Monsters & Mayhem

A Fantasy Toolkit

Credits

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INTRODUCTION

Monsters and Mayhem is a set of supplemental rules designed to help you play a fantasy game using the **M&M Core Rules**; these rules are designed with certain assumptions: first, that you are familiar with fantasy as a genre in literature and gaming and, second, that you are familiar with the **M&M Core Rules**.

   Monsters and Mayhem is not a setting, although it does have certain setting expectations (elves, dwarves, magic, etc.), it is a toolkit to help you play a fantasy game with the M&M rules. Many of these rules will be familiar to you if you have played *the world's most popular fantasy game*; they were culled from the System Reference Document and modified to work with the **M&M Core Rules**.

THE PLAYTEST EDITION
This edition of *Monsters and Mayhem* has received minimal playtesting. While we have tried not to stray too far from the design model provided by the M&M Core Rules playtesting is always necessary and that is where we would like your help.

Anyone who purchases this playtest edition of *Monsters and Mayhem* and that provides useful playtest information, whether by email or on our forums (located at:
http://cracked-mirror.com/forums/phpBB2/) will receive **at no cost** any revised editions published in electronic format.

WHAT'S CHANGED
Monsters and Mayhem makes a number of changes to the M&M Core Rules. Those changes, and any new material are summarized below.

- The number of PP you can spend on abilities during character creation has been capped

- The optional rule for buying skill points is used; 2 skill ranks cost 1PP.

- Removed 5 skills

- Removed 1 feat

- Super Strength has been changed to reflect the genre.

WHAT'S NEW

- 3 new Skills

- 41 new Feats

- 14 new Powers

- 6 new Weaknesses

- An extensive list of Equipment

Storn

CHARACTER CREATION

Every player needs a character; the GM needs many. The basic rules for creating a character can be found on page 20 of the **M&M Core Rules**. What follows in this chapter is material designed specifically for the fantasy genre. Rules presented here that contradict the **M&M Core Rules** replace those rules.

Some minor changes and additions have been made to character creation in *Monsters and Mayhem*; they are detailed below.

STARTING POWER LEVEL

The default starting Power Level for a *Monsters and Mayhem* character is 4th. Fantasy characters are heroic but are young and inexperienced when they begin their adventuring careers. PL4 allows for a modest amount of personal experience from the outset and a reasonable expectation of advancement. See Table 1-1 on Page 20 of the **M&M Core Rules** for starting PPs and PL restrictions.

ABILITY SCORE LIMITS
AND SKILL POINT COSTS

Heroic fantasy characters are often skilled but, leaving aside mythological sources, rarely superhuman. They have limits. To emulate this properly two changes have been made to the basic character creation process:

● You may not spend more than 15PP+1PP per level after 1st to increase your character's Ability Scores during the character creation process. (18PP when starting at PL4)

● The cost of Skill Points has decreased. The cost is now 1PP for 2 Skill Points.

**HOW SKILLED
SHOULD CHARACTERS BE?**
Monsters and Mayhem changes the cost of skills to reflect the fantasy genre. In the **M&M Core Rules** characters have Super Abilities to simulate extreme skill but in a fantasy game Super Abilities should be scarce. The easiest way to remedy this is to reduce the cost of skills.

If you want your characters to be even more skilled you may reduce the cost of skills further to 3 Skill points per 1PP. Reducing them further will undermine the value of abilities and feats, and is not recommended.

CHARACTER ADVANCEMENT

Character advancement in *Monsters and Mayhem* works the same way that it does in the **M&M Core Rules** with one slight restriction: A character may only improve one ability score each PL and that ability score may only be improved by 1.

Example: Brann receives 2 PP from the GM, which raises him from PL4 to PL5, and decides to increase his Dexterity to 19. He spends the necessary points and raises his Dexterity to 19 but now he may not spend more PP to increase any of his ability scores until he reaches PL6. When Brann does reach PL6 he may increase his Dexterity to 20 or increase one of his other ability scores.

RACIAL TEMPLATES

Provided below are several traditionally used non-human races. Each race is represented by a short generic description, a template with a breakdown of that race's special abilities and the PP cost of that template.

In addition to those provided here, templates are provided with many of the monsters in Appendix II, allowing them to be used as character races.

DWARVES

Dwarves are shorter-than-average humanoids with swarthy complexions and rough, hairy appearances. They have gruff, but loyal, personalities and a penchant toward greed. Often found in mountains or deep within the earth, they are miners of precious metals and gems as well as craftspeople of the finest reputation.

DWARF RACIAL TEMPLATE

Medium-size	
Base speed 20 feet	-2PP
Darkvision:	2PP
Stonecunning	2PP
Poison Resistance	2PP
Magic Resistance	2PP
Hereditary Enemy (Orcs and Goblins)	2PP
Total cost:	8PP

ELVES

Elves are shorter than humans but taller than dwarves. They have fair complexions, fine delicate features and cat-like grace. Elves are the oldest non-human race with a vast knowledge of history and magic. They are most often found in forested areas because of their inherent love of nature.

ELF RACIAL TEMPLATE

Medium Size	
Base speed 30 feet	
Immunity: Exhaustion	
(Flaw: Magical only)	1PP
Magic Resistance	2PP
Low light Vision	2PP
Super Senses +2	
(Listen, Search, & Spot Only)	2PP
Total Cost:	7PP

GNOMES

Gnomes are short olive-skinned humanoids that grow to just over waist high on a human. Taller than a halfling but shorter than an elf, gnomes are often characterized as having large ears, larger noses and a disposition toward magical ability.

GNOME RACIAL TEMPLATE

Small Size	
Base speed 20 feet	
Low Light Vision	2PP
Super Senses +2 (Flaw: Listen only)	2PP
Magecraft	2PP
Total Cost:	8PP

HALF-ELVES

A half-elf is the offspring of a human and an elf and has many characteristics of both races. Half-elves are smaller and thinner than humans, but larger and less graceful than elves, with mixed complexions and delicate features. A half-elf's personality depends on where he was raised, in a human or an elven culture.

HALF-ELF RACIAL TEMPLATE

Medium Size	
Base Speed 30 feet	
Immunity: Exhaustion (Flaw: Magical only)	1PP
Magic Resistance	2PP
Low light Vision	2PP
Super Senses +1	
(Listen, Search, & Spot only)	1PP
Mixed Blood (Human and Elf)	2PP
Total Cost:	8PP

HALF-ORCS

A half-orc is the child of an orc and a human. Half-orcs are slightly larger than humans with rougher skin. They have complexions that shade toward the green or blue and profuse body hair. A half-orc's personality depends on whether he was raised among humans or orcs.

HALF-ORC RACIAL TEMPLATE

Medium Size
Base Speed 30 feet

Super Strength +1	3PP
Darkvision:	2PP
Mixed Blood (Human and Orc)	2PP
Total Cost:	7PP

HALFLINGS

Halflings are the smallest race, standing no taller than waist high to a human, but they are also the race most like humans in the variations of their appearance.

HALFLING RACIAL TEMPLATE

Small Size
Base speed 20 feet

Super-Dexterity +1	4PP
Amazing Save +1 (Dmg, Fort, Will)	3PP
Super Senses +2 (Listen only)	2PP
Total Cost:	9PP

ARCHETYPES

On the following pages are several fantasy archetypes which can be used by players and gamemasters to quickly create characters and NPCs. All you have to do is come up with a name and some background information and you're ready to play

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BARBARIAN

A traveler from distant lands, primitive tribesman, or simply an uncultured brute, a barbarian can be any or all of these things. A barbarian is at home in the untamed wilds and in the midst of brutal combat.

Quote:

You have grown soft in your cities and castles. I will show you strength.

PL 4				RACE: Human	
HERO POINTS: 2				**SIZE:** Medium	

ABILITIES

STR	DEX	CON	INT	WIS	CHA
16	14	16	10	12	10
+3	+2	+3	+0	+1	+0

SAVES

DMG	FORT	REF	WILL
+6	+3	+2	+1

COMBAT

BAB	MELEE	RANGE	DEF	INIT	SPEED
+4	+7	+6	14/16	+2	40ft

SKILLS

Climb +6, Handle Animal +4, Listen +4, Move Silently +3, Swim +6, Spot +5, Survival +3

FEATS

Armor Proficiency (light), Fast Movement, Martial Weapon Proficiency (Axes), Power Attack, Rage, Simple Weapon Proficiency

POWERS

Amazing Save (Damage) +2

EQUIPMENT

Leather Armor +1DS/+1PROT, 78gp
2 - Handaxes +4L (+7L)

MODIFICATIONS

The barbarian is a front-line combatant. You can buff up your combat abilities by lowering your Intelligence, Wisdom, and Charisma to increase your Strength, Dexterity and Constitution. You can also drop the Power Attack feat to get another 2 ranks in Amazing Save.

BARD

Traveling performers, musicians and historians, bards are the talebearers, keepers of sagas and tellers of stories. They are in their element amid ancient ruins or the halls of kings.

Quote:
Long ago the kings of this land brought a curse down upon themselves. A hero can break it.

PL 4				**RACE:** Half-elf	
HERO POINTS: 2				**SIZE:** Medium	

ABILITIES

STR	DEX	CON	INT	WIS	CHA
12	12	10	14	14	16
+1	+1	+0	+2	+2	+3

SAVES

DMG	FORT	REF	WILL
+3	+0	+1	+5

COMBAT

BAB	MELEE	RANGE	DEF	INIT	SPEED
+1	+2	+2	12/13	+1	30ft

SKILLS
Concentration +3, Diplomacy +6, Knowledge (Geography) +5, Knowledge (History) +5, Listen +6, Search +4, Sense Motive +6, Spellcraft +3

FEATS
Armor Proficiency (light), Enchanting Music (Countersong), Immunity: Exhaustion (Flaw: Magical only), Incidental Knowledge, Low light Vision, Magecraft (Cha), Magical Training, Magic Resistance, Martial Weapon Proficiency (Swords), Mixed Blood (Human and Elf), Simple Weapon Proficiency, Spell

POWERS
Amazing Save (DMG) +2,
Super Senses (Listen, Search, & Spot only) +1

EQUIPMENT
Dagger +3L (+4L), Longsword +5L (+6L), Mandolin, Leather Armor +1DS/+1PRT, 68gp

Storn

MODIFICATIONS

The bard is a second-string combatant and relies more on his skills and feats than his combat abilities. You can make the bard more of a front-line combatant by shifting points from Intelligence and Wisdom into Strength and Constitution. Trading in some of your feat for higher BAB or Defense scores or extra ranks in Amazing Save is also a good option.

  You can also make your bard less of a combatant by reducing your BAB and Defense to get more skill ranks or feats.

CLERIC

A wandering holy woman bringing righteousness to the frontier or a hunter of undead abominations, clerics are clergy that take up arms to defend their faith and protect those that believe as they do.

Quote:

Whosoever puts their faith in my gods will have my protection for as long as I draw breath.

PL 4				RACE: Elf	
HERO POINTS: 2				**SIZE:** Medium	

ABILITIES					
STR	DEX	CON	INT	WIS	CHA
14	12	12	10	16	14
+2	+1	+1	+0	+3	+2

SAVES			
DMG	FORT	REF	WILL
+3	+1	+1	+3

COMBAT					
BAB	MELEE	RANGE	DEF	INIT	SPEED
+1	+3	+2	13/15	+2	30ft

SKILLS
Concentration +3, Diplomacy +3, Knowledge (Arcana) +2, Knowledge (Religion)+ 2, Listen +4, Ride +1, Spellcraft +2, Spot +3

FEATS
Armor Proficiency (light), Armor Proficiency (medium), Immunity (Exhaustion, Flaw: Magical only), Low light Vision, Magecraft (Wis), Magical Training x2, Magic Resistance, Martial Weapon Proficiency (Swords), Simple Weapon Proficiency, Spell x2

POWERS
Healing +1, Repel Undead +2, Super Senses (Listen, Search, & Spot Only) +2

EQUIPMENT
Longsword +5L (+7L), Hide Armor +2DS/+1PROT, 64gp

MODIFICATIONS

The cleric is a second-string combatant that relies on magic more than prowess in combat. You can adjust the balance from magical to combat abilities by dropping a Magical Training feat and ranks in Repel Undead to increase your BAB or Defense.

Alternately, a cleric could be a support character, lowering your BAB or Defense to increase your ranks in Healing.

DRUID

A devotee of natural philosophy, a druid believes in the spirituality of the natural world and calls upon the power of nature to aid her.

