraft	Knowledge (engineering)
Stealth	Knowledge (geography)
Swim	Knowledge (history)
Use Magic Device	Knowledge (local)
	Knowledge (nature)
	Knowledge (nobility)
	Knowledge (planes)
	Knowledge (religion)
	Linguistics
	Perform
	Profession
	Sense Motive
	Survival

* Perception defaults to the good modifier for all monsters.

Step 9: Damage

Each weapon and type of natural attack has a damage dice value associated with it. The values in the monster arrays from Step 1 give only the total amount of damage each attack deals. Assigning the right damage dice to each of a monster's attacks helps make it fit more naturally with the rest of the game's rules. For damage dice for natural attacks, reference Table 3–1: Natural Attacks by Size on page 302 of the *Bestiary*.

Assigning Damage

For each of the monster's attacks, cross-reference the total amount of damage dealt with its appropriate die size on the table below. This will assign a value of damage dice to roll plus a flat modifier to the damage. Use these dice and modifiers to roll the attack's damage.

For example, if you have a CR 5 combatant using a weapon, its high damage value for a single attack is 11. If you give it a short sword (which deals 1d6 points of damage), you'd check the 9–11 row against the 1d6 column to get 1d6+7.

Giving a Monster More Attacks

If a monster needs more attacks than the array allows, calculate the damage yourself. Start by combining the damage values in the monster's array: a monster that deals 20 points of damage with two natural attacks should deal 40 points of damage total. If the monster has a large number of secondary attacks (which are less likely to hit), increase the total damage value by 25% or 50%. Finally, divide the total among all attacks before using the table. You don't have to distribute it evenly if some attacks should deal less damage.

If you want to increase both the number of attacks and damage output, use the extra attack option instead.

Table 5-9: Damage Dice Values

Damage	1d4	1d6	1d8	1d10	1d12	2d6	3d6
4–5	1d4+2	1d6+1	1d8+0	1d10–1	1d12–2	2d6–3	3d6–5
6–8	1d4+5	1d6+4	1d8+3	1d10+2	1d12+1	2d6+0	3d6–2
9–11	1d4+8	1d6+7	1d8+6	1d10+5	1d12+4	2d6+3	3d6+1
12–14	1d4+11	1d6+10	1d8+9	1d10+8	1d12+7	2d6+6	3d6+4
15–17	1d4+14	1d6+13	1d8+12	1d10+11	1d12+10	2d6+9	3d6+7
18–20	1d4+17	1d6+16	1d8+15	1d10+14	1d12+13	2d6+12	3d6+10
21–23	1d4+20	1d6+19	1d8+18	1d10+17	1d12+16	2d6+15	3d6+13
24–26	1d4+23	1d6+22	1d8+21	1d10+20	1d12+19	2d6+18	3d6+16
27–29	1d4+26	1d6+25	1d8+24	1d10+23	1d12+22	2d6+21	3d6+19
30–32	1d4+29	1d6+28	1d8+27	1d10+26	1d12+25	2d6+24	3d6+22
33–35	1d4+32	1d6+31	1d8+30	1d10+29	1d12+28	2d6+27	3d6+25
36–38	1d4+35	1d6+34	1d8+33	1d10+32	1d12+31	2d6+30	3d6+28
39–41	1d4+38	1d6+37	1d8+36	1d10+35	1d12+34	2d6+33	3d6+31
42–44	1d4+41	1d6+40	1d8+39	1d10+38	1d12+37	2d6+36	3d6+34
45–47	1d4+44	1d6+43	1d8+42	1d10+41	1d12+40	2d6+39	3d6+37
48–50	1d4+47	1d6+46	1d8+45	1d10+44	1d12+43	2d6+42	3d6+40
51–53	1d4+50	1d6+49	1d8+48	1d10+47	1d12+46	2d6+45	3d6+43
54–56	1d4+53	1d6+52	1d8+51	1d10+50	1d12+49	2d6+48	3d6+46
57–59	1d4+56	1d6+55	1d8+54	1d10+53	1d12+52	2d6+51	3d6+49
60–62	1d4+59	1d6+58	1d8+57	1d10+56	1d12+55	2d6+54	3d6+52
63–65	1d4+62	1d6+61	1d8+60	1d10+59	1d12+58	2d6+57	3d6+55
66–68	1d4+65	1d6+64	1d8+63	1d10+62	1d12+61	2d6+60	3d6+58
69–71	1d4+68	1d6+67	1d8+66	1d10+65	1d12+64	2d6+63	3d6+61
72–74	1d4+71	1d6+70	1d8+69	1d10+68	1d12+67	2d6+66	3d6+64
75–77	1d4+74	1d6+73	1d8+72	1d10+71	1d12+70	2d6+69	3d6+67
78–80	1d4+77	1d6+76	1d8+75	1d10+74	1d12+73	2d6+72	3d6+70
81–83	1d4+80	1d6+79	1d8+78	1d10+77	1d12+76	2d6+75	3d6+73
84–86	1d4+83	1d6+82	1d8+81	1d10+80	1d12+79	2d6+78	3d6+76
87–89	1d4+86	1d6+85	1d8+84	1d10+83	1d12+82	2d6+81	3d6+79
90–92	1d4+89	1d6+88	1d8+87	1d10+86	1d12+85	2d6+84	3d6+82
93–95	1d4+92	1d6+91	1d8+90	1d10+89	1d12+88	2d6+87	3d6+85
96–98	1d4+95	1d6+94	1d8+93	1d10+92	1d12+91	2d6+90	3d6+88
99–101	1d4+98	1d6+97	1d8+96	1d10+95	1d12+94	2d6+93	3d6+91

Monster Creation Examples

To show the end result of the simple monster creation process described in this chapter, this section shows existing Pathfinder RPG monsters recreated using this system.

Extended Example: Medusa

This long-form example gives a detailed breakdown of monster creation from start to finish, resulting in a new medusa archer. This illustrates the steps of the process, and shows how to think about creating a monster using this variant system. Throughout, it compares the new medusa to the one found on page 201 of the *Bestiary*.

Monster Concept

The GM wants to create a monster much like the traditional medusa: a humanlike creature with serpents for hair and the ability to turn her enemies to stone. He also wants to make her a skilled archer and focus on that set of abilities. He wants to use the medusa at the same level that she'd normally appear, so he chooses CR 7 (and the medusa's Hit Dice are treated as 7 as well). He knows some other basic details: the medusa is a lawful evil monstrous humanoid, her size is Medium, and she has a base speed of 30 feet.



Step 1: Array

This medusa should be a formidable enemy, so the GM chooses the combatant array. He fills out her statistics from the CR 7 entry on Table 5–1 on page 198. She has AC 22, touch 13, flat-footed 16. Her saving throw bonuses are: Fortitude +8, Reflex +8, and Will +6. Her CMD is 24, and she has 93 hit points. The GM makes a note of all these statistics, and won't need to change any of them unless a later graft or option alters them.

Next, the GM makes a note of the remaining values he'll be deciding on later. The monster's special abilities will have a DC of 15. He doesn't plan to give her spells, so he skips the spell DC column. Since he's already pretty sure how he wants the medusa's ability modifiers to shake out, he gives her a +6 Dexterity modifier, a +4 Constitution modifier, and a +2 Charisma modifier. Her initiative ends up being +6, matching her Dexterity modifier. He marks down that he'll later pick one master skill with a +15 modifier and two good skills with +12 modifiers. In Step 7, he'll also pick one combat option and one option from any category.

The last things to record from the arrays are the medusa's attacks. He wants her to be best at ranged attacks, so he uses the high weapon attack column for a longbow attack, marking down attack bonuses of +13/+8 and noting that he'll later pick a value adding up to 22 points of damage. For her melee attacks, she uses the snakes that make up her hair, and the GM decides that she uses the low weapon attacks table since she's primarily focused on ranged attacks. He marks down a +10/+5 attack bonus that deals 16 points of damage.