Quote:
The land tells me many things, traveler. Pray it does not speak of you

PL 4				RACE: Human	
HERO POINTS: 2				**SIZE:** Medium	

ABILITIES					
STR	DEX	CON	INT	WIS	CHA
14	16	12	10	14	12
+2	+3	+1	+0	+2	+1

SAVES			
DMG	FORT	REF	WILL
+5	+1	+3	+2

COMBAT					
BAB	MELEE	RANGE	DEF	INIT	SPEED
+2	+5	+6	11/14	+3	30ft

SKILLS
Climb +4, Craft (Boyer/Fletcher) +4, Handle Animal +6, Hide +4, Knowledge (Wild Lore) +5, Listen +3, Move Silently +4, Sense Motive +4, Swim +4, Spot +6, Survival +6

FEATS
Armor Proficiency (light), Magecraft, Magical Training, Martial Weapon Proficiency (Bows), Martial Weapon Proficiency (Swords), Nature Sense, Simple Weapon Proficiency, Spell x2

POWERS
Amazing Save (Damage) +3

EQUIPMENT
Longbow +5L (100ft), Short Sword +4L (+6L), Padded Armor +1DS/+0PROT, 5gp

MODIFICATIONS

The druid is a second-string combatant that focuses on combat ability and dabbles in magic. You can easily make the druid a front-line combatant by dropping Magecraft and the other magical feats in favor of higher BAB and Defense or maybe some combat feats.

FIGHTER

Soldier of fortune, the guard at the city gate, or a patriot defending his home, the fighter is the front line of defense, or offense, in combat of any kind.

Quote:

Keep your prayers and spells, my sword is where I put my trust.

PL 4					RACE: Half-elf
HERO POINTS: 2					**SIZE:** Medium

ABILITIES					
STR	DEX	CON	INT	WIS	CHA
18	14	16	9	12	9
+4	+2	+3	-1	+1	-1

SAVES			
DMG	FORT	REF	WILL
+6	+3	+2	+1

COMBAT					
BAB	MELEE	RANGE	DEF	INIT	SPEED
+4	+9	+6	14/16	+2	30ft

SKILLS
Listen 5, Ride 3, Spot 6, Survival 3

FEATS
Attack Focus (armed), Armor Proficiency (light), Armor Proficiency (Medium), Immunity (Exhaustion Flaw: Magical only), Low light Vision, Magic Resistance, Martial Weapon Proficiency (Sword), Mixed Blood (Human and Elf), Simple Weapon Proficiency

POWERS
Amazing Save (Damage): +1 ranks,
Super Senses (Listen, Search, & Spot only) +1

EQUIPMENT
5 Daggers +3L (+7L), Longsword +5L (+9L),
Studded Leather Armor +2DS/+1PROT, 50gp

MODIFICATIONS

The fighter is a strongly focused front-line combatant. You can emphasize this focus by lowering your Intelligence, Wisdom, and Charisma to increase your Strength, Dexterity, and Constitution or to gain more ranks in Amazing Save.

MONK

Cloistered priests learning an esoteric art of defense and wandering martial artists, monks are followers of an ascetic creed that hone their bodies into weapons.

Quote:

When the body and mind are one the Tiger Palm Strike flows from the heart like water from the spring.

PL 4				RACE: Human	
HERO POINTS: 2				**SIZE:** Medium	

ABILITIES					
STR	DEX	CON	INT	WIS	CHA
14	18	14	10	12	10
+2	+4	+2	+0	+1	+0

SAVES			
DMG	FORT	REF	WILL
+6	+2	+4	+1

COMBAT					
BAB	MELEE	RANGE	DEF	INIT	SPEED
+3	+5/+7	+7	13/17	+8	30ft

SKILLS
Climb +6, Handle Animal +3, Listen +2, Move Silently +4, Swim +6, Spot +2, Survival +2

FEATS
Attack Finesse, Dodge, Evasion, Improved Initiative, Power Attack, Rapid Strike, Simple Weapon Proficiency

POWERS
Amazing Save (Damage) +4, Penetrating Strike +2

EQUIPMENT
2 Daggers +3L (+5L), 96gp

MODIFICATIONS

A monk is a front-line combatant that relies on speed, skill, and rigorous physical discipline in combat. You can make the monk even more impressive in combat by dropping your skill ranks to increase your BAB and Defense.

PALADIN

Holy crusaders bearing their faith into heathen lands or knights questing for their gods, paladins are warriors of faith that may call upon their gods in battle.

Quote:

I was sent by powers far greater than you to protect this land, little man. I will not fail.

PL 4				RACE: Human	
HERO POINTS: 2				**SIZE:** Medium	

ABILITIES					
STR	DEX	CON	INT	WIS	CHA
16	10	14	10	12	16
+3	+0	+2	+0	+1	+3

SAVES			
DMG	FORT	REF	WILL
+5	+2	+0	+1

COMBAT					
BAB	MELEE	RANGE	DEF	INIT	SPEED
+3	+6	+3	14/14	+0	30ft

SKILLS
Climb +3, Concentration +1, Diplomacy +3, Handle Animal +5, Intimidate +3, Knowledge (Religion) +2, Listen +4, Sense Motive +5, Spot +6, Survival +3

FEATS
Armor Proficiency (light), Armor Proficiency (medium), Aura of Courage, Magecraft, Magical Training, Martial Weapon Proficiency (Swords), Simple Weapon Proficiency, Smite, Touched

POWERS

EQUIPMENT
Greatsword +8L (+11L), Scale Mail +3DS/+1PROT, 0gp

MODIFICATIONS

A paladin is a front-line combatant with some religious training. You can increase his combat effectiveness by dropping Magecraft and Magical training and picking up some ranks in Amazing Save or give him some support capabilities by buying some ranks in Healing.

RANGER

Protectors of the borderlands, wanderers of the wilderness and woodsmen of the highest regard, rangers stalk the dangerous frontier lands, keeping safe the civilizations that they eschew.

Quote:

Our prey passed this way two days ago, laden with their spoils and headed north. The signs are clear.

PL 4				RACE: Elf	

HERO POINTS: 2   **SIZE:** Medium

ABILITIES					
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
12	18	14	10	14	10
+1	+4	+2	+0	+2	+0

SAVES			
DMG	**FORT**	**REF**	**WILL**
+3	+2	+4	+2

COMBAT					
BAB	**MELEE**	**RANGE**	**DEF**	**INIT**	**SPEED**
+3	+4	+7	12/16	+4	30ft

SKILLS
Climb +6, Handle Animal +3, Listen +4, Move Silently +4, Swim +6, Spot +5, Survival +3

FEATS
Armor Proficiency (light), Immunity (Exhaustion Flaw: Magical only), Low light Vision, Magic Resistance, Martial Weapon Proficiency (Swords), Martial Weapon Proficiency (Bows), Simple Weapon Proficiency, Track, Woodland Stride

POWERS
Amazing Save +2,
Super Senses (Listen, Search, & Spot Only) +2

EQUIPMENT
Dagger +3L (+4L), Longbow +5L (range 100ft), Leather Armor +1DS/+1PROT, 13gp

MODIFICATIONS

You can increase the ranger's combat abilities by dropping the Track or Woodland Stride feats to buy a couple more ranks in Amazing Save or increase your Defense.

Alternately you can focus more on wilderness skills and feats by lowering your BAB.

ROGUE

A con-artist or perhaps a simple cutpurse, rogues use their talents to tip the odds in their own favor, often in sly or stealthy ways.

Quote:

You will never see me coming.

PL 4					RACE: Gnome
HERO POINTS: 2					SIZE: Small

ABILITIES					
STR	DEX	CON	INT	WIS	CHA
10	16	12	12	14	14
+0	+3	+1	+1	+2	+2

SAVES			
DMG	FORT	REF	WILL
+2	+1	+3	+2

COMBAT					
BAB	MELEE	RANGE	DEF	INIT	SPEED
+2	+2	+5	12/15	+3	20ft

SKILLS

Acrobatics +5, Appraise +5, Climb +6, Escape Artist +7, Hide +9, Listen +4, Move Silently +9, Open Lock +7, Search +7, Sleight-of-Hand +9, Spot +6, Use Magical Device +4

FEATS

Armor Proficiency (light), Attack Finesse, Dodge, Low-light Vision, Magecraft, Simple Weapon Proficiency, Surprise Strike

POWERS

Super Senses (Flaw: Listen only) +2

EQUIPMENT

Thieves' Tools, Dagger +3L, Padded Armor +1DS/+0PROT, 68gp

MODIFICATIONS

A rogue focuses primarily on stealth and subterfuge in and out of combat. You can increase your combat abilities by lowering some skill ranks to increase BAB and Defense or gain some ranks in Amazing Save

SORCEROR

Wandering wisewomen and magical hermits, sorcerers have a natural talent for magic. They are often feared because of their powers and have difficulty fitting into society.

Quote:

Magic is the blood
that flows through my veins.
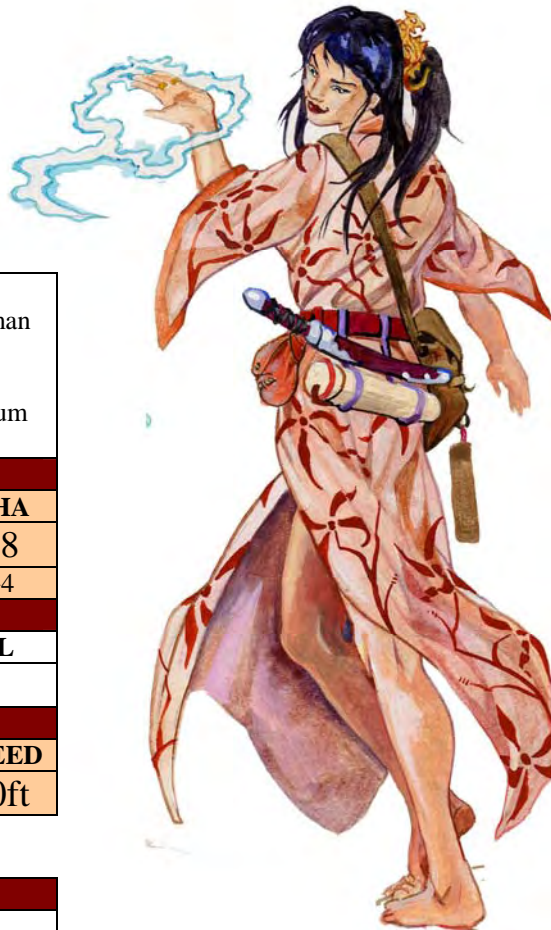
PL 4			RACE: Human		
HERO POINTS: 2			**SIZE:** Medium		

ABILITIES					
STR	DEX	CON	INT	WIS	CHA
10	14	10	12	14	18
+0	+2	+0	+1	+2	+4

SAVES			
DMG	FORT	REF	WILL
+4	+0	+2	+2

COMBAT					
BAB	MELEE	RANGE	DEF	INIT	SPEED
+1	+1	+3	11/13	+2	30ft

SKILLS
Concentration +6, Diplomacy +6, Knowledge (Arcana) +3, Listen +4, Move Silently +4, Sense Motive +5, Spellcraft +5, Spot +4, Survival +3, Use Magical Device +6

FEATS
Familiar, Magecraft (Cha), Magical Training x 4, Simple Weapon Proficiency, Spell x5

POWERS
Amazing Save (Damage) +4

EQUIPMENT
Backpack, Belt Pouch, Map Case, Dagger +3L, 94gp

MODIFICATIONS

A sorcerer is a third-string combatant relying on her magic and the protection of others when it comes to fighting. You can increase your combat abilities by trading in some magical feats to increase BAB and Defense.

Alternately, you can forget combat completely and drop your ranks in Amazing Save to get more spells.

WIZARD

Students of mysterious arts, delvers into dangerous rituals, and powerful sages, a wizard is a hero that has trained from an early age in the working of magic.

Quote:

Magic is knowledge and knowledge is power.

PL 4				RACE: Human	
HERO POINTS: 2				SIZE: Medium	

ABILITIES					
STR	DEX	CON	INT	WIS	CHA
12	12	10	18	14	12
+1	+1	+0	+4	+2	+1

SAVES			
DMG	FORT	REF	WILL
+4	+0	+1	+2

COMBAT					
BAB	MELEE	RANGE	DEF	INIT	SPEED
+1	+2	+2	10/11	+1	30ft

SKILLS

Concentration +8, Diplomacy +1, Knowledge (Arcana) +6, Knowledge (History) +7, Knowledge (Magical Creatures) +5, Listen +4, Spellcraft +10, Spot +2, Use Magical Device +3

FEATS

Brew Potion, Familiar, Magecraft (Int), Magical Training x4, Scribe Scroll, Simple Weapon Proficiency, Spell x8 (Flaw: Rote)

POWERS

Amazing Save (Damage) +4

EQUIPMENT

Backpack, Map Case, Spell Component Pouch, Spellbook, Dagger +3L (+4L), Short Sword +4L (+5L), 65gp

MODIFICATIONS

Like the sorcerer a wizard relies on magic and the protection of others when it comes to fighting.

A wizard works well as a support character in combat by taking attack and defense spells.

SKILLS

Strength
- Climb
- Jump
- Swim

Dexterity
- *Acrobatics*
- Balance
- Drive
- Escape Artist
- Hide
- Move Silently
- *Open Lock*
- *Ride*
- *Sleight of Hand*

Intelligence
- Appraise*
- Craft
- *Disable Device*
- Forgery
- Knowledge
- Search
- *Spellcraft**

Wisdom
- Concentration
- Listen
- *Medicine*
- Profession
- *Read Lips*
- Sense Motive
- Spot
- Survival

Charisma
- Bluff
- Diplomacy
- Disguise
- Gather Information
- *Handle Animal*
- *Innuendo*
- Intimidate
- Perform
- Taunt
- *Use Magical Device**

Skills in *italics* are trained only
* New skills in Monsters and Mayhem

Skills in *Monsters & Mayhem* work as they are described on pages 28-29 of the M&M Core Rules. This section describes skills specific to the fantasy genre and any adjustments to existing skills. Any skill not listed in Table 4.1 is not used in *Monsters & Mayhem*.

APPRAISE (INT)
You are able to determine the value of objects.
Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at plus or minus 3% to 60% (1d20 times 3%) of its actual value (your GM determines whether the estimate is high or low).

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.
Action: Appraising an item takes 1 minute (ten consecutive full-round actions).

Try Again: No. You cannot try again on the same object, regardless of success.

Synergy: If you have 5 ranks in a Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Untrained: Failure on an untrained check means you cannot estimate the value of an item.

CRAFT (INT)

Craft, like Knowledge and Profession, is actually a number of separate skills. Craft skills involve making things, whether horseshoes, weapons or delicious food. You may have many different Craft skills but ranks in one Craft skill do not affect your checks in another.

Check: You can practice your trade and make a decent living, earning about half your Craft check result in gold pieces per week of dedicated work. 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.

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

All crafts require tools to give the best chance of success. If the appropriate tools are used, the check is made with a +2 circumstance bonus on the check. Depending on the craft, the GM may decide that the DC to create an item may be higher than normal or that the character may not even attempt a check without necessary equipment.

To determine how much time and money it takes to make an item, follow these steps.
1. Find the item's price and PP cost.
2. Find the base DC on the table below and add the PP cost of the item, if any.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check. If successful, the GM will determine how long it took.

If you fail a check by 4 or less, you make no progress,

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

TABLE 2.2 SAMPLE CRAFT DCs

Item	Craft Skill	Craft DC
Acid	Alchemy	15
Identify poison	Alchemy	20
Identify substance	Alchemy	25
Armor or shield	Armorsmithing	10
Longbow or shortbow	Bowmaking	12
Composite longbow or composite shortbow	Bowmaking	15
Crossbow	Weaponsmithing	15
Simple melee or thrown weapon	Weaponsmithing	12
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	18
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

Action: Does not apply. Craft checks require a variable amount of time depending on the item being made.

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.
Special: You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly. You must decide whether to increase the DC before you make each check.

To make an item using Craft (alchemy), you must have alchemical equipment and be a spellcaster. If you are working in a city, you can buy what you need as part of the raw materials cost to make the item, but alchemical equipment is difficult or impossible to come by in some places. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus on Craft (alchemy) checks because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.
Synergy: If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

KNOWLEDGE (INT; TRAINED ONLY)
Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Magical Creatures (constructs, dragons, fey, giants, monstrous humanoids, outsiders)
- Nature (animals, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

TABLE 2.3: CRAFTS AND THEIR PRACTITIONERS

Craft	Title	Description
Alchemy	Alchemist	Creates alchemical substances.
Armor smithing	Armorer	Specializes in making armor
Black smithing	Blacksmith	Works metal for a variety of purposes
Bow making	Boyer/Fletcher	Makes bows and arrows
Carpentry	Carpenter	Builds things from wood.
Weapon smithing	Weaponsmith	Specializes in creating weapons.
Cooking	Cook	Prepares food.
Dye making	Dyer	Creates dyes.
Chandlery	Chandler	Makes candles, lanterns, torches, wax, pitch, and soap.
Barrel making	Cooper	Makes barrels
Shoe making	Cobbler	Makes shoes
Masonry	Mason	Builds things from stone and brick
Tailoring	Tailor	Makes clothing
Saddle making	Saddler/Spurrier	Makes saddles, spurs, bits, bridles, saddle blankets, and other riding equipment.
Painting, sculpting, writing, etc.	Artisan	Creates art.

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know; thinking about a topic a second time won't let you know something that you never learned in the first place.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in natural environments.

If you have 5 or more ranks in Knowledge (nobility and royalty), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

PROFESSION (WIS; TRAINED ONLY)
Like Craft and Knowledge, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

TABLE 2.4: PROFESSIONS

Architect	Designs buildings and structures and oversees construction.
Astrologer	Practices divination through the stars, planetary cycles, and other such things.
Banker	Makes money from lending money to others, or holds money securely for a fee.
Barber	Cuts hair, performs surgical procedures and is a general "medical" man.
Caravaner	Outfits and runs caravans.
Copyist	Copies text and books, also known as clerks and used as notaries.
Doctor	Tends to medical needs.
Draper	Sells cloth.
Engineer	Designs structures and large objects, and oversees construction; under an architect.
Engraver	Engraves items, including metal and wood.
Fishmonger	Sells fish.
Fuller	Treats wool and prepare it for weavers.
Grocer	Sells fruits, vegetables, and sometimes dry goods.
Groom	Tends to horses and stables, also known as ostlers.
Haberdasher	Sells men's clothing and accessories.
Judge	Presides over courts.
Vintner	Makes wine.
Woodseller	Sells wood (raw or cut) and charcoal.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

SPELLCRAFT (INT; TRAINED ONLY)

You can use this skill to identify a spell as it is cast or spells already in place.

Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on Table 4.5.

Action: Varies

Try Again: See Table 4.5

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to decipher spells on scrolls.

If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

Additionally, certain spells allow you to gain information about magical spells and phenomena.

USE MAGIC DEVICE
(CHA; TRAINED ONLY)

You can use this skill to activate unfamiliar magical items.

Check: You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the Magecraft feat or were of a different race.

You make a Use Magic Device check each time you activate a magical device. If you are using the check to emulate a race in an ongoing manner, you need to make the relevant Use Magic Device check once per hour.

The DCs for various tasks involving Use Magic Device checks are summarized on Table 4.6.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions; you can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic Device check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy is released, which is treated as a successful attack with a damage bonus of +7L.

TABLE 2.5: SAMPLE SPELLCRAFT DCs

Spellcraft DC	Task
15 + spell cost	Identify a spell being cast. (You must see or hear the spell being cast.) No action required. No retry.
20 + spell cost	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell cost	Identify materials created or shaped by magic. No action required. No retry.
20 + spell cost	Decipher a written spell (such as a scroll). One attempt per day. Requires a full-round action.
25 + spell cost	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
30 or higher	Understand a strange or unique magical effect. Time required varies. No retry.

Decipher a Written Spell: This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

Emulate a Race: Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Scroll: If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the Magecraft feat. Use Magic Device allows you to use a scroll as if you had the Magecraft feat. The DC is equal to 20 + the rank of the spell you are trying to cast from the scroll.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill.
You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.
   If you have the Magical Training feat, you get a +2 bonus on Use Magic Device checks.

Synergy: If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.
   If you have 5 or more ranks in Use Magic Device, you get a +2 bonus to Spellcraft checks made to decipher spells on scrolls.

TABLE 2.6
USE MAGIC DEVICE SAMPLE DCs

Task	Difficulty Check
Activate blindly	25
Decipher a written spell	25 + spell cost
Use a scroll	20 + spell rank
Emulate a race	25

FEATS

TABLE 3.1: FEATS

GENERAL FEATS	PREREQUISITES	GENERAL FEATS	PREREQUISITES
Accurate Attack*	Dex 13+, BAB 1+	Improved Critical*	BAB 8+ or higher
All-Out Attack*	dodge bonus 1+	Improved Grapple*	BAB 3+ or higher
Ambidexterity*	Dex 15+	Improved Initiative*	—
Animal Companion	PL2	Improved Pin*	BAB 3+ or higher
Animal Empathy	—	Incidental Knowledge	—
Armor Proficiency (heavy)	—	Indomitable Will*	Wis 13+
Armor Proficiency (light)	—	Infamy*	—
Armor Proficiency (medium)	—	Inspire*	Cha 15+, Leadership, PL10
Assessment*	Wis 13+	Iron Will*	—
Attack Finesse*	Dex 13+, BAB 1+	Instant Stand*	Dex 13+
Attack Specialization	Attack Focus, BAB 6+		—
Attractive*	Cha 13+	Leadership*	Cha 13+
Blind-Fight*	--	LightningReflexes*	—
Chokehold*	BAB 4+	Intuit Direction	—
Connected*	Cha 13+, 4+ ranks in Diplomacy	Magecraft	—
Dodge*	Dex 13+	Martial Weapon Proficiency	—
Endurance*	—	Mighty Rage	Rage, Greater Rage, PL20
Evasion*	Dex 13+, Dodge	Minions*	PL6
Exotic Weapon Proficiency	BAB 1+	Mounted Archer	1+ ranks in Ride, Mounted Combat
Expertise*	Int 13+	Mounted Combat	1+ ranks in Ride
Improved Disarm*	Int 13+, Expertise	Move-By Attack*	Dex 13+
Improved Trip*	Int 13+, Expertise	Nature Sense	—
Fame*	—	Photographic Memory*	Int 16+
Fast Movement	—	Point Blank Shot*	--
Greater Rage	Rage, PL11	Far Shot*	Point Blank Shot
Great Fortitude*	—	Precise Shot*	Point Blank Shot
Headquarters*	—	Rapid Shot*	Dex 13+, Point Blank Shot
Heroic Surge*	—	Poison Resistance	—
Hero's Luck*	—		

*See the M&M Core Rules for description

TABLE 3.1: FEATS (continued)

GENERAL FEATS	PREREQUISITES
Power Attack*	BAB 1+
Takedown Attack*	Power Attack, BAB 2+
Rapid Takedown*	Str 13+, Power Attack, Takedown Attack, BAB 5+
Quick Draw*	BAB 1+
Rage	—
Rapid Healing*	Con 13+
Rapid Strike*	Dex 13+, BAB 3+
Shield Proficiency	—
Simple Weapon Proficiency	—
Skill Focus*	—
Skill Mastery	non-human or PL10
Startle*	4+ ranks in Intimidate
Tireless Rage	Rage, PL17
Touched	—
Toughness*	—
Trackless Step	BAB 5+, Woodland Stride
Trample	1+ ranks in Ride, Mounted Combat
Trance*	Wis 13+
Two-Weapon Fighting*	--
Wealthy	Character Creation
Whirlwind Attack*	Int 13+, Dex 13+, Expertise, Rapid Strike, Move-by-Attack, BAB 4+
Woodland Stride	

MAGICAL FEATS	PREREQUISITES
Enchanting Music	Magecraft
Countersong	3+ ranks in Perform
Fascinate	3+ ranks in Perform
Inspire Courage	3+ ranks in Perform
Inspire Competence	PL3, 6+ ranks in Perform
Suggestion	PL6, 9+ ranks in Perform
Inspire Greatness	PL9, 12+ ranks in Perform
Song of Freedom	PL12, 15+ ranks in Perform
Inspire Heroics	PL15, 18+ ranks in Perform
Mass Suggestion	PL18, 21+ ranks in Perform
Familiar	PL2, Magecraft
Magical Training	Magecraft
Scribe Scroll	PL2, Magecraft
Spell	Magecraft
Spell Resistance	Magecraft or non-human

MIRACULOUS FEATS	PREREQUISITES
Aura of Courage	Touched
Aura of Despair	Touched
Mystical Mount	PL6, Touched
Smite	BAB 1+, Touched

RACIAL FEATS	PREREQUISITES
Aerial Combat*	Dex 13+, Flight
All-Around Sight*	Non-human
Amphibious*	Non-human
Darkvision*	Non-human
Detect*	Non-human
Immunity*	Non-human
Hereditary Enemy	Non-human
Low-Light Vision	Non-human
Mixed Bloodline	Character creation
Scent*	Wis 13+, Non-human
See Invisibility*	Non-human
Stonecunning	Dwarf or Mixed Bloodline
True Sight*	Wis 13+, Non-human
Underwater Combat*	Non-human

*See the M&M Core Rules for description

Feats in *Monsters & Mayhem* work as they are described on page 42 of the M&M Core Rules. This section describes feats specific to the fantasy genre and any adjustments to existing feats. Any feat not listed on Table 5.1 is not used in *Monsters & Mayhem*.