Her attacks and damage are significantly stronger than those of the monster in the *Bestiary*. The GM decides to leave them this way for now, planning to compensate by weakening some of her other abilities in later steps.

Step 2: Creature Type or Class Graft

Since the medusa is a monstrous humanoid, the GM applies the automatic traits for that creature type graft, giving her darkvision 60 feet. After toying with using the ranger class graft, he decides that doesn't really fit with his concept for the monster. Instead, he uses the monstrous humanoid graft, increasing the medusa's Reflex to +10 and Will to +8, and increasing her attack bonuses to +12/+7 for her snake hair attack and +15/+10 for the longbow. He looks at the elective

adjustment of one additional good skill and decides not to give her the extra good skill.

Steps 3–6: Skipped Steps

The medusa doesn't need a subtype, isn't based on a template, is size Medium, and doesn't have spells, so the GM skips steps 3 through 6. Most monsters created using this system will skip at least one or two steps of the monster creation process.

Step 7: Monster Options

The GM is sure that he wants the medusa to have a petrifying gaze attack. Because the gaze option uses the same rules as the preexisting universal monster rule, the GM writes down a gaze with a 30-foot range that turns targets to stone permanently. He uses the ability DC from the combatant array: 15. This ability uses up the medusa's one combat option, leaving her with one option from any category.

The GM adds poison to the snake bite attack, and decides that the medusa can apply it to her arrows too. Choosing the poison option gives him the base statistics of the poison plus two advantages, plus an additional two advantages since the medusa is CR 7. He ends up with a poison that is: *type* injury, *frequency* 1/round for 6 rounds, *effect* 1d3 Str, *cure* 2 consecutive saves. This is pretty close to the poison in the *Bestiary*, though with a lower DC, which is what the GM wants. Though an ability such as all-around vision could be replicated by giving the medusa unflankable as a bonus monster option, the GM decides against that to help compensate for the medusa's stronger attacks.

Step 8: Skills

The medusa will have one master skill and two good skills. The GM picks Perception as the master skill instead of leaving it at its default of good, since that fits an archer. The medusa now has Perception +15. For the good skills, he wants one social skill and one physical skill that uses the medusa's Dexterity, so he gives her Intimidate +12 and Stealth +12.

Step 9: Damage

The longbow attack will deal a total of 22 points of damage, using a d8 damage die (since it's a longbow). The GM finds the 21–23 row and 1d8 column on Table 5–9: Damage Dice Values, learning that the attack should deal 1d8+18 points of damage. Thinking about it further, the GM wants to roll more damage dice, just to make the monster's damage a little more variable and sort of like the Manyshot feat. So instead, he uses 2d8+12. The melee attack will deal 16 points of damage using a d4, which turns out to be 1d4+14.

Reality Check

Looking back over the monster, the GM thinks that the petrifying gaze plus the powerful attacks make the medusa too powerful. He decides that the part that seems strangest is the damage, particularly since the medusa uses a longbow and gets to deal poison with all her attacks. He decides to trim the damage down as though the medusa were 2 CR lower. The longbow attack now deals 2d8+6 points of damage, and the snake bite deals 1d4+8 points of damage.

Unchained Monster Statistics

The monster statistics presented in this section use an alternate format meant to make important monster abilities easier to find. It removes the listings of any monster options or abilities that only increase existing values. For example, the extra armor option wouldn't be listed because the new AC values are already implemented.

In addition, each statistic block is divided into defenses, attacks, and statistics, with options and spells that fit into those categories appearing in the appropriate section. For example, instead of all a monster's spells appearing in one list, its offensive spells appear under attacks, and its defensive spells appear under defenses.

MEDUSA **CR/HD 7**

Init +6; **Perception** +15 (darkvision 60 ft.)
Size Medium; **Speed** 30 ft.

DEFENSES

AC 22 (touch 13, flat-footed 16); **Fort** +8, **Ref** +10, **Will** +10; **CMD** 24
hp 93

ATTACKS

Melee snake bite +12/+7 (1d4+8 plus poison)
Ranged longbow (range 100 ft.) +15/+10 (2d8+6/×3 plus poison)
Attack Options (DC 15) petrifying gaze (turn to stone permanently, 30 ft., Fort negates), poison (*type* injury, *frequency* 1/round for 6 rounds, *effect* 1d3 Str, *cure* 2 consecutive saves); **CMB** +13

STATISTICS

Dex +6, **Con** +4, **Cha** +2; Intimidate +12, Stealth +12
XP 3,200; LE monstrous humanoid

Monster Examples

The following sections re-create monsters found in the *Bestiary*. Many of them are variants on the initial creatures, meant to mimic creatures with class levels or alternate ability sets. Each entry includes a breakdown of the significant choices made for the monster, discounting simple procedures such as selecting the attacks and damage for a monster that don't deviate from its array numbers. After each breakdown, the monster's statistics appear in a new format unique to this book, as described in the sidebar above.

The monsters are presented in order from simplest to most complex. Some of the monsters that appear early on—particularly combatants—have a high CR but simple abilities, so they're still easy to create.

Worg

The worg is easy to create since it's a simple monster.

Array: The worg is a combatant. As a feral, vicious creature, it has a high Strength. The GM also decides that the worg should have an Intelligence modifier lower than 0.

Creature Type: As a magical beast, the worg gains darkvision and low-light vision as automatic traits. Because it doesn't have a class graft, it also gains the statistics adjustments, increasing its Fortitude from +3 to +5, its Reflex from +3 to +5, and its attack bonus from +4 to +6.

Options: The worg gets one combat option, and gains improved combat maneuver (trip).

Skills: Because it's not a very smart creature, the worg's two good skills are both physical, but it gains Perception as its master skill.

WORG **CR/HD 2**

Init +2; **Perception** +10 (darkvision 60 ft., low-light vision)
Size Medium; **Speed** 50 ft.

DEFENSES

AC 16 (touch 12, flat-footed 12); **Fort** +5, **Ref** +5, **Will** +1;
CMD 16 (20 vs. trip)
hp 22

ATTACKS

Melee bite +6 (1d6+7 plus improved combat maneuver [trip])
CMB +4 (+8 trip)

STATISTICS

Str +3, **Dex** +2, **Con** +1, **Int** –2; Stealth +7, Survival +7
XP 600; NE magical beast

Mastodon

As a big, dumb creature, the mastodon requires only a few adjustments despite its high CR.

Array: The mastodon uses the combatant array. The GM adjusts its ability modifiers to +9, +4, and –1 instead of +7, +4, and +3 to reflect its major emphasis on Strength and its poor Dexterity.

Creature Type: As an animal, the mastodon gains low-light vision and a –4 Intelligence modifier. It increases its Fortitude and Will saves from +10 to +12.

Size: Since it's Huge, the mastodon reduces its touch AC to 13 and increases its flat-footed AC to 21. It also increases its CMB to 21 and its CMD to 30.

Options: The mastodon uses its combat option to gain improved combat maneuver (bull rush), which also adjusts its CMB to bull rush and its CMD against bull rush. It uses its any option for extra hit points, increasing its hp from 126 to 151.

Skills: Since it's not very intelligent, the mastodon has master Perception but no other skills.

Damage: The mastodon uses the two natural attacks column for its attacks and damage. The two attacks have the same average damage value, but use different damage dice.

MASTODON **CR/HD 9**

Init –1; **Perception** +17 (low-light vision)
Size Huge (15 ft.); **Speed** 40 ft.

DEFENSES

AC 25 (touch 13, flat-footed 21); **Fort** +12, **Ref** +12, **Will** +8;
CMD 30 (33 vs. bull rush)
hp 151

ATTACKS

Melee gore (reach 15 ft.) +17 (2d8+12), slam (reach 15 ft.) +17 (2d6+15)
Attack Options improved combat maneuver (bull rush);
CMB +21 (+25 bull rush)

STATISTICS

Str +9, **Dex** –1, **Con** +4, **Int** –4
XP 6,400; N animal

Griffon

A majestic aerial hunter, the griffon's only significant adjustments come from its type and size.