TYPES OF FEATS

Feats are split into four types: General, Magical, Miraculous, and Racial. General feats are available to everyone that meets the necessary prerequisites, Magical feats are only available to spellcasters and magical creatures, Miraculous feats are only available to those touched by the divine, and Racial feats are available to create and customize your own non-human races.

ANIMAL COMPANION [General]

You have a friendly animal that accompanies you on your adventures.

Prerequisite: 2nd level

Benefit: Choose a Tiny or Small animal from Appendix I. The chosen animal is considered to be friendly to you, uncommonly intelligent (Intelligence no higher than 6) and will obey your commands. The PL of your Animal Companion may not be greater than half of your PL (rounded down).

Special: You may take this feat more than once. Each time you take this feat you may choose another animal. Additionally, with the GM's permission, you may choose this feat twice (simultaneously) to choose an animal of the next highest size category as your companion.

ANIMAL EMPATHY [General]

You can influence wild animals.

Benefit: Using the Handle Animal skill you may improve the attitude of an animal with a successful check. To use the skill, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions.

Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

This skill works on animals. You can use it with a –4 penalty on non-intelligent magical creatures.

Retry: As with attempts to influence people, retries on the same animal generally don't work (or don't work any better), whether the character has succeeded or not.

ARMOR PROFICIENCY (HEAVY)[General]

You may use heavy armor without penalties.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty applies only to Acrobatics, Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Sleight of Hand checks.

Normal: A character who is wearing armor with which he is not proficient suffers an armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

ARMOR PROFICIENCY (LIGHT) [General]

You may use light armor without penalties.

Benefit: Armor Proficiency (heavy)

Normal: Armor Proficiency (heavy)

ARMOR PROFICIENCY (MEDIUM)

[General]

You may use medium armor without penalties.

Prerequisite: Armor Proficiency (heavy)

Benefit: See Armor Proficiency (heavy).

Normal: See Armor Proficiency (heavy).

ATTACK SPECIALIZATION [General]

Your extreme skill with one type of attack increases the amount of damage you inflict in combat.

Prerequisites: Attack Focus, BAB +6 or higher

Benefit: Attack Specialization adds a +2 to your damage bonus with a chosen attack. You must have Attack Focus with that type of attack to take Attack Specialization. If the chosen attack is ranged or spell, the damage bonus only applies if the target is within 30 feet, because only at that range can you strike precisely enough to hit more effectively.

AURA OF COURAGE [Miraculous]

You are immune to fear and can give courage to your allies.

Prerequisites: Touched

Benefit: You are immune to fear (magical or otherwise). Allies within 10 feet of you gain a +2 morale bonus on saving throws against fear effects.

AURA OF DESPAIR [Miraculous]

You instill fear and despair in your enemies.

Prerequisites: Touched

Benefit: You radiate a malign aura that causes enemies within 10 feet to suffer a –2 morale penalty on all saving throws.

BREW POTION [Magical]

You can brew potions with magical effects.

Prerequisite: Magecraft, 3rd Level

Benefit: You can create a potion of any spell with a cost of 3PP or lower that you know and that targets a creature or creatures. Brewing a potion takes 1 day. When you create a potion you set the casting rank of the spell used.

When a potion is created, you make any choices that would normally be made when casting the spell. Whoever drinks the potion is the target of the spell.

CRAFT MAGICAL ITEM [Magical]

You can create permanent or temporary magical items.

Prerequisite: Magecraft, PL5

Benefit: The character can create any magic item, weapon, armor, or shield whose prerequisites the character meets. Creating or enhancing an item takes 1 day for each PP in the cost of its magical features. For more information on creating magical items see pg. 68 of Chapter 6: Magic.

ENCHANTING MUSIC [Magical]

You may create magical effects through artistic performances.

Prerequisite: Magecraft

Benefit: Choose one of the Enchanting Music abilities below; you must meet all prerequisites of an ability to take it. Once per day you may use an Enchanting Music ability you possess to produce magical effects on those around you (including yourself, if desired). While these abilities are described in musical terms other types of performances can be substituted.

Starting an Enchanting Music effect is a half action. You cannot cast spells or use magical items that would interfere with your performance while using an Enchanting Music effect.

Special: This feat may be taken multiple times. Each time it is taken you may either choose a new ability which you qualify for or you may use your already chosen abilities an additional time each day.

● **COUNTERSONG**

You can use music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components).

Prerequisite: 3 or more ranks in Perform

Benefit: Each round of a countersong, you make a Perform check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform check result for the save. Countersong has no effect against effects that don't allow saves. You may keep up the countersong for 10 rounds.

● **FASCINATE**

You can use music or poetics to cause one or more creatures to become fascinated with you.

Prerequisite: 3 or more ranks in Perform

Benefit: Each creature to be fascinated must be within 90 feet, able to see and hear you, and able to pay attention. You must also be able to see all creatures to be affected. The distraction of nearby combat or other dangers prevents this ability from working. For every 3 levels after PL1 you may target an additional creature with this ability.

To use the ability, you make a Perform check. Your check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as you continue to play and concentrate (up to a maximum of your PL). While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires you to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

● INSPIRE COURAGE

You can use song or poetics to inspire courage in your allies (including yourself)

Prerequisite: 3 or more ranks in Perform

Benefit: You can bolster allies against fear and improve their combat abilities. To be affected, an ally must be able to hear you sing. This effect lasts for as long as the ally hears you sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against mental and fear effects and a +1 morale bonus on attack rolls. At PL8, and every six levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th).

● INSPIRE COMPETENCE

You can use music or poetics to help an ally succeed at a task.

Prerequisite: PL3+, 6 or more ranks in Perform

Benefit: To use this ability an ally must be within 30 feet and able to see and hear you. You must also be able to see the ally. The target receives a +2 competence bonus on skill checks with a particular skill as long as he continues to hear your music. The effect lasts as long as you concentrate, up to a maximum of 2 minutes. You can't inspire competence in yourself. Some skills may not be reasonably enhanced with this ability, at the GM's discretion.

● SUGGESTION

You can command a fascinated creature to perform one action.

Prerequisite: PL6+, 9 or more ranks in Perform

Benefit: You can give one command (similar to a single use of the Mind Control power) to a creature that you have already Fascinated (see above). Using this ability does not break your concentration on the Fascinate effect, nor does it allow a second saving throw against the Fascinate effect.

Making a Suggestion doesn't count against your daily limit on enchanting music performances. A Will saving throw (DC 10 + your PL + your Cha modifier) negates this effect. This ability affects only a single creature (but see Mass Suggestion, below).

● INSPIRE GREATNESS

Through music you can inspire allies to great deeds.

Prerequisite: PL9+, 12 or more ranks in Perform

Benefit: You can use music or poetics to inspire greatness in yourself or a single willing ally within 30 feet, granting extra fighting capability. To inspire greatness, you must sing and an ally must hear you sing. The effect lasts for as long as the ally hears the singing and for 5 rounds thereafter. A creature inspired with greatness gains a +2 bonus to Defense, a +2 competence bonus on attack rolls, and a +2 competence bonus on Fortitude and Damage saves. For every three levels you attain beyond 9th, you can target one additional ally with a single use of this ability (two at 12th level, three at 15th, and four at 18th).

● SONG OF FREEDOM

You can neutralize mystical effects

Prerequisite: PL12+, 15 or more ranks in Perform

Benefit: You can use music or poetics to Neutralize an ongoing magical effect (power rank is equal to your PL). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. You can't use *song of freedom* on yourself.

See page 77 of the M&M Core Rules for more information on Neutralize effects.

● INSPIRE HEROICS

You can inspire heroic deeds.

Prerequisite: PL15+, 18 or more ranks in Perform

Benefit: You can use music or poetics to inspire tremendous heroism in yourself or a single willing ally within 30 feet. To inspire heroics, you must sing and an ally must hear the singing for a full round. A creature so inspired gains a +4 morale bonus on all saving throws and a +4 dodge bonus to Defense. The effect lasts for as long as the ally hears you sing and for up to 5 rounds thereafter. For every three levels you attain beyond 15th, you can inspire heroics in one additional creature.

● MASS SUGGESTION

You can command multiple Fascinated creatures.

Prerequisite: PL18+, 21 or more ranks in Perform

Benefit: This ability works like Suggestion, above, except that you can make the Suggestion simultaneously to any number of creatures that you have already Fascinated (see above).

EXOTIC WEAPON PROFICIENCY [General]
You are skilled with an unusual weapon.
Prerequisite: Base attack bonus +1 or higher.
Benefit: The character makes attack rolls with the weapon normally.
Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.
Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon.

FAMILIAR [Magical]
You have magically bonded with an animal.
Prerequisite: Magecraft, PL2
Benefit: Choose a Small or Tiny animal from Appendix I as your familiar (with your GM's approval). Your familiar is considered to be a magical animal of the chosen type and can grow in power as you advance.

  Your familiar's PL is equal to your Spellcasting Ability Score modifier plus any ranks in an applicable Super Ability but may never be higher than half your PL (rounded down). Using your chosen animal's basic template you may modify your familiar with any points remaining beyond the animal's template cost.

FAST MOVEMENT [General/Racial]
You move faster than normal for someone of your size or race.
Benefit: You have a base speed faster than normal by +10 feet when wearing no armor, light armor, or medium armor, unless you are carrying a heavy load.

GREATER RAGE [General]
Prerequisite: Rage, PL11
When in a Rage your bonus ranks in Super-Strength and Super-Constitution are increased to +3 and you gain a +3 morale bonus on Will saves.

HEREDITARY ENEMY [Racial]
You are especially skilled at fighting a hereditary foe.
Benefit: The character gains a +1 attack bonus against up to two other races due to a longstanding enmity between his race and those chosen.

INCIDENTAL KNOWLEDGE [General]
Through your travels you have knowledge that may be relevant in many situations.
Benefit: You may make a special knowledge check with a bonus equal to your PL + your Intelligence modifier to see whether you know some relevant information about local notable people, legendary items, or noteworthy places. (If you have 5 or more ranks in Knowledge (history), you gain a +2 bonus on this check.)
A successful check will not reveal the powers of a magic item but may give a hint as to its general function. You may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC	Type of Knowledge
10	Common, known by at least a substantial minority; common legends of the local peoples
20	Uncommon but available, known by only a few people, legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

INTUIT DIRECTION [General]
You can determine the direction of true north by concentrating.
Benefit: By concentrating for 1 minute and making a Wisdom Check, you can determine where true north lies in relation to you (DC 15). If the check fails, you cannot determine direction. On a natural roll of 1 you mistakenly identify a random direction as true north.
The GM makes the check secretly so that you don't know whether a result is successful. You may use Intuit Direction a number of times per day equal to your Wisdom modifier.

LOW-LIGHT VISION [Racial]
You are able to see in poor lighting conditions.
Benefit: You can see twice as far as a normal human in starlight, moonlight, torchlight, and similar conditions of poor illumination and retain the ability to distinguish color and detail under these conditions.

MAGECRAFT [General]
You were born with the ability, or have learned, to cast magical spells.
Benefit: You are able to cast spells whose PP cost is equal to half your level (rounded down).
Normal: Characters cannot cast spells without taking this feat.

MAGICAL TRAINING [Magical]
You have had some formal training in, or have taught yourself, the efficient use of magic
Prerequisite: Magecraft
Benefit: You gain an amount of Spell Energy equal to the ability score modifier that your magical talent is based on.
Special: This feat may be taken multiple times but only once per Level.

MARTIAL WEAPON PROFICIENCY
[General]
You have been trained to use a type of
Martial weapon
Benefit: You are proficient with all weapons of a particular type. Choose one of the categories to the below: you are proficient with all Martial weapons in that category.
Special: You may take this feat multiple times, each time choosing a new category.

MARTIAL WEAPON CATEGORIES

Swords	Axes	Hammers /Clubs
Falchion	Axe, Throwing	Flail, Light
Greatsword	Battleaxe	Flail, Heavy
Longsword	Greataxe	Greatclub
Main Gauche	Handaxe	Hammer, Light
Rapier		Warhammer
Scimitar		
Short Sword		

Bows	Lances	Polearms
Composite Longbow	Lance, Heavy	Glaive
Composite Shortbow	Lance, Light	Guisarme
Longbow		Halberd
Shortbow		Longspear
		Ranseur

MIGHTY RAGE [General]
Prerequisites: Rage, Greater Rage, PL20
When in a Rage your bonus ranks in Super-Strength and Super-Constitution are increased to +4 and your morale bonus on Will saves increases to +4.

MIXED BLOODLINE [Racial]
You have a non-human ancestor.
Prerequisites: Character Creation only
Benefit: Choose a non-human race. Your character is considered to be of that race when determining the benefits of magical items or qualifying for Feats or Powers with non-human racial prerequisites.

MOUNTED ARCHERY [General]
You are skilled at firing a bow while riding.
Prerequisite: 1 or more ranks in Ride, Mounted Combat.
Benefit: The penalty you suffer when using a ranged weapon from horseback is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

MOUNTED COMBAT [General]
You are skilled at attacking while riding.
Prerequisite: 1 or more ranks in Ride
Benefit: Once per round when your mount is hit in combat, you may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Defense if it's higher than the mount's regular Defense).

MYSTICAL MOUNT [Miraculous]
You gain the service of an unusually intelligent, strong, and loyal magical steed.
Prerequisites: Touched, PL6
Benefit: Once per day, as a full action, you may call a mount from another dimension in which it resides. The mount immediately appears adjacent to you and remains for a number of hours equal to double your PL; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though you may release a particular mount from service.

  Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed.

Should your mount die, it immediately disappears, leaving behind any equipment it was carrying. You may not summon another mount for thirty days even if the mount is somehow returned from the dead. During this thirty-day period, you take a –1 penalty on attack rolls and your damage bonus.

  A Mystical Mount can be any reasonable creature (with your GM's permission) but must be at least one size category larger than your character and its PL may be no higher than half of your PL (rounded down).

NATURE SENSE [General]
You are knowledgeable in the ways of the wild.
Benefit: You can identify plants and animals (their species and special traits) with perfect accuracy. You can also determine whether water is safe to drink or dangerous.

POISON RESISTANCE [General/Racial]
You are resistant to poisons and other toxins.
Benefit: This character gains a +2 bonus to saving throws against poisons.

RAGE [General]
You can fly into a killing rage in battle.
Prerequisite: Character Creation
Benefit: Once per day, you can temporarily gain +2 ranks in Super-Strength, and +2 ranks in Super-Constitution, but suffer a –4 penalty to Defense. While raging, you cannot use skills or abilities that require patience and concentration. You can use any feat you might have except for Expertise, Magical feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

  A Rage lasts for a number of rounds equal to 3 + your Constitution modifier and any ranks in Super-Constitution (including your new temporary ranks). You may voluntarily end the Rage at any time. At the end of the rage, you become fatigued (–2 to Strength, –2 to Dexterity, can't charge or run). Entering a Rage takes no time itself, but you can only do it during your action.
Special: You may take this feat multiple times. Each additional feat allows you to Rage another time per day.

SCRIBE SCROLL [Magical]
You can create magical scrolls.
Prerequisite: Magecraft, 2nd level
Benefit: The character can create a scroll of any spell that the character knows, paying the spell energy cost as if they had cast the spell.

SHIELD PROFICIENCY [General]
You have been trained to use a shield in combat.
Benefit: The character can use a shield and suffer only the standard penalties.
Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

SKILL MASTERY [General/Racial]
Prerequisite: 10th level or non-human
Benefit: You become so certain in the use of certain skills that you can use them reliably even under adverse conditions. Choose a skill when you take this feat: When making a skill check with this skill, you may take 10 even if stress and distractions would normally prevent you from doing so.
Special: You may take this feat multiple times, selecting a different skill for it to apply to each time.

SIMPLE WEAPON PROFICIENCY [General]
Benefit: The character makes attack rolls with simple weapons normally.
Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.
Special: All characters gain this feat for free during Character Creation.

SMITE [Miraculous]
You may invoke your beliefs to do extra damage to a foe.
Prerequisites: Touched, BAB +1 or higher
Benefit: Once a day, you may attempt to smite an opponent with one normal melee attack. Add your Charisma modifier (if positive) to the attack roll. Add +1 to the damage bonus of this attack at 1st level and +1 more for every three additional levels (+2 at 4th level, +3 at 7th level, +4 at 10th level, etc.). Any additional bonuses to the attack from high Strength or magical effects apply normally.
Special: This feat can be taken multiple times. Each time you take this feat you may use your Smite an addition time each day.

SPELL [Magical]
You have learned a new spell.
Prerequisites: Magecraft
Benefit: With GM approval, you may choose a new spell for your character. See **Chapter Seven: Magic** for further details on learning spells.
Special: This feat may be taken multiple times. Each time you take this feat, choose a different spell.

SPELL RESISTANCE [Magical/Racial]
You are resistant to magical effects.
Prerequisites: Magecraft or Non-human
Benefit: You gain a +2 bonus to all saving throws against spells and other magical effects.

RANDOM MONEY
Normally, heroes in Monsters and Mayhem receive a set amount of starting money with which they may purchase equipment before play begins (See pg. 38) but some GMs may want to randomize starting money instead. If you prefer something a little more random try this feat.

STARTING MONEY [General]
You have money with which to buy equipment.
Prerequisites: Character Creation
Benefit: You gain 1d20 + 40 gold pieces.
Special: This feat may be purchased multiple times.

STONECUNNING [Racial]
You are familiar and skilled with stonework.
Prerequisites: Dwarf or Mixed Bloodline
Benefit: Stonecunning grants dwarves a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps. A dwarf can also sensE his approximate depth underground as naturally as a human can sense which way is up.

TIRELESS RAGE
Prerequisites: Rage, PL17
You no longer become fatigued once your Rage has ended.

TOUCHED [General]
You have some special connection with a divine entity or entities, or believe that you do.
Benefit: You gain a +2 bonus to Diplomacy and Intimidate checks when dealing with characters that share your beliefs.
You may take Miraculous Feats
Normal: Characters may not take Miraculous feats without this feat.

TRACKLESS STEP [General]
You cannot be tracked in the wilderness.
Prerequisites: BAB +5 or higher,
Woodland Stride
Benefit: You leave no trail in natural surroundings and cannot be tracked.

TRAMPLE [General]
You may knock down an opponent while mounted.
Prerequisites: Ride skill, Mounted Combat.
Benefit: When you attempt to knock an opponent down while mounted the target may not choose to avoid you. If you knock down your target, your mount may make one hoof attack against the target, gaining the standard +4 bonus on the attack roll against a prone target.

WEALTHY [General]
You have more money than most people of your age or station.
Prerequisites: Character Creation
Benefit: Double the amount of starting gold that you begin the game with.
Special: With the gamemaster's permission, you may take this any number of times.

WOODLAND STRIDE [General]
You are not impeded by natural terrain.
Benefit: You may move through natural thorns, briars, overgrown areas, and similar terrain at normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect you.

Storn

EQUIPMENT

Often what you can do is defined by the equipment you have at your disposal. This chapter provides you with the basics for equipping characters of any level.

ASSUMPTIONS

The *Monsters and Mayhem* rules assume that every character owns at least one set of clothes. Whether the character owns any other equipment at no cost is a matter for you to discuss with your GM.

STACKING WEAPONS AND ARMOR

In the **M&M Core Rules** equipment is treated as a power and cannot stack with other powers; *Monsters and Mayhem* does not treat equipment the same way.

Weapon damage and armor benefits in *Monsters and Mayhem* stack with the other abilities the heroes possess and are not limited by PL. This is balanced by allowing any character to benefit from any piece of equipment. If a PL4 hero can pick up a falchion and have a damage bonus of +6 then this is balanced out because the villains can wear splint mail in addition to any ranks they may have in Amazing Save. This can break down if you have heroes that don't use armor or weapons.

WEALTH AND MONEY

To keep things simple, *Monsters and Mayhem* uses a metric monetary system made up entirely of various coins. The coin most commonly used by the PCs will be the gold piece. A gold piece (gp) is worth 10 silver pieces (sp) and each silver piece is worth 10 copper pieces (cp).

The standard coin weighs about a third of an ounce (fifty to the pound, if you're keeping track of encumbrance.

TABLE 4.1: COINS

	Exchange Value		
	CP	SP	GP
Copper piece (cp) =	1	1/10	1/100
Silver piece (sp) =	10	1	1/10
Gold piece (gp) =	100	10	1

TABLE 4.2: TRADE GOODS

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold

STARTING MONEY

Heroes start with a fixed amount of starting money with which they may buy equipment. The gamemaster should decide before play begins how much money heroes should begin with. Suggested amounts are shown on Table 5.3.

  If you prefer a random method for determining starting money you can use the optional Starting Money feat on page 34.

BARTER

Money is not always available; those without coin will often trade goods or services for something of equal value, usually another type of good or service. The value of a service or object in a barter system will vary greatly depending on who is doing the trading and how much it's worth to them; in a barter situation the monetary value of a service or object should only be used as a guideline.

SELLING LOOT

In general you can sell an item for approximately half of the price listed for it but, just as in a barter situation, how much you can get for what you're selling will depend on how valuable the item is to the buyer.

ADVENTURING GEAR DESCRIPTIONS

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area of 5 square feet.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (BAB +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 bonus to Damage Save. If the caltrops succeed on the attack, the creature has stepped on one; the caltrop has a damage bonus of +1L. If the creature fails its Damage save ignore Stunned or Disabled results, instead its speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check or it receives magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any

creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble. Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and can be burst with a DC 26 Strength check.

Crowbar: A crowbar grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals lethal damage equal to that of a club.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.
Grappling Hook: Throwing a grappling hook successfully requires a Dex check (DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon with a damage bonus of +1L.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

TABLE 4.3: STARTING MONEY

Poorly Equipped	50gp	+10/level
Moderately Equipped	100gp	+25/level
Well Equipped	200gp	+50/level

TABLE 4.4: ADVENTURING GEAR

Item	Cost	Weight	Item	Cost	Weight
Backpack (empty)	2 gp	2 lb.	Lock		1 lb.
Barrel (empty)	2 gp	30 lb.	Average	40 gp	1 lb.
Basket (empty)	4 sp	1 lb.	Good	80 gp	1 lb.
Bedroll	1 sp	5 lb.	Manacles	15 gp	2 lb.
Bell	1 gp	—	Manacles, masterwork	50 gp	2 lb.
Blanket, winter	5 sp	3 lb.	Mirror, small steel	10 gp	1/2 lb.
Block and tackle	5 gp	5 lb.	Mug/Tankard, clay	2 cp	1 lb.
Bottle, glass wine	2 gp	—	Oil (1-pint flask)	1 sp	1 lb.
Bucket (empty)	5 sp	2 lb.	Paper (sheet)	4 sp	—
Caltrops	1 gp	2 lb.	Parchment (sheet)	2 sp	—
Candle	1 cp	—	Pick, miner's	3 gp	10 lb.
Canvas (sq. yd.)	1 sp	1 lb.	Pitcher, clay	2 cp	5 lb.
Case, map or scroll	1 gp	1/2 lb.	Piton	1 sp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.	Pole, 10-foot	2 sp	8 lb.
Chalk, 1 piece	1 cp	—	Pot, iron	5 sp	10 lb.
Chest (empty)	2 gp	25 lb.	Pouch, belt (empty)	1 gp	1/2 lb.
Crowbar	2 gp	5 lb.	Ram, portable	10 gp	20 lb.
Firewood (per day)	1 cp	20 lb.	Rations, trail (per day)	5 sp	1 lb.
Fishhook	1 sp	—	Rope, hempen (50 ft.)	1 gp	10 lb.
Fishing net, 25 sq. ft.	4 gp	5 lb.	Rope, silk (50 ft.)	10 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.	Sack (empty)	1 sp	1/2 lb.
Flint and steel	1 gp	—	Sealing wax	1 gp	1 lb.
Grappling hook	1 gp	4 lb.	Sewing needle	5 sp	—
Hammer	5 sp	2 lb.	Signal whistle	8 sp	—
Ink (1 oz. vial)	8 gp	—	Signet ring	5 gp	—
Inkpen	1 sp	—	Sledge	1 gp	10 lb.
Jug, clay	3 cp	9 lb.	Soap (per lb.)	5 sp	1 lb.
Ladder, 10-foot	5 cp	20 lb.	Spade or shovel	2 gp	8 lb.
Lamp, common	1 sp	1 lb.	Spyglass	1,000 gp	1 lb.
Lantern, bullseye	12 gp	3 lb.	Tent	10 gp	20 lb.
Lantern, hooded	7 gp	2 lb.	Torch	1 cp	1 lb.
Lock		1 lb.	Vial, ink or potion	1 gp	1/10 lb.
Very simple	20 gp	1 lb.	Waterskin	1 gp	4 lb.
Average	40 gp	1 lb.	Whetstone	2 cp	1 lb.

Lantern, Hooded: A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles).

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount; Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and has a +2L damage bonus. A creature in or entering the area is automatically hit.

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen: This rope can be burst with a DC 23 Strength check.

Rope, Silk: This rope can be burst with a DC 25 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40- foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon with a Damage Bonus of +1 lethal fire damage.

Vial: A vial holds 1 ounce of liquid. The closed container is usually no more than 1 inch wide and 3 inches high.