Array: The griffon uses the combatant array. To reflect its balance between speed and toughness, the griffon has ability modifiers of +4, +2, and +2 instead of +4, +3, and +1.

Creature Type: As a magical beast, the griffon gains darkvision 60 feet and low-light vision. Its Fortitude and Reflex bonuses both increase from +5 to +7, and its attack bonuses increase from +8 to +10 for its bite and from +3 to +5 for its talons.

Size: Since it's Large, the griffon changes its touch AC from 12 to 11 and its flat-footed AC from 14 to 15. Its CMB increases from +10 to +12, and its CMD rises from 20 to 21.

Options: The griffon spends both its options on combat options to gain pounce and rake.

Skills: The griffon's master skill is Perception to reflect its keen vision, and its good skills in Acrobatics and Fly give it agility in the air.

GRIFFON **CR/HD 4**

Init +2; **Perception** +12 (darkvision 60 ft., low-light vision, scent)
Size Large (10 ft.); **Speed** 30 ft., fly 80 ft. (average)

DEFENSES

AC 19 (touch 11, flat-footed 15); **Fort** +7, **Ref** +7, **Will** +3; **CMD** 21
hp 44

ATTACKS

Melee bite +10 (1d6+10), 2 talons +5 (1d6+4)
Attack Options (DC 13) pounce, rake; **CMB** +12

STATISTICS

Str +4, **Dex** +2, **Con** +2, **Int** –3; Acrobatics +9, Fly +9
XP 1,200; N magical beast

Goblin Fighter

The goblin fighter is a suitable minion for any overlord, provided it doesn't burn the fortress down.

Array: The goblin fighter is a combatant, as required by the fighter class graft.

Creature Type: Because of the fighter class graft, the goblin does not gain anything from the humanoid type.

Class: As a fighter, the goblin increases both its Fortitude and Reflex bonuses from +1 to +2. It also receives one combat option from its fighter graft.

Subtype: The goblin fighter gains Stealth as a good skill from the goblinoid subtype.

Size: The goblin's Small size increases its touch AC and flat-footed AC by 1, reduces its CMB by 2, and reduces its CMD by 1. It gains Stealth as a good skill (again; see below).

Options: A fighter of this CR typically gets one combat option, but this goblin has two additional options to reflect its quick combat style. The accuracy, dodge expert, and improved initiative options are all calculated in the goblin fighter's statistics. The adjustment to flat-footed AC from dodge expert would have made the goblin's flat-footed AC too low for a monster at this CR, so the goblin gains only a +1 bonus to touch AC and no penalty to its flat-footed AC. Goblins are able to see in the dark, so the goblin gains the darkvision option. As usual, adding a sense didn't count against the goblin's number of options.

Skills: The goblin already gets Stealth as a good skill from both the goblinoid and Small grafts, so instead it was discretionarily given Stealth as a second master skill.

GOBLIN FIGHTER **CR/HD 1/2**

Init +7; **Perception** +5 (darkvision 60 ft.)
Size Small; **Speed** 30 ft.

DEFENSES

AC 15 (touch 14, flat-footed 13); **Fort** +2, **Ref** +2, **Will** +0; **CMD** 12
hp 11

ATTACKS

Melee short sword +3 (1d4+2/19–20)
Ranged shortbow (range 60 ft.) +3 (1d4+2/×3)
CMB +1

STATISTICS

Str +2, **Dex** +3, **Con** +1, **Cha** –2; Ride +8, Stealth +8, Swim +5
XP 200; CE humanoid (goblinoid) fighter 1

Zombie Minotaur

Some templates have complicated alterations, but the zombie template is fairly easy to apply.

Array: The zombie uses the combatant array, as suggested in the zombie template.

Creature Type: The undead graft gives the creature darkvision 60 feet and undead immunities, and sets its Constitution to —. It also increases the minotaur's Will save from +1 to +3. The elective adjustments for mindless undead will be covered by the template graft.

Template: The zombie template makes the minotaur staggered, changes its Intelligence to —, gives it DR 5/slashing, and gives it the extra hit points option to represent a zombie's resilience.

Size: As a Large creature, the minotaur changes its touch AC from 12 to 11 and its flat-footed AC from 12 to 13. Its CMB increases from +2 to +4, and its CMD goes from 14 to 15.

Options: The extra hit points option from the zombie template increases the zombie's hp from 16 to 19. Although the zombie template adds more options than the monster would normally have, the zombie still gains the powerful charge option to keep the minotaur feel.

ZOMBIE MINOTAUR **CR/HD 1**

Init +0; **Perception** +6 (darkvision 60 ft.)
Size Large (10 ft.); **Speed** 30 ft.

DEFENSES

AC 14 (touch 11, flat-footed 13); **Fort** +2, **Ref** +2, **Will** +3; **CMD** 15
hp 19; **DR** 5/slashing; **Immune** undead immunities
Weakness staggered



ATTACKS

Melee gore (reach 10 ft.) +2 (1d6+4) or slam (reach 10 ft.) +2 (1d8+3)

Attack Options powerful charge; **CMB** +4

STATISTICS

Str +3, **Con** —, **Int** —, **Wis** +1, **Cha** +2

XP 400; NE undead

Bat Swarm

The bat swarm is straightforward to create, but its swarm subtype is complicated and grants it additional features that make it unlike other monsters.

Array: Since a bat swarm is made up of creatures with only animal intelligence, the combatant array is the only choice for it that makes sense.

Creature Type: The animal type increases the bat swarm's Fortitude and Reflex bonuses each from +3 to +5 and grants low-light vision, but it mandates an Intelligence modifier of either –4 or –5. Bats are slightly more intelligent than some other animals, so they have a –4 modifier.

Subtype: The swarm subtype grants the bat swarm its various immunities, vulnerability to area effects, swarm traits, swarm attack, and distraction.

Size: The bat swarm is made up of many Diminutive creatures, so it gains a +4 bonus to touch and flat-footed AC. As a swarm, it doesn't have CMB or CMD, so the size adjustments to those numbers are ignored. It also gains Fly and Stealth as master skills.

Options: The bat swarm's option is a weaker variant of the bleed attack option.

Skills: Other than the master skills from size, the bat swarm's echolocation enhances its ability to notice things, so it gets Perception as a master skill. That's already plenty of skills for an animal, so the bat swarm doesn't have any good skills.

BAT SWARM **CR/HD 2**

Init +3; **Perception** +10 (blindsense 20 ft., low-light vision)

Size Diminutive (10 ft.); **Speed** 5 ft., fly 40 ft. (good)

DEFENSES

AC 16 (touch 16, flat-footed 16); **Fort** +5, **Ref** +5, **Will** +1

hp 22; **Immune** bull rush, critical hits, flanking, grapple, spells that target a specific number of creatures, trip, weapon damage

Weakness +50% damage from area effects

Defense Options swarm traits

ATTACKS

Melee swarm (all targets in the swarm's space) always hits (1d6 plus 1 bleed)

Attack Options (DC 11) distraction

STATISTICS

Str –4, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2; Fly +10, Stealth +10

XP 600; N animal (swarm)

Imp

A vexing adversary, this imp has a variety of extra options to confound its enemies.

Array: The imp uses the expert array, with the Reflex and Will saves swapped. The imp has a Strength modifier of –4 because its size and build make it so physically weak.

Creature Type: The outsider graft gives the imp darkvision 60 feet, increases its Will saving throw from +1 to +3, and increases its attack bonus from +4 to +6. It gains the additional master skill mentioned under elective adjustments.

Subtype: The devil subtype gives the imp the see in darkness sense, energy resistance 10 to acid and cold, immunity to fire and poison, the summon allies option, and telepathy to a range of 100 feet.

Size: Because the imp is Tiny, its touch and flat-footed AC increased from 10 to 12.

Spells: The secondary magic option gives the imp some spell-like abilities.

Options: Instead of the single monster option that would be normal for an expert of its CR, the imp has a total of five options: change shape, dodge expert, poison, and modified versions of constant invisibility and secondary magic. Dodge expert changes the imp's AC from 14 (touch 12, flat-footed 12) to 16 (touch 16, flat-footed 10). By the numbers, the imp's flat-footed AC would drop to 6, but the GM sets it as 10 as part of the reality checking process. For its poison, the imp gets two advantages, which were used to remove the onset time and change the frequency to 1/round for 6 rounds. Instead of the normal effect of constant invisibility, the imp gains *invisibility* at will, affecting only itself. The modified secondary magic option gives the imp one once-per-day spell and two constant spells instead of two once-per-day spells.

Skills: The imp has an extra master skill from the outsider graft, and gains Fly and Stealth from its size graft. The +10 bonus from change shape is included in the Disguise skill.

Damage: The imp uses the low damage value on its sting to compensate for being a low-CR creature with poison.

IMP **CR/HD 2**

Init +3; **Perception** +7 (darkvision 60 ft., see in darkness)

Size Tiny (2-1/2 ft.); **Speed** 20 ft., fly 50 ft. (perfect)

DEFENSES

AC 16 (touch 16, flat-footed 6); **Fort** +1, **Ref** +5, **Will** +3; **CMD** 14; **Concentration** +4

hp 20; **Immune** fire, poison; **Resist** acid 10, cold 10

ATTACKS

Melee sting (reach 0 ft.) +6 (1d4+5 plus poison)

Attack Spell-Like Abilities (DC 13 + spell's level) 1/day—*suggestion*

Attack Options (DC 13) poison (*type* injury, *frequency* 1/round for 6 rounds, *effect* 1d2 Dex damage, *cure* 1 save); **CMB** +2

STATISTICS

Utility Spell-Like Abilities constant—*detect good, detect magic*; at will—*invisibility* (self only)

Utility Options *change shape* (boar, giant spider, rat, or raven, *beast shape I*), summon allies (imp, 35%)

Str –4, **Dex** +3, **Int** +1, **Cha** +2; Acrobatics +10, Bluff +10, Disguise +12, Fly +10, Knowledge (arcana) +7, Knowledge (planes) +7, Stealth +10; telepathy 100 ft.

XP 600; LE outsider (devil, evil, extraplanar, lawful)

Fire Giant

This monster uses different gear than the *Bestiary* fire giant, but has the same CR.

Array: The fire giant uses the combatant array.

Creature Type: As a humanoid, the giant increases its Fort save from +11 to +13.

Subtype: The giant graft gives the giant low-light vision and adds Intimidate as a good skill.

Size: Being Large changes the giant's touch AC from 15 to 14 and its flat-footed AC from 19 to 20. The giant's CMB increases from +18 to +20.

Options: The monster has one combat option and one of any type. The extra armor option alters the giant's AC to 28 (touch 8, flat-footed 24) and makes its speed 30 feet instead of 40 feet. The magic weapon (*bane*) option causes the giant's greataxe to deal additional damage to dwarves. The monster has rock throwing as a bonus option, and 3 points of that attack's bludgeoning damage have been replaced with 1d6 points of fire damage since the giant heats the rocks.

Skills: This giant is primarily a brute, so its master skill in Climb and the good skill from the giant subtype are sufficient to cover its skills. The GM ignores the remaining two good skills from the combatant array.

Damage: The giant is less adept at ranged attacks, so its rock throw attack uses low attack and damage values.

FIRE GIANT **CR/HD 10**

Init +0; **Perception** +14 (low-light vision)

Size Large (10 ft.); **Speed** 30 ft.

DEFENSES

AC 28 (touch 8, flat-footed 24); **Fort** +13, **Ref** +11, **Will** +9; **CMD** 30

hp 143; **Immune** fire

Weakness vulnerability to cold

Defensive Options rock throwing

ATTACKS

Melee *dwarf-bane greataxe* (reach 10 ft.) +18/+13/+8 (3d6+19/×3 [+2d6 against dwarves]) or 2 slams (reach 10 ft.) +18 (1d8+21)

Ranged rock (range 120 ft.) +13 (1d8+15 plus 1d6 fire)

CMB +20

STATISTICS

Str +7, **Con** +5, **Wis** +3; Climb +18, Intimidate +14

XP 9,600; LE humanoid (fire, giant)

Satyr

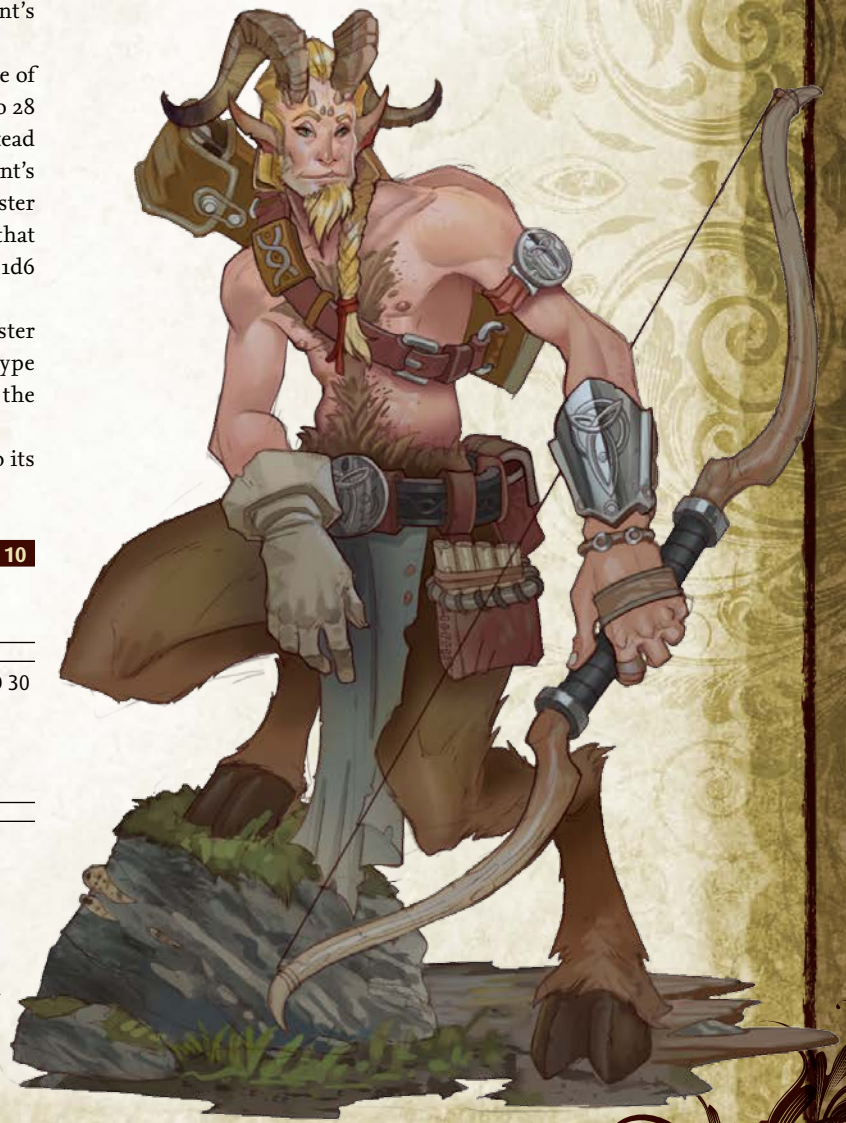
With its unique pipes, the satyr requires a custom ability not included in the monster options.

Array: As a skillful social creature with a magical bent, the satyr uses the expert array with options to cover its magical abilities.