SPECIAL SUBSTANCES AND ITEMS

Any of these substances can be made with the Craft (alchemy) skill.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit has a Damage bonus of +3L. Every creature within 5 feet of the point of impact must make a Reflex save or take 1 lethal hit from the splash

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 feet.
A direct hit has a Damage bonus of +3L fire damage. Every creature within 5 feet of the point where the flask hits must make a Reflex save or take 1 lethal hit from the splash. On the round following a direct hit, the target takes 1 lethal hit of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage.

**TABLE 4.5:
SPECIAL SUBSTANCES AND ITEMS**

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin: If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke that when ignited fills a 10- foot area. The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the

ground. A tanglefoot bag does not function underwater.

  A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by making a successful melee attack with a blade weapon against the goo. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 3 rounds, cracking apart and losing its effectiveness.

Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a –2 penalty to cast any spell. Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as Defense 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch or any other fire with a tindertwig is a half action.

TOOLS AND SKILL KITS

Alchemist's Lab: An alchemist's lab provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Masterwork: These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for

the job, so you get a +2 circumstance bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after eight uses.

Healer's Kit: It is the perfect tool for healing and provides a +2 circumstance bonus on Medicine checks. A healer's kit is exhausted after eight uses.

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

TABLE 4.6: TOOLS AND SKILL KITS

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Climber's kit	80 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	2 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Water clock	1,000 gp	200 lb.

Scale, Merchant's: A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch: A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those that have a specific cost and that wouldn't fit in a pouch.

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a –2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

CLOTHING

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.
Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and
boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (–2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, the practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other

TABLE 4.7: CLOTHING		
Item	Cost	Weight
Artisan's Outfit	1gp	4lbs.
Clerical Vestments	5gp	6lbs.
Cold Weather Outfit	8gp	7lbs.
Courtier's Outfit	30gp	6lbs.
Entertainer's Outfit	3gp	4lbs.
Explorer's Outfit	10gp	8lbs.
Monk's Outfit	5gp	2lbs.
Noble's Outfit	75gp	12lb.
Peasant's Outfit	1sp	2lbs.
Royal Outfit	200gp	15lbs.
Scholar's Outfit	5gp	6lbs.
Traveler's Outfit	1gp	5lbs.

accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

FOOD, DRINK, AND LODGING

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, roasted turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

TABLE 4.8:
FOOD, DRINK AND LODGING

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

MOUNTS AND RELATED GEAR

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on **Table 4.20: Armor**.

Armor for a horse costs four times as much as armor for a human and also weighs twice as much as the armor found on **Table 4.20: Armor**. If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse: A horse (other than a pony) is suitable as a mount for most Medium-sized characters. A pony is smaller than a horse and is a suitable mount for a Small character.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

TABLE 4.9:
MOUNTS AND RELATED GEAR

Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

——— Base Speed ———

Barding	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.[1]	35 ft.[1]	40 ft.[1]

1 A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

TRANSPORT

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This is a two-wheeled vehicle that can be drawn by a single horse or other beast of burden; it comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

TABLE 4.10: TRANSPORT		
Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

SERVICES

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners; those willing to carry messages to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo; double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

TABLE 4.11: SERVICES	
Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

WEAPONS AND ARMOR

WEAPON CATEGORIES

Weapons are grouped into several interlocking categories which determine what training is needed to become proficient in their use, their usefulness either in close combat or at a distance, and their relative encumbrance and size.

Simple, Martial, and Exotic Weapons: All characters are proficient with all simple weapons; proficiency with Martial and Exotic weapons can be purchased as feats. A character that uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons*:* Glaives, spears and other similar weapons are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not an adjacent creature. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons: Double axes, quarterstaffs, and two-bladed swords are double weapons. You can fight with both ends of a double weapon as if fighting with two weapons, but you incur all the normal attack penalties associated with two-weapon combat, just as though you were wielding a one-handed weapon and a light weapon.

You may also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon.

Thrown Weapons: Daggers, clubs, javelins, tridents, shuriken, and nets are thrown weapons. You apply your Strength modifier to damage dealt by thrown weapons.

It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a Range Increment listed), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a half action, while throwing a two-handed weapon is a full action. A thrown weapon has a range increment of 10 feet.

Projectile Weapons: Crossbows, slings, and bows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). You do not add your Strength bonus to damage with a projectile weapon unless it's a sling or specially built composite bow.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them.

**Light, One-Handed,
and Two-Handed Melee Weapons**: This is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add your Strength bonus (if any) to the weapon's damage bonus for melee attacks with a light weapon if it's used in your primary hand, or one-half your Strength bonus if it's used in your off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though it was held in your primary hand only.

An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add your Strength bonus to the weapon's damage bonus for melee attacks with a one-handed weapon if it's used in the primary hand, or 1/2 your Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times your Strength bonus (rounded down) to the weapon's damage bonus.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character's Strength bonus (rounded down) to the weapon's damage bonus for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a –4 non-proficiency penalty also applies.

  The measure of how much effort it takes to use a weapon is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be non-proficient with it and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

**DEXTERITY PENALTIES
FOR WEARING ARMOR**
Armor is often bulky and constricting, incurring a penalty on some actions. This is called the Armor Check Penalty. The Armor Check Penalty of a type of armor is equal to the amount of Protection that the armor provides; it is applied to its wearer's Defense, as well as Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks. Double the normal armor check penalty is applied to Swim checks.

Shields: A shield has an armor check penalty equal to the amount of Deflection that it provides. If a character is wearing armor and using a shield, both armor check penalties apply.

Non-proficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for non-proficiency with armor stacks with the penalty for non-proficiency with shields.

Sleeping in Armor: A character that sleeps in medium or heavy armor is automatically fatigued the next day (he takes a –2 penalty on Strength and Dexterity and can't charge or run); sleeping in light armor does not cause fatigue.

**SPELL FAILURE
WHEN WEARING ARMOR**
Armor can make it difficult for a spellcaster to make the subtle gestures required to cast many spells. To simulate this, a spellcaster wearing armor must make a spell failure check with a DC equal to the total Protection plus Damage Save bonus that the armor provides +1.

Example: Hecatrice decides that combat is just too dangerous and starts wearing a chain shirt. Now, whenever she tries to cast a spell while wearing her chain shirt she must make a spell failure check (DC 5) or the spell fizzles.

Additionally, a gamemaster may want to make spell failure checks for players in secret to add a sense of suspense and uncertainty for spellcasting characters.

WEAPON AND ARMOR ENTRY FORMAT

Here is the format for weapon entries.

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage column gives the Damage Bonus of the weapon.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to the type of damage they deal: Stunning or Lethal.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

WEAPON DESCRIPTIONS

Arrows: An arrow used as an improvised melee weapon has a Damage Bonus of +1. Arrows come in a leather quiver that holds 20. An arrow that hits its target is destroyed; one that misses has a 50% chance of being lost or destroyed

Axe, Double: A double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.

A creature wielding a double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Axe, Throwing: Slightly smaller than a Handaxe and balanced for throwing.

Blowgun: This is used to fire small needles a long distance. It is silent, and its needles can be used to poison foes.

Bolt: Ammunition for a crossbow; a crossbow bolt used as an improvised melee weapon has a Damage Bonus of +1. Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Chain, spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Club: A wooden club is so easy to find and fashion that it has no cost.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a half action.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full action.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

TABLE 4.12: SIMPLE WEAPONS – MELEE

Name	Damage	Range Increment	Weight	Gold Cost	PP Cost
Unarmed Attacks					
Hands and Feet	0	--		--	--
Gauntlet	1S	--	1 lb.	2gp	1
Tiny					
Dagger	3L	10 ft.	1 lb.	2gp	3
Dagger, Punching	3L	--	1 lb.	2gp	3
Gauntlet, Spiked	2L	--	1 lb.	5gp	2
Small					
Mace, Light	3L	--	4 lbs.	5gp	3
Sickle	3L	--	2 lbs.	6gp	3
Medium					
Club	3S	10 ft.	3 lbs.	---	3
Halfspear	4L	20 ft.		1gp	4
Mace, Heavy	4L	--	8 lbs.	5gp	4
Morningstar	4L	--	6 lbs.	8gp	4
Large					
Quarterstaff	4S	--	4 lbs.	--	4
Shortspear	5L	20 ft.	6 lbs.	2gp	5

TABLE 4.13: SIMPLE WEAPONS – RANGED

Name	Damage	Range Increment	Weight	Gold Cost	PP Cost
Small					
Crossbow, Light	5L	80 ft.	4 lbs.	35gp	5
Dart	2L	20 ft.	1/2 lb.	5sp	2
Sling	2S	50 ft.	0 lbs.	--	2
Medium					
Crossbow, Heavy	6L	120 ft.	8 lbs.	50gp	6
Javelin	3L	30 ft.	2 lbs.	1gp	3

TABLE 4.14: MARTIAL WEAPONS – MELEE

Name	Damage	Range Increment	Weight	Gold Cost	PP Cost
Small					
Axe, Throwing	3L	10	2 lbs.	8gp	3
Hammer, Light	2L	20	2 lbs.	1gp	2
Handaxe	4L	--	3 lbs.	6gp	4
Lance, Light	4L	--	6 lbs.	6gp	4
Main Gauche	3L	--	1 lbs.	5gp	3
Sap	3S	--	2 lbs.	1gp	3
Sword, Short	4L	--	2 lbs.	10gp	4
Medium					
Battleaxe	5L	--	6 lbs.	10gp	5
Flail, Light	4L	--	5 lbs.	8gp	4
Lance, Heavy	5L	--	10 lbs.	10gp	5
Longsword	5L	--	4 lbs.	15gp	5
Pick, Heavy	4L	--	6 lbs.	8gp	4
Rapier	4L	--	2 lbs.	20gp	4
Scimitar	4L	--	4 lbs.	15gp	4
Trident	4L	10 ft.	4 lbs.	15gp	4
Warhammer	5L	--	5 lbs.	12gp	5

MARTIAL WEAPONS – MELEE (continued)

Name	Damage	Range Increment	Weight	Gold Cost	PP Cost
Large					
Falchion	6L	--	8 lbs.	75gp	6
Flail, Heavy	6L	--	10 lbs.	15gp	6
Glaive	6L	--	10 lbs.	8gp	6
Greataxe	7L	--	12 lbs.	20gp	7
Greatclub	5L	--	8 lbs.	5gp	5
Greatsword	8L	--	8 lbs.	50gp	8
Guisarme	6L	--	12 lbs.	9gp	6
Halberd	6L	--	12 lbs.	10gp	6
Longspear	5L	--	9 lbs.	5gp	5
Ranseur	6L	--	12 lbs.	10gp	6
Scythe	6L	--	10 lbs.	18gp	6

TABLE 4.15: MARTIAL WEAPONS – RANGED

Name	Damage	Range Increment	Weight	Gold Cost	PP Cost
Medium					
Shortbow	4L	60 ft.	2 lbs.	30gp	5
Shortbow, composite	4L	70 ft.	2 lbs.	225gp	7
Large					
Longbow	5L	100 ft.	3 lbs.	75gp	6
Longbow, composite	5L	110 ft.	3 lbs.	300gp	8

TABLE 4.16: EXOTIC WEAPONS – MARTIAL

Name	Damage	Range Increment	Weight	Gold Cost	PP Cost
Small					
Kama	3L	--	2 lbs.	2gp	3
Nunchaku	3L	--	2 lbs.	2gp	3
Medium					
Sword, bastard	6L	--	6 lbs.	35gp	6
Waraxe	6L	--	8 lbs.	30gp	6
Large					
Double Axe	6L	--	15 lbs.	60gp	6
Chain, spiked	5L	--	10 lbs.	25gp	5
Flail, dire	5L	--	10 lbs.	90gp	5
Sword, two-bladed	6L	--	10 lbs.	100gp	6

TABLE 4.17: EXOTIC WEAPONS – RANGED

Name	Damage	Range Increment	Weight	Gold Cost	PP Cost
Tiny					
Crossbow, hand	3L	30ft.	2 lbs.	100gp	3
Small					
Whip	1S*	15ft.	2 lbs.	1gp	1
Medium					
Crossbow, repeating	5L	80ft.	12 lbs.	250gp	5
Net	**	10ft.		20gp	3

TABLE 4.18: EXOTIC ASIAN WEAPONS – MELEE

Name	Damage	Range Increment	Weight	Gold Cost	PP Cost
Small					
Wakizashi	4L	--	2 lbs.	300gp	7
Medium					
Katana	6L	--	5 lbs.	400gp	9
Large					
Kusari-gama	3L/2S	--	4 lbs.	10gp	5

TABLE 4.19: EXOTIC ASIAN WEAPONS – RANGED

Name	Damage	Range Increment	Weight	Gold Cost	PP Cost
Small					
Blowgun	0L	10ft.		1gp	1
Shuriken	0L		1/10 lbs.	10ft	1