Creature Type: Because of the fey graft, the satyr gains low-light vision. It increases its Reflex from +3 to +5 and its Will from +7 to +9. Its attack bonuses drop from +8 to +6. It has the elective adjustment that grants one additional master skill.

Spells: The satyr can channel magical effects through his pipes, so he gains his spells as spell-like abilities. These are chosen on a case-by-case basis instead of using a spell list.

Options: The satyr uses its one social option for persuasive, uses its any option for damage reduction, and has a bonus pipes ability. Pipes doesn't have a corresponding monster option because it's so specific to satyrs. It's a custom ability based on the *Bestiary* satyr's



pipes, but simplified and using the standard ability DC for the satyr's CR.

Skills: Due to being a fey with the expert array, the satyr has four master skills and two good skills.

Damage: Instead of having a dagger attack like the satyr in the *Bestiary*, this one uses only its horn attack in melee. The satyr's ranged attacks use the low damage value (but the high attack value).

SATYR **CR/HD 4**

Init +3; **Perception** +12 (low-light vision)

Size Medium; **Speed** 40 ft.

DEFENSES

AC 17 (touch 10, flat-footed 12); **Fort** +3, **Ref** +5, **Will** +9; **CMD** 18

hp 40; **DR** 5/cold iron

ATTACKS

Melee horns +6 (1d6+13)

Ranged shortbow (range 60 ft.) +6 (1d6+10/×3)

Attack Spell-Like Abilities (DC 14 + spell's level) 1/day—*fear*; at will—*charm person, sleep, suggestion*

Attack Options (DC 15) pipes; **CMB** +6

STATISTICS

Utility Options persuasive

Dex +3, **Wis** +1, **Cha** +4; Bluff +12, Diplomacy +9, Intimidate +9, Perform (wind) +12, Stealth +12

XP 1,200; CN fey

SPECIAL ABILITIES

Pipes (Su) A satyr can play haunting melodies on his panpipes to affect all creatures within a 60-foot radius with a spell (Will DC 15 negates). Each time it uses this ability, the satyr chooses *charm person*, *fear*, *sleep*, or *suggestion*. A creature that succeeds at its save can't be affected by the same set of pipes for 24 hours.

Frost Giant Explorer

This creature has access to nature magic, much like a druid would. However, turning it into a spellcaster would make it feel unlike a burly frost giant. Instead, this stat block starts with the combatant array and draws inspiration from the options of the druid class graft. This monster is meant to fight alongside a mastodon (see page 244) as a CR 13 encounter.

Array: The frost giant uses the combatant array and gains its spellcasting from its magic options. Its Reflex and Will save bonuses are swapped.

Creature Type: Because the monster's saving throws are uniformly high, it has a –2 penalty to Reflex instead of increasing any save from the humanoid graft.

Class: Though the giant doesn't use the druid graft, many of its options are drawn from there.

Subtype: The giant subtype grants low-light vision and gives Intimidate as a good skill.

Size: Because it's Large, the giant decreases its touch AC from 17 to 16 and raises its flat-footed AC from 21 to 22. Its CMB changes from +21 to +23, and its CMD goes from 32 to 33.

Spells: The giant gains a few spells from the Animal spell list due to the secondary magic option. Even though that option says to take the primary spells from the spell lists, it's reasonable to pick and choose from among both the primary and secondary spells of the monster's CR band, as was done here.

Options: Instead of one of its combat options, the giant gains the powerful summons magic option. It spends its other combat option on rock throwing and its any option on secondary magic.

Skills: With its good skill from the giant subtype, the explorer has only one master skill, but a well-rounded set of good skills.

Damage: The giant's thrown rock attack uses the low attack and damage values.

FROST GIANT EXPLORER **CR/HD 12**

Init +0; **Perception** +16 (low-light vision)

Size Large (10 ft.); **Speed** 40 ft.; **Special Movement** terrain stride (ice)

DEFENSES

AC 29 (touch 16, flat-footed 22); **Fort** +13, **Ref** +9, **Will** +13; **CMD** 33; **Concentration** +17

hp 176; **Immune** cold

Weakness vulnerability to fire

Defensive Options rock throwing

ATTACKS

Melee spear (reach 10 ft.) +21/+16/+11 (2d6+27/×3) or 2 slams (reach 10 ft.) +21 (1d8+27)

Ranged rock (range 120 ft.) +15 (1d8+21)

CMB +23

STATISTICS

Utility Spells 1/day—*beast shape IV* (animal only), *summon nature's ally VII*

Utility Options powerful summons

Str +8, **Con** +4, **Wis** +5; Climb +16, Intimidate +16, Knowledge (nature) +20, Survival +16

XP 19,200; CE humanoid (cold, giant)

Vampire Cleric

For an alternative to the vampire sorcerer in the *Bestiary*, this vampire is a cleric of a slightly higher CR.

Array: This creature uses the spellcaster array so it can take the cleric class graft.

Creature Type: As indicated in the vampire template graft, the vampire must have the undead type. Because it will have the cleric class graft, the vampire gains only the automatic traits from the undead type: darkvision 60 feet, undead immunities, and a Constitution of —.

Class: The cleric class graft increases the vampire's Fortitude save from +10 to +12 and gives it Knowledge

(religion) as a master skill. It automatically gains the channel energy and spontaneous casting options.

Subtype: The vampire has the augmented humanoid subtype, though this doesn't alter its abilities.

Template: The vampire template graft increases the vampire's AC from 23 to 25 and flat-footed AC from 17 to 19. The vampire also gains *spider climb* as a constant spell-like ability and gets vampire weaknesses. The template gives a large number of options: at-will magic (*dominate person*), blood drain, change shape, channel resistance, children of the night, create spawn, damage reduction, energy drain, energy resistance 10 (cold and electricity), fast healing 5, and gaseous form. Because the vampire has DR and so many healing abilities, its hit points are calculated as though its CR were 2 lower, giving it 103 hp.

Spells: Because of its violent and cruel nature, this cleric mixes the Evil and War domain spell lists instead of taking spells from one list exclusively. The monster has the special ability from only the War spell list, which increases its attack bonuses by 1.

Options: As a cleric, the monster would normally have one additional option (of any type) beyond what it has here. However, because the monster gains so many abilities from being a vampire, adding yet another option is unnecessary.

Skills: Because of the vampire template, this creature has Bluff, Perception, Sense Motive, and Stealth as master skills. The +10 bonus from change shape is included in the Disguise skill.

Damage: The slam attack uses the low damage value since it can also bestow negative levels and heal the vampire. The vampire's ranged attack uses the low attack and damage values.

VAMPIRE CLERIC **CR/HD 11**

Init +2; **Perception** +19 (darkvision 60 ft.)
Size Medium; **Speed** 30 ft.; **Special Movement** *spider climb* (constant)

DEFENSES

AC 25 (touch 13, flat-footed 19); **Fort** +12, **Ref** +10, **Will** +14; **CMD** 26; **Concentration** +20
hp 103; fast healing 5; **DR** 10/magic and silver; **Immune** undead immunities; **Resist** cold 10, electricity 10
Weakness vampire weaknesses
Defensive Options channel resistance +4

ATTACKS

Melee scythe +20/+15 (2d4+25/×4) or slam +20 (1d4+20 plus energy drain [2 negative levels])
Ranged light crossbow (range 80 ft.) +15 (1d8+22/19–20)
Attack Spells (DC 17 + spell's level) 1/day—*dispel good, slay living*; 3/day—*bestow curse, spiritual weapon*; at will—*bane, dominate person, inflict light wounds*
Attack Options blood drain, channel energy (negative energy), spontaneous casting (inflict); **CMB** +20

STATISTICS

Utility Spells 3/day—*darkness, prayer*; at will—*change shape* (dire bat or wolf, *beast shape II*)
Utility Options children of the night, create spawn, gaseous form
Str +8, **Con** —, **Dex** +2, **Int** +1, **Wis** +9, **Cha** +5; Bluff +19, Disguise +15, Knowledge (religion) +19, Sense Motive +19, Stealth +19
XP 12,800; CE undead (augmented humanoid) cleric 10

Ogre Mage

The ogre mage oni are devious shapeshifters who combine martial prowess with magical threats.

Array: The ogre mage's consistent fallback strategy is its mighty greatsword, so it uses the combatant array. Since oni take many roles depending on the situation, the ogre mage has more high ability modifiers than usual. Since the ogre mage's mind is stronger than its reflexes, it switches its Will and Reflex save bonuses.

Creature Type: As an outsider, the ogre mage gains darkvision and +2 on attack rolls and Fortitude saves.

Subtype: The ogre mage has two subtype grafts, and gains options from both of them. The oni subtype grants the change shape and regeneration options. The giant subtype grants low-light vision as well as Intimidate as a good skill.

Size: The ogre mage's Large size gives it –1 to touch AC, +1 to flat-footed AC, +2 to CMB, and +1 to CMD.

Spells: The ogre mage took the secondary magic option twice, gaining a set of custom spells that assist with infiltration and combat. It receives *darkness* and *invisibility* at will as an additional bonus.

Options: The improved initiative option is included in the ogre mage's statistics.

Skills: The ogre mage is more of a generalist than a specialist, able to handle a variety of situations equally well. Instead of one master skill and two good skills, the versatile ogre mage has five good skills beyond the two it receives from the giant subtype.

Damage: The ogre mage uses the low attack and damage values for its composite longbow.

OGRE MAGE **CR/HD 8**

Init +6; **Perception** +13 (darkvision 60 ft., low-light vision)
Size Large (10 ft.); **Speed** 40 ft., fly 60 ft. (good)

DEFENSES

AC 23 (touch 12, flat-footed 18); **Fort** +11, **Ref** +7, **Will** +9; **CMD** 27; **SR** 19; **Concentration** +12
hp 110; regeneration 5 (acid, fire)

ATTACKS

Melee greatsword (reach 10 ft.) +17/+12 (3d6+15/19–20)
Ranged composite longbow (range 110 ft.) +13/+8 (2d6+12/×3)
Attack Spell-Like Abilities (DC 13 + spell's level) 1/day—*charm monster, cone of cold, deep slumber*
CMB +19

STATISTICS

Utility Spell-Like Abilities 1/day—*gaseous form*; at will—*darkness*, *invisibility*; constant—*fly*

Utility Options change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*)

Str +6, **Dex** +2, **Con** +6, **Int** +2, **Wis** +2, **Cha** +4; Bluff +13, Disguise +23, Intimidate +13, Sense Motive +13, Spellcraft +13, Use Magic Device +13

XP 4,800; LE outsider (giant, native, oni, shapechanger)

Night Hag Soul Collector

The night hag soul collector is not only a dangerous opponent; she is also dangerously well connected. She can force her captured souls to do her bidding to augment her own combat effectiveness, granting her powers from the summoner class graft.

Array: This night hag is a summoner for all practical purposes, so she uses the spellcaster array, albeit with increased ability modifiers to reflect the fact that she is physically imposing for a spellcaster.



Creature Type: Since her type is outsider, the night hag gains darkvision and a +2 bonus on attack rolls. She trades the outsider saving throw adjustments for the summoner adjustments.

Class: The night hag soul collector's summoner class graft increases her Fortitude and Reflex by 1 and grants Knowledge (planes) as a master skill. The lost soul acts as her eidolon. The night hag is thematically similar to a summoner, but isn't treated as actually having class levels in summoner.

Spells: The night hag uses a modified version of the conjuration spell list, to stay in theme with her spontaneous summoning from the summoner class graft. As a soul broker, she needs constant detection spells to inspect her merchandise, as well as the *soul bind* spell at will.

Options: From the summoner graft, the night hag gains spontaneous magic (summon monster), as well as one magic option and one any option. She chooses change shape and a custom dream haunting option to allow her to torment her foes from safety. To represent the defenses necessary to ply her trade among evil outsiders, the night hag also has particularly potent spell resistance and damage reduction options for her CR.

Skills: A night hag encounter might be social and deceptive, so the monster has additional master and good skills, and her +10 bonus from change shape is reflected in her Disguise skill.

Damage: For damage with three primary attacks, the night hag doubles the damage for two primary attacks (18) to get a total of 36, then divides by three (her total number of attacks). Each attack deals roughly 12 points of damage

Lost Soul: This represents the twisted form of a lost soul that the night hag can call forth to defend her—effectively her eidolon, since she is using the summoner graft. The soul's twisted form has screaming mouths on long tendrils that bite as it moves, allowing it to pounce.

Array: As an eidolon, the lost soul uses the combatant array.

Creature Type: The outsider type graft grants the lost soul a +2 bonus on attack rolls and Reflex saving throws.

Size: The lost soul's Large size grants it –1 to touch AC, +1 to flat-footed AC, +2 to CMB, and +1 to CMD.

Options: As a combatant, the lost soul gains one combat option and one any option. For these options, it gains pounce and damage reduction.

Skills: While a combatant normally has one master skill and two good skills, the lost soul is simple, so the GM gives it only Intimidate as a master skill and Fly as a good skill.

Damage: To determine its damage with four primary attacks, the lost soul doubles the damage value for two primary attacks (22) to get 44 points of damage, then divides by 4. Each attack deals 11 points of damage, or 1d8+6 on Table 5–9.

NIGHT HAG SOUL COLLECTOR **CR/HD 9**

Init +4; **Perception** +14 (darkvision 60 ft.)

Size Medium; **Speed** 30 ft.; **Special Movement** *etherealness* (at will)

DEFENSES

AC 21 (touch 12, flat-footed 15); **Fort** +9, **Ref** +9, **Will** +12; **CMD** 24; **SR** 24; **Concentration** +12

hp 103; **DR** 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep

ATTACKS

Melee 2 claws +14 (1d4+9), bite +14 (1d6+9)

Attack Spell-Like Abilities (DC 16 + spell's level) 1/day—*deep slumber*; at will—*magic missile, ray of enfeeblement, soul bind*

Attack Options dream haunting, spontaneous casting (summon monster); **CMB** +14

STATISTICS

Utility Spell-Like Abilities 1/day—*dimension door*; 3/day—*darkness, dispel magic, haste, invisibility*; constant—*detect chaos, detect evil, detect good, detect law, detect magic*; double the duration of all conjuration (summoning) spells

Utility Options change shape, soul broker

Str +6, **Dex** +4, **Con** +6, **Int** +4, **Wis** +3, **Cha** +3; Bluff +17, Diplomacy +14, Disguise +27, Intimidate +14, Knowledge (planes) +17, Perception +14, Sense Motive +14, Spellcraft +14

XP 6,400; NE outsider (evil, extraplanar)

SPECIAL ABILITIES

Dream Haunting (Su) The night hag can haunt a creature's dreams from her home on the Ethereal Plane. A creature she haunts takes 1 point of Constitution damage when it awakes.

Soul Broker (Su) As a standard action, the night hag can release one of her captured souls to fight at her side; see the night hag's lost soul statistics, below.

NIGHT HAG'S LOST SOUL **CR/HD 9**

Init +4; **Perception** +14 (darkvision 60 ft.)

Size Large (10 ft.); **Speed** 30 ft., fly 60 ft. (good)

DEFENSES

AC 25 (touch 15, flat-footed 18); **Fort** +10, **Ref** +12, **Will** +8; **CMD** 28

hp 126; **DR** 10/cold iron and magic

ATTACKS

Melee 4 bites (reach 15 ft.) +19 (1d8+6)

Attack Options pounce; **CMB** +19

STATISTICS

Str +7, **Dex** +4, **Con** +3; Fly +14, Intimidate +17

XP 6,400; NE outsider (extraplanar)

Marilith General

A six-armed general of the abyssal hordes, the marilith is iconic for its overwhelming number of attacks. This marilith uses custom options to better reflect her skills as a general.