TABLE 4.20: ARMOR

Name	Dmg Save Bonus	Protection	Weight	Gold Cost	PP Cost
Light					
Padded	+1	+0	10 lbs.	5gp	1
Leather	+2	+0	15 lbs.	10gp	2
Studded leather	+2	+1	20 lbs.	25gp	3
Chain shirt	+2	+2	25 lbs.	100gp	4
Medium					
Hide	+2	+1	25 lbs.	15gp	3
Scale mail	+3	+1	30 lbs.	50gp	4
Chainmail	+3	+2	40 lbs.	150gp	5
Breastplate	+2	+3	30 lbs.	200gp	5
Heavy					
Splint mail	+3	+3	45 lbs.	200gp	6
Banded mail	+2	+4	35 lbs.	250gp	6
Half-plate	+3	+4	50 lbs.	600gp	7
Full plate	+3	+5	50 lbs.	1,500gp	8

TABLE 4.21: SHIELDS

Name	Deflection	Weight	Gold Cost	PP Cost
Buckler	+1	5 lbs.	15gp	1
Shield, small, wooden*	+1	5 lbs.	3gp	1
Shield, small, steel	+1	6 lbs.	9gp	1
Shield, large, wooden*	+2	10 lbs.	7gp	2
Shield, large, steel	+2	15 lbs.	20gp	2
Shield, tower**	+3	45 lbs.	30gp	6

* These shields have the Ablative flaw
** The Tower Shield provides partial concealment

TABLE 4.22: AMMUNITION

Name	Weight	Gold Cost
Arrows (20)	3 lbs.	1gp
Crossbow Bolts (10)	2 lbs.	1gp
Needles, Blowgun (20)	-	1gp
Sling bullets (10)	5 lbs.	1sp

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a half action.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Dart: A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

Falchion: This sword, which is essentially a two-handed scimitar, has a curve that gives it an effectively keener edge.

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon— only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Gauntlet: A strike with a gauntlet is considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: An opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Greataxe: A greataxe is a two-handed weapon with a single double-bladed head. A Large creature can wield it with one hand.

Greatclub: A greatclub is a two-handed version of a regular club. It is often studded with nails or spikes or ringed by bands of iron.

Greatsword: A two-handed double-edged sword. A Large creature can wield it with one hand.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: If you use a ready action to set a halberd against a charge, double your Damage Bonus on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Halfspear: The halfspear is small enough for a Small character to use it.

Hammer, Light: This is a small sledge light enough to throw.

Hands and Feet: A character deals Strength damage with an unarmed attack. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon.

Handaxe: A small axe with a single-bladed head.

Javelin: Since it is not designed for melee, you are treated as non-proficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

Kama: You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

Katana: While functionally a bastard sword, this sword is a masterfully made non-magical weapon; it grants its wielder a +1 bonus to attack rolls. A katana is too large to use in one hand without special training; thus, it is an exotic weapon.

Kusari-gama: This is a small sickle attached to a length of chain. A kusari-gama is an exotic weapon that can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. If used as two weapons it can only be used to strike adjacent opponents.

If used as a reach weapon, a kusari-gama can strike opponents up to 10 feet away; unlike other weapons with reach, it can be used against an adjacent foe. In this case, only one end of the kusari-gama can be used effectively; it cannot be used as a double weapon. The character chooses which end to use when used as a range weapon. The sickle end has a Damage Bonus of +3; the chain end has a Damage Bonus of +2.

A kusari-gama can be used to make trip attacks. If the wielder is tripped during the trip attempt, the kusari-gama can be dropped to avoid being tripped.

The kusari-gama gives a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed after failing to disarm the opponent).

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to your damage bonus when you use a longbow. If you have a bonus for high Strength, you can apply it to your damage when you use a composite longbow (see below) but not a regular longbow.

Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows have the Mighty extra, allowing you to add your Strength bonus to the damage you deal with them. A character with a penalty for low Strength takes a -2 penalty on attacks with a composite bow, in addition to the penalty to the weapon's damage bonus for low Strength.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Mace, Heavy or Light: A weighted ball, with or without spiked protrusions or a flanged head, attached to a wooden haft.

Main Gauche: A slightly oversized dagger with a heavy crossbar to protect the hand. The main gauche is designed for use in a medium-sized character's off-hand and is excellent for disarming opponents. The wielder of a main gauche gets a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Morningstar: A weighted ball, with or without spiked protrusions, attached to a wooden haft by a short chain.

Needles, Blowgun: These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles can be coated with poison.

ITEM QUALITY

All equipment isn't equal, some items will be of better quality and workmanship than others, and you may want to use that in your game. Here are some ways to add different quality levels to your game:

Poor Quality: Shoddily made and just not as nice looking or functional as the item should be, Poor Quality items can be found in any marketplace on any world. For weapons, armor and shields of poor quality reduce the damage, protection or deflection bonus they provide by 1. The cost of poor quality items is half the cost listed (the PP cost of such items is decreased by 1).

Standard Quality: Items of standard quality are considered to be the norm and the costs for items of such quality are those listed.

Excellent Quality: Masterfully made and of exquisite appearance, excellent quality items are often sought after for their beauty. The cost of excellent quality items is double the cost listed.

Masterwork Quality: Among the finest items of their kind, masterwork items are few and far between, requiring more time and patience to create than most craftsman can muster. It is because of this care in their crafting that masterwork weapons, armor and shields provide an additional +1 to their damage, protection or deflection bonus, respectively. The cost of masterwork quality items is triple the cost listed (the PP cost of such items is increased by 1).

Quality	Cost Adjustment	PP Adjustment	Special
Poor	½ standard cost	-1	Weapon damage/Armor protection is reduced by 1; time to enchant is doubled
Standard	No adjustment	-	None
Excellent	Double standard cost	+1	Time to enchant is reduced by 1/3
Masterwork	Triple standard cost	+2	Weapon damage/Armor protection is increased by 1; time to enchant is reduced by 1/2

Net: A net is used to entangle enemies. When you throw a net, you make a ranged attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.

Nunchaku: With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Pick, Heavy or Light: A pick is designed to concentrate its force on a small, penetrating point. A heavy or light pick resembles a miner's pick but is specifically designed for war.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon.

Ranseur: A hilted polearm, a ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Rapier: You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Scimitar: A single-edged sword with long curved blade.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows have the Mighty extra, allowing you to add your Strength bonus to the damage you deal with them. A character with a penalty for low Strength takes a -2 penalty on attacks with a composite bow, in addition to the penalty to the weapon's damage bonus for low Strength.

Shortspear: A shortspear is small enough to wield one-handed and may also be thrown.

Shuriken: A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength modifier applies to damage when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a half action that requires two hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets and incur a -1 penalty to a attack rolls and to damage.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, your damage bonus is doubled on a successful hit against a charging character.

Wakizashi: This small, slightly curved short sword is made with a skill only masterful weaponsmiths possess; it grants its wielder a +1 bonus to attack rolls.

Waraxe: A waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Warhammer: A blunt metal head attached to a wooden haft.

Whip: A whip deals stun damage. It deals no damage to anyone wearing armor or with ranks in Protection. The whip is treated as a melee weapon with 15-foot reach, but unlike most other weapons with reach, you can use it against foes anywhere within your reach, including adjacent foes.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

POWERS

Sorcerors and wizards have spells, heroes have legendary swords, and dragons and other magical creatures have supernatural abilities beyond understanding. Powers abound in many fantasy worlds. Magic spells and items, the most common powers in the fantasy genre, are dealt with in the next chapter. This chapter deals with everything else.

For in-depth information on acquiring powers and how they work see pages 56-58 in the **M&M Core Rules.**

UNBALANCING POWERS AND SPELLS

Any power, or spell, can break your game and make it less enjoyable if you let it but some can be more problematic than others. Below is a list of the most common problem powers:

FLIGHT AND TELEPORTATION
Often overlooked as a game breaking powers, flight and teleportation allow a hero that possesses them to overcome terrain, other land and water-based obstacles and allows the hero a means of ready escape in any open area. The easy way to counter this is to threaten the heroes with monsters and villains that also have these powers, or the ability to neutralize them, but that can become tiresome.

INCORPOREAL
Another power that allows obstacles to be avoided, Incorporeal also allows characters to avoid conflict, which isn't a bad thing unless is coupled with an attack power or spell that allows the character to injure his foes without danger of retaliation.

MIND CONTROL
Powers that affect a person's mind can be difficult to handle because eventually that power is going to be turned on a PC, which is no fun for the player.

PRE- AND POST-COGNITION
Powers that allow a hero to see the past or future make it easy to solve mysteries and learn about threats before he encounters them. It is possible to counter such powers by allowing villains access to powers that obscure the hero's ability. If you're going to do that why allow the hero to have the power at all?

SCRYING/ESP
Similar to the pre- and post-cognition powers, scrying and ESP allow characters to view places, and possible threats, from a safe distance.

TELEPATHY
Reading minds or sharing long distance communication, telepathy allows a hero to learn information without interacting with other characters, communicate privately with his companions, and communicate with creatures that he could not normally. Telepathy can make mysteries difficult.

TIME CONTROL AND TIME TRAVEL
Time travel games can be fun, and a lot of work. If you are willing to run a time travel game, be prepared for sudden and extreme changes

ACCURACY

Cost: 4
Action: None
Range: Personal
Duration: Instant
Saving Throw: None

Choose one type of attack: melee, ranged, spell or unarmed. You gain a +1 bonus to hit your target when using that type of attack.

Note that this power stacks with BAB and feats that increase attack bonuses, and allows players to exceed the normal limits placed on attack bonuses. Accuracy is specifically included here to allow the creation of certain types of magical weapons but could also be used to simulate someone with extraordinary swordsmanship or archery skill.

Gamemasters should be careful when allowing players to use this power as it can be unbalancing.

CAPTIVATING SONG

Cost: 8
Action: Half
Range: Area
Duration: Sustained
Saving Throw: Will

When you sing, up to 8 creatures within the affected area must succeed on a Will save (DC equal to 12 + your Power Rank) or become captivated. Creatures of lower PL are always affected first. A creature that successfully saves cannot be affected again for 24 hours.

A captivated victim walks toward you, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or into combat), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a character cannot run away or attack but takes no defensive penalties.) A victim within 5 feet stands there and offers no resistance to your attacks. The effect continues for as long as you sing and for 1 round thereafter. The Enchanting Music countersong ability allows the captivated creature to attempt a new Will save.

CONTROL UNDEAD

Cost: 2
Action: Half
Range: Sight
Duration: Continuous
Saving Throw: Will

You may take control of a single undead creature, commanding it to do as you wish. Make a Control Undead power check, your target may make a Will save with a DC equal to your power check result. If the save fails, you take control of the target. Commands given to creatures under your control must be given verbally; creatures under your control understand your commands regardless of the language you speak them in.

Undead creatures with an Intelligence score higher than 4 may resist your control; they may attempt a new Will save each time you give them a command. The DC of that save is equal to your original power check result. Each time an undead creature under your control attempts a new Will save you may, at your discretion, make another power check to try to strengthen your hold.

POWER STUNTS
Mental Link: You may issue commands to creatures under your control telepathically.

EXTRA
Horde: Each time you take this extra, the total number of undead creatures you can control doubles.

FLAW
Limited – One Type Only: You can control only one type of undead creature.

CREATE UNDEAD

Cost: 3
Action: 1 hour per PL of the creature created
Range: Normal
Duration: Permanent
Saving Throw: None

You may create an undead creature. Choose an undead creature from Appendix I or, with your GM's permission, design an undead creature that you would like to create. Most undead creatures require special materials to create (bones for a skeleton, a dead body for zombies and vampires, etc.); exactly what is required should be determined by your gamemaster.

The DC to create your chosen creature is equal to 15+the PL of the creature. Undead creatures created in this way are not immediately under your control and have no predisposition toward helping you or following your commands.

DEATH GAZE
Cost: 6
Action: Half
Range: Normal
Duration: Permanent
Saving Throw: Fortitude
Just the act of looking at you can kill. Creatures that see you while this power is active must succeed on a Fortitude Save (DC 10 + Power Rank) or be killed instantly.

EXTRA
Restricted–Gaze Attack: You must make eye contact with a target in order to use your power, making it a gaze attack (see pg.140 **M&M Core Rules**)

EARTH GLIDE
Cost: 3
Action: Half
Range: Personal
Duration: Sustained
Saving Throw: None
You can move through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. While using Earth Glide you may travel five feet per rank (doubled as a full action) and bring with you one other creature with a size category no more than one higher than yourself. When using this power you are capable of breathing normally and you leave behind no tunnel or hole, nor do you create any ripple or other signs of your presence.