Array: As an abyssal general, the marilith uses the combatant array and has additional strong ability modifiers.

Creature Type: The marilith is an outsider, so she gains darkvision and a +2 bonus on attack rolls and Fortitude saves. She also gains the elective adjustment of spells, with a modified list.

Subtype: From the demon subtype, the marilith gains her immunities, resistances, summon ability, and telepathy. Her tactical nature gives her a wider-than-normal variety of allies she can call forth with her summon ability.

Size: The marilith's Large size grants her –1 to touch AC, +1 to flat-footed AC, +2 to CMB, and +1 to CMD.

Spells: The marilith prefers to meet her enemies directly with her numerous blades, so her modified spell list is more about trickery, mobility, and battlefield control than about directly attacking her foes with magic.

Options: Normally, a CR 17 combatant has two combat options and one any option, but the marilith general is cunning and tactical. To better lead her forces in battle, in addition to critical striker and damage reduction, she gets the heroic recovery and inspire courage social options.

Skills: In order to keep her command post, a marilith general needs guile and social skills. Therefore, she has more master skills than normal, but trades away one good skill in the bargain.

Damage: The marilith's multi-armed attacks make her damage complex to calculate. Doubling the damage for two natural attacks (50) gives her 100 points of damage. This is then increased by 50%—since her iterative attacks and tail are less likely to hit—for a total of 150. Dividing 150 by 10 attacks gets 15, which is 2d6+9 on Table 5–9 on page 241. The tail slap is weaker, so it uses the low attack and damage values for secondary attacks in the three natural attacks column in the array. This reduces the marilith's overall damage, but not enough to necessitate increasing the rest of her damage.

MARILITH GENERAL **CR/HD 17**

Init +5; **Perception** +29 (darkvision 60 ft., *true seeing*)

Size Large (10 ft.); **Speed** 40 ft.; **Special Movement** *greater teleport* (at will, self plus 50 lbs. of objects only)

DEFENSES

AC 34 (touch 20, flat-footed 25); **Fort** +20, **Ref** +18, **Will** +15; **CMD** 39 (43 vs. grapple, can't be tripped); **SR** 28; **Concentration** +25

hp 297; **DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; *unholy aura*

Defensive Spell-Like Abilities at will—*project image*

ATTACKS

Melee *+1 longsword* (reach 10 ft.) +29/+24/+19/+14 (2d6+9/17–20), 5 *+1 longswords* (reach 10 ft.) +29 (2d6+9/17–20), tail slap +24 (2d6+3 plus improved combat maneuver [grapple])

Attack Spell-Like Abilities (DC 18 + spell's level) 3/day—*blade barrier*; at will—*telekinesis*

Attack Options critical striker; **CMB** +31 (+35 grapple)

Statistics

Utility Spell-Like Abilities 3/day—*fly*

Utility Options heroic recovery, inspire courage, summon allies (marilith 20%, nalfeshnee 35%, or 1d4 hezrous 60%)

Str +8, **Dex** +5, **Con** +11, **Int** +5, **Wis** +5, **Cha** +8; Bluff +29, Diplomacy +29, Intimidate +29, Sense Motive +21, Use Magic Device +29; telepathy 100 ft.

XP 102,400; CE outsider (chaotic, demon, evil, extraplanar)

Ancient Blue Dragon

This ancient blue dragon has additional attacks, with damage extrapolated from the natural attacks column for CR 18. Despite being a combatant, it has a reduced spellcasting ability (as if it were a CR 12–15 spellcaster) with a DC halfway between combatant and spellcaster to represent a dragon's natural spellcasting prowess. The spells are customized for this dragon, and it doesn't receive an additional boon from selecting one of the preset lists.

The dragon has seven options instead of four to reflect its many talents, including several built into its statistics: damage reduction, extra armor, and spell resistance. It adds +4 to the DC of its breath weapon to reflect at ability's raw power. The dragon gains additional Wisdom and Charisma modifiers of +5. It uses the expert array's number of skills, and has the flying acumen option built into its statistics.

Array: The dragon is a mighty and iconic beast. It uses the combatant array, but it also possesses reduced spellcasting abilities, and its advanced age grants it superior mental ability scores.

Creature Type: The dragon type grants the ancient blue dragon darkvision, low-light vision, immunity to paralysis and sleep, and a +2 bonus on attack rolls and Will saves. To emphasize its sheer size, the ancient blue dragon also gains an additional +2 bonus on Fortitude saves.

Size: The dragon's Gargantuan size graft grants it –4 to touch AC, +5 to flat-footed AC, +8 to CMB, and +4 to CMD.

Spells: To reflect its nature as a slightly lesser spellcaster than a true spellcaster of its CR, the dragon gains the spells of a CR 12–15 spellcaster instead, with DCs halfway between those of the combatant and spellcaster arrays. Since it has its own customized spell list, the dragon doesn't receive an additional boon from selecting one of the preset lists.

Options: Normally, a CR 18 combatant would have three combat options and one any option, but the ancient blue dragon not only has damage reduction, extra armor, and spell resistance, but also critical striker and defense breaker to reflect its ferocious power.

Skills: As it has collected untold knowledge over its many years, the ancient blue dragon uses the expert's number of skills, and its flying acumen option negates the Gargantuan size graft's prohibition on Fly as a master skill.

Damage: The dragon has three primary attacks and three secondary attacks. The damage for two natural attacks (55) is doubled to 110. This is multiplied by 125% (137 total) since many attacks use a lower bonus. The damage is divided unevenly to emphasize certain attacks: 32 points for the bite and tail slap, 22 per claw, and 13 per wing.



ANCIENT BLUE DRAGON **CR/HD 18**

Init +4; **Perception** +31 (blindsense 60 ft., darkvision 60 ft., low-light vision)

Aura electricity (10 ft., 2d6 electricity), frightful presence (300 ft., DC 25)

Size Gargantuan (20 ft.); **Speed** 40 ft., burrow 20 ft., fly 250 ft. (clumsy, hover)

DEFENSES

AC 37 (touch 11, flat-footed 35); **Fort** +20, **Ref** +18, **Will** +18; **CMD** 43; **SR** 29; **Concentration** +23

hp 330; **DR** 15/magic; **Immune** electricity, paralysis, sleep

Defensive Spells 1/day—*mislead*

ATTACKS

Melee bite (reach 20 ft.) +30 (4d6+18/19–20), 2 claws (reach 15 ft.) +30 (3d6+12), 2 wings (reach 15 ft.) +25 (2d6+6), tail slap (reach 15 ft.) +25 (3d8+18)

Attack Spells (DC 17 + spell's level) 1/day—*forceful hand*; 3/day—*enervation*, *hold monster*; at will—*haste*

Attack Options (DC 27) breath weapon (120-ft. line, 19d6 electricity), critical striker, defense breaker; **CMB** +36

STATISTICS

Utility Spells 3/day—*dimension door*, *hallucinatory terrain*; at will—*invisibility*

Str +12, **Dex** –2, **Con** +8, **Int** +6, **Wis** +5, **Cha** +5; Bluff +25, Fly +31, Intimidate +31, Knowledge (arcana) +31, Spellcraft +25

XP 153,600; LE dragon (earth)

Pit Fiend

With a diverse spread of abilities useful for both combat and spellcasting, a pit fiend remains fairly complex to create even in the simple monster creation system. It's not really 100% a combatant, so it requires special statistical adjustments.

Array: This monster mostly uses the numbers from the combatant array, but gains a large number of spells, and therefore has the hit points of a spellcaster. As a powerful ruler in Hell, the pit fiend's starting ability modifiers are +13, +13, +9, +9, +6, and +6.

Creature Type: As an outsider, the pit fiend gains darkvision 60 feet, increases its Fortitude from +20 to +22, and increases its attack bonuses from +30 to +32. It also gets the elective adjustment for one additional master skill.

Subtype: The devil subtype graft grants the see in darkness sense, energy resistance 10 to acid and cold, and immunity to fire and poison. It also gives the pit fiend the summon allies option and telepathy 100 feet.

Size: Since it's Large, the pit fiend decreases its touch AC from 22 to 21 and increases its flat-footed AC from 28 to 29. Its CMB goes up from +32 to +34, and its CMD goes from 42 to 43.

Spells: The monster gains spells as though it were a spellcaster. In addition, it can use *mass hold monster* and *greater teleport* at will.

Options: For the three combat options given by its array, the pit fiend has constrict, damage reduction, and improved combat maneuver (grapple), which also gives it bonuses on CMB checks made to grapple and to CMD against grapple checks. For its one any option, it has poison with eight advantages (two + 1/3 of the pit fiend's CR of 20). These advantages are removing the onset, changing the frequency to 1/round for 6 rounds, increasing the ability damage three times, increasing the cure to 2 consecutive saves, and two advantages invented specifically for this monster: increasing the frequency to 1/round for 10 rounds, and increasing the cure to 3 consecutive saves. As a nod to classic pit fiends, the monster can regenerate from wounds, but the regeneration amount is so low for its level that it doesn't cost an option. Its diseased bite is also free, since it won't matter much in high-level combat. The devil has a bonus option for its fear aura, and doesn't spend any options for its spells, but these additions are reasonable for a high-level villain such as the pit fiend. The *Bestiary* pit fiend's devil shaping ability won't come up in combat, so it has been omitted.

Skills: Because of its creature type graft, the pit fiend has two master skills instead of one.

Damage: The number of attacks the pit fiend gains has been reduced from the number in the *Bestiary*; in particular, its wing attacks have been removed to allow its remaining attacks to have more impact. The array's two natural attacks' damage (66) is doubled to 132, then increased by 25% to get 165, which is then divvied up between four attacks. This sets the damage value at 48 points for each claw, 42 for the bite, and 27 for the tail slap.

PIT FIEND **CR/HD 20**

Init +9; **Perception** +35 (darkvision 60 ft., see in darkness)

Aura fear (30 ft., DC 20)

Size Large (10 ft.); **Speed** 40 ft., fly 60 ft. (average); **Special Movement** *greater teleport* (at will, self plus 50 lbs. of objects only)

DEFENSES

AC 38 (touch 21, flat-footed 29); **Fort** +22, **Ref** +20, **Will** +17; **CMD** 43 (47 vs. grapple); **SR** 31; **Concentration** +26

hp 333; regeneration 5 (good weapons, good spells); **DR** 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10

ATTACKS

Melee 2 claws (reach 10 ft.) +32 (2d8+42), bite (reach 10 ft.) +32 (4d6+30 plus disease and poison), tail slap (reach 10 ft.) +32 (2d8+18 plus improved combat maneuver [grapple])

Attack Spell-Like Abilities (DC 17 + spell's level) 1/day—quickened *fireball*, *meteor swarm*; at will—*mass hold monster*, *wall of fire*

Attack Options (DC 25) constrict (2d8+60), disease (*onset* immediate, *frequency* 1/day, *effect* 1d4 Str damage, *cure* 2 consecutive saves), poison (*type* injury, *frequency* 1/round for 10 rounds, *effect* 1d6 Con damage, *cure* 3 consecutive saves); **CMB** +34 (+38 grapple)

STATISTICS

Utility Options summon allies (typically barbed devil or ice devil, 60%)

Str +13, **Dex** +9, **Con** +13, **Int** +6, **Wis** +9, **Cha** +6; Bluff +28, Intimidate +35, Sense Motive +28; telepathy 100 ft.

XP 307,200; LE outsider (devil, evil, extraplanar, lawful)

Index

action economy, revised 102
alignment 95
alignment, removing 100
Artistry skill 48
automatic bonus progression 156
background skills 46
  expanded Craft 51
  expanded Perform 52
  expanded Profession 53
barbarian 8
combat tricks 112
consolidated skills 54
  Acrobatics 54
  Athletics 56
  Finesse 58
  Influence 58
  Nature 60
  Perception 61
  Performance 62
  Religion 63
  Society 63
  Spellcraft 64
  Stealth 65
  Survival 65
Craft skill, alternate 72
diseases 138
dynamic magic item creation 180
esoteric material components 150
fractional base bonuses 40
grouped skills 70
innate item bonuses 158
iterative attacks, removing 110
Lore skill 50
magic item creation, dynamic 180
monk 14
  ex-monks 19
monster creation 194
  arrays 196
  class grafts 206
  creature type grafts 204
  damage 241
  example monsters 243
  extended example 242
  options 228
  size grafts 217
  skills 240
  spells 218
  subtype grafts 214
  template grafts 216
multiclassing, variant 88
poisons 139
Profession skill, alternate 77
rogue 20
scaling items 160
  armor and shields 162
  rings 165
  rods 167
  staves 168
  weapons 163
  wondrous items 168
skill unlocks 82
spell alterations 146
  active spellcasting 148
  limited magic 146
  wild magic 147
spellcasting, simplified 144
staggered advancement 42
stamina and combat tricks 112
summoner 25
  eidolon 28
  eidolon subtypes 29
  spell list 39
wound thresholds 136

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Genie, Marid from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Mite from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

THE ABYSS AWAITS!

When demons overrun a city and threaten the whole world, it will take heroes of mythic stature to push them back—heroes like YOU!



Spring 2015

Embrace your mythic destiny with the *Pathfinder Adventure Card Game: Wrath of the Righteous Base Set*, the kick-off to an epic new card game experience! Monthly Wrath of the Righteous adventure decks continue the story!

MSRP $59.99

Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Wrath of the Righteous, Pathfinder Adventure Card Game, and Pathfinder Roleplaying Game are trademarks of Paizo Inc. © 2015 Paizo Inc.
paizo.com


PATHFINDER
CAMPAIGN SETTING
INNER SEA RACES
EXPLORE YOUR ROOTS
From Golarion's unique human ethnicities to common foes like orcs, goblins, and strix, this hardcover tome provides rules, history, and cultural details to make the denizens of the Pathfinder world come alive!
paizo
Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game and Pathfinder Campaign Setting are trademarks of Paizo Inc. © 2015 Paizo Inc.
paizo.com
SEPTEMBER 2015



OFF THE LEASH!

Get ready to shake up your game! Within these pages, the designers of the Pathfinder Roleplaying Game unleash their wildest ideas, and nothing is safe. From totally revised fundamentals like core classes and monster design to brand-new systems for expanding the way you play, this book offers fresh ideas while still blending with the existing system. With *Pathfinder Unchained,* you become the game designer!

Pathfinder Unchained is an indispensable companion to the *Pathfinder RPG Core Rulebook.* This imaginative tabletop game builds upon more than 15 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era.



Pathfinder Unchained includes:

- New versions of the barbarian, monk, rogue, and summoner classes, all revised to make them more balanced and easier to play.
- New skill options for both those who want more skills to fill out their characters' backgrounds and those seeking streamlined systems for speed and simplicity.
- Changes to how combat works, from a revised action system to an exhaustive list of combat tricks that draw upon your character's stamina.
- Magic items that power up with you throughout your career—and ways to maintain variety while still letting players choose the "best" magic items.
- Simplified monster creation rules for making new creatures on the fly.
- Exotic material components ready to supercharge your spellcasting.
- New takes on alignment, multiclassing, iterative attacks, wounds, diseases and poisons, and item creation.
- AND MUCH, MUCH MORE!

paizo

Pathfinder® Roleplaying Game™

3.5 • OGL COMPATIBLE

paizo.com/pathfinder

ISBN 978-1-60125-715-4

US $39.99

53999>

9 781601 257154

Printed in China. PZO1131