INSTIL FEAR
Cost: 1
Action: Half
Range: Normal
Duration: Instant
Saving Throw: Will
You can cause fear and terror in a target creature. The target creature must succeed on a Will Save (DC 15 + Power Rank) or become Frightened. Frightened creatures take a -2 penalty to all attack rolls, saving throws, skill checks, and ability checks and must flee from the source of their fear (if possible) as quickly as they can. Frightened characters can choose the path of their flight and, once they are out of sight (or hearing) of the source of their fear, they can act normally.

PENETRATING STRIKE
Cost: 3
Action: None
Range: Personal
Duration: Instant
Saving Throw: Damage
Your unarmed attacks are capable of overcoming even the most effective armor. When resisting your unarmed attacks, any levels of Protection your target has (whether from Protection or Armor) are reduced by an amount equal to your rank in Penetrating Strike. If your target's Protection is reduced to 0 any remaining Penetrating Strike ranks are applied to your target's saving throw, which cannot be reduced below 0.

Armor and other Protection abilities with the Impervious extra are immune to penetrating effects and treat the damage of such attacks normally.

WHY PENETRATING STRIKE
Penetrating is an attack effect and Penetrating Strike is a good way to model the abilities of extraordinary martial artists. Some may argue that it is redundant and therefore unnecessary; others might find the differences in application useful. In either case, Penetrating Strike used on its own, or as an extra for other attack powers, is the way that Monsters and Mayhem deals with attacks that are less inhibited by protective powers.

PETREFYING GAZE
Cost: 5
Action: Half
Range: Normal
Duration: Continuous
Saving Throw: Reflex
The act of looking at you causes creatures to turn to stone. Creatures that see you while this power is active must succeed on a Reflex Save (DC 12 + Power Rank) or be turned to stone. Any creature that is turned to stone remains in a state of stony suspended animation until you release them (as a free action) or the power is neutralized.

REPEL UNDEAD
Cost: 2
Action: Half
Range: Area
Duration: Sustained
Saving Throw: Will
You can create an area around yourself (radius 5ft x power rank) which undead creatures cannot enter. This repellant field is not a physical barrier and if forced against an undead creature that is unable to escape it collapses. An undead creature that successfully makes a Will save (DC equal to 15 + your Power Rank) is unaffected by the barrier and may act normally.

SCRYING
Cost: 2
Action: Full
Range: Special; Area
Duration: Concentration
Saving Throw: None
You can sense distant places and things that you are familiar with as if you were actually present. While using Scrying you are oblivious to the world around you.

Choose a target creature, object or place; your familiarity with the target will determine the DC to locate it (see sidebar). You can Scry anywhere within the dimension you are in when you activate the power, however you are only able to perceive an area surrounding your target equal to (radius 5 ft. x your power rank). At any time during your Scrying you may re-focus the power on a new target by taking a half action.

If a power like Obscure (or some similar obstruction) protects the area you want to view you must make an opposed Scrying check against DC (10 + the obstruction's power rank) in order to overcome it.

STENCH
Cost: 4
Action: Free
Range: Area
Duration: Continuous
Saving Throw: Fortitude
You produce a foul-smelling, toxic liquid. Any living creature within the affected area must succeed on a Fortitude save (DC 15 + Power rank) or be nauseated for as long as it remains within the affected area and for 2 rounds afterward. Creatures that successfully save are sickened, and take a –2 penalty on all attack rolls,

damage bonuses, saving throws, skill checks, and ability checks for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same stench for 24 hours. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

SCRYING DCs

FAMILIARITY	DC
You are very familiar with the target have owned the object or known the creature for a number of years	DC 10
You are somewhat familiar with the target have touched the object or met the creature in question	DC 15
You have been told about your target by someone that has come in contact with it and is able to describe it to you	DC 20
You know nothing about your target	DC 30

Having a connection to your target also increases the chances that you can locate it correctly. Take the following adjustments in to account when determining your Scrying DC.

You have a picture or likeness of the target	-2
You have a possession, garment or other object that your target has been in contact with for a reasonable length of time	-5
You have piece of your target in your possession	-10

SUMMON CREATURE
Cost: 3
Action: Half
Range: Normal
Duration: Sustained
Saving Throw: None
Choose a creature creature from Appendix I or II or, with your gamemaster's permission, design a unique creature. The PL of the chosen creature may not exceed half your power rank in Summon Creature, rounded down (1 rank in Summon Creature allows you to summon PL 0 creatures). You are able to summon a creature of your chosen type from another dimension and it will appear in a location of your choice within your range. When the creature appears it immediately attacks your opponents and continues until it is killed or you release it. A killed or released creature instantly returns to its dimension of origin.

POWER STUNTS
Swarm: You can summon a number of creatures simultaneously so long as the total PL of all creatures summoned does not exceed half your power rank, rounded down.

EXTRAS
Horde: Each time you take this extra the total number of creatures that you can summon is doubled, although this does not change the number of creatures you can summon at one time.

Powerful: You can summon a creature with a PL equal to one less than your power rank. (1 rank allows you to summon PL 0 creatures).

Variable: By taking a half action and spending 1 Hero Point you may choose a different type of creature to summon.

FLAWS
Willful: The summoned creature has a mind of its own and does not act on your behalf without persuasion or coercion. An additional application of this flaw makes the summoned creature actively hostile toward you.

SUPER STRENGTH
Cost: 3
Action: None
Range: Personal
Duration: Continuous
Saving Throw: None
You are capable of tremendous feats of strength, Supers-Strength adds its rank to your damage with melee attacks, all Strength-based skill checks, and Strength checks (for feats of strength like breaking through doors or walls or snapping chains). In addition, each rank in Super-Strength increases your carrying capacity; your maximum load increases by 200 lbs per rank, heavy load by 100 lbs per rank, medium load by 5lbs per rank, and light load by 25 lbs per rank.

EXTRA
Lifting: Instead of increasing your carrying capacity as detailed above, your carrying capacity is doubled for each rank you have in Super-Strength.

UNNERVING GAZE
Cost: 5
Action: Half
Range: Normal
Duration: Sustained
Saving Throw: Will
You are able to make your face take on a disturbing appearance, such as an opponent's departed loved one or bitter enemy, although you are not aware how your face appears. Choose one opponent when you activate the power, your target must succeed on a Will save (DC 10 + power rank) or take a -2 penalty to attack rolls against you for as long the power is active.

ABILITY SCORES HIGHER THAN 20 AND NOT SO SUPER SUPER-STRENGTH
The M&M Core Rules are designed to use an ability range from 1 to 20 and expect that characters will take Super Abilities to exceed those limits. For most situations, this assumption works just as well for fantasy characters with one exception: Super Strength.

Super Strength provides one benefit that is not entirely in keeping with the fantasy genre: it doubles a character's carrying capacity. Monsters and Mayhem uses the modified version of Super-Strength shown here as its default.

When creating magical items that increase a creature's strength either version of Super-Strength can be used. Using the original is recommended if you want magic to be more impressive.

Storn

MAGIC

Magic, in large part, is what makes fantasy. Wizards, dragons, legendary swords; these are all magical. In Monsters and Mayhem, players can be wizards, dragons, or, yes, even a legendary sword; it is all a matter of where your imagination takes you.

This chapter deals primarily with wizards, spellcasting and the creation of magical items.

WHERE DOES IT COME FROM?
The source of magic varies from world to world; it may be the gods, ley-lines, the left-over energies of creation, or any number other explanations that you may care to imagine. The way this affects magic and its use, if it does at all, can add unique flavor to your campaign.

AVAILABILITY
The amount of magic in a game can be a deciding factor in your style of play.

Common, widespread magic makes consequences less important. When injury and death are reversible combat becomes less frightening. Spells that reveal past or future events make crimes and mysteries easy to solve. When everyone knows someone who is a wizard, magic becomes less wonderful and awe-inspiring.

Rare magic has the opposite effect; combat becomes deadly again without magical healing, mysteries require investigation and wizards are mysterious and legendary figures.

Who can do magic? If everyone is capable of learning magic it is more likely that it is widespread. If learning magic requires a special talent or can only be learned by certain races it becomes more rare and mysterious.

RELIABILITY
A spell that works reliably begins to resemble a science rather than art. For some campaigns this may be the tone you want. The idea that a player has paid points for an unreliable ability is a valid concern. Magic, though, is a powerful and versatile ability that you may want to limit for reasons of balance or campaign flavor.

MAGIC AS TECHNOLOGY
Depending on how powerful or prevalent you want magic to be in your game, magic can be used as a substitute for technology. Crystal balls instead of televisions, magic carpets instead of cars, and factories that mass-produce magical items for public consumption are just the beginning of what is possible. Taking this to the extreme, you can create a modern setting with all of the fantasy trappings.

THE HANDS OFF APPROACH
It may not be popular with the players but one way to limit the effects of magic on your campaign is to take it out of the player's hands. Disallowing spellcasters as heroes and limiting them to NPC status gives you complete control of what magic is available and how reliable it is. This approach also allows you to ignore any bookkeeping and treat magic as a plot device.

MAGIC ISN'T NECESSARILY JUST FOR SORCERORS AND WIZARDS

In *Monsters and Mayhem* anyone can cast spells; the ability is not tied to any race or profession. It is simply a matter of training or aptitude.

Talk to your gamemaster. He may have special restriction about who can use magic in your campaign.

MAGECRAFT AND MAGICAL TRAINING

The heart of the *Monsters & Mayhem* magic system is the Magecraft feat. By taking Magecraft, any character can cast a spell. However that is only the beginning. If you want to be able to cast spells frequently you'll also want to take the Magical Training feat, which will give you some Spell Energy to work with.

MAGIC AND ABILITY SCORES

Your magical powers are based on an ability score that you choose when you take the Magecraft feat and determine your character's approach to magic. The three primary approaches to magic are Experiential (Charisma), Logical (Intelligence), and Perceptual (Wisdom). These approaches define how your character views magic and learns new spells:

Experiential spellcasters view magic as a powerful extension of their own personality. To a mage of this tradition, spells are simply another effect they may cause through an application of will. Experiential magi use Charisma as their spellcasting ability.

Logical spellcasters view magic scientifically, approaching spells as problems and theories to be tested and proven through careful research and experimentation. Logical magi use Intelligence as their spellcasting ability.

Perceptual spellcasters view magic as an extension of the natural order of the universe. Spells, to the perceptual magi, are a matter of inspiration and study. Perceptual magi use Wisdom as their spellcasting ability.

LEARNING SPELLS

There are two ways for a mage to learn a new spell: Spontaneously and through Research.

Spontaneous spell development is the most straightforward method of learning a new spell; you keep trying to cast a spell that you have not learned until you succeed. To accomplish this:

Choose, or design, a spell that you want to learn (with your GM's permission).

Make a Spellcraft check (DC 20+the spell cost for Logical Magi, DC 15+the spell cost for Experiential and Perceptual Magi).

If your Spellcraft check is successful you may now buy the spell effect as a Spell feat.

Researching a spell requires a little more time and effort but is just as rewarding. To research a new spell you will need a teacher, a magical laboratory, or a written copy of the spell (a spellbook or scroll). The steps for researching a new spell are as follows:

1. Choose a spell effect that you want to learn.
2. Spend 1 day/PP cost of the effect studying.

The first option stylistically distinguishes between the types of magic while systematically keeping them the same. This allows the spells of a magic-user of either type to be negated in the same way. The second option distinguishes the types of magic systematically, which means that even if your wizard is negated by a foe's powers your cleric may still be able to cast spells. In either case, the gamemaster should determine how different types of magic are handled before the game begins.

PSIONICS

Some players may want to play a psion (a creature that uses the power of its mind to create effects similar to magic). Whether psionics fit with your game is a decision for your gamemaster.

If your GM allows it there are a couple of ways Psionics can be implemented. You could just use Magecraft and Magical Training with different names (Psicraft and Psionic Training) or you could buy each of your individual psionic powers normally. The first option allows you the flexibility (and flaws) of a spellcaster, the second is less flexible but doesn't limit how often you can use the power.

In any case, the gamemaster should determine whether psionics are just another form of magic or if they have a different power source.

3. At the end of the study period, make a Spellcraft check (DC 20+the spell cost for Experiential Magi, DC 15+the spell cost for Logical and Perceptual Magi).
4. If your Spellcraft check is successful you may now buy the spell effect as a Spell feat.

Each time that an experiential mage fails his Spellcraft check to learn a new spell effect, add a +1 circumstance bonus to his next attempt to learn the same spell effect.

For each additional day that a Logical mage spends studying a spell effect beyond the required number, add a +1 circumstance bonus to his next attempt to learn the same spell effect. Studying a spell effect requires a minimum of 5 hours of uninterrupted time each day to count toward researching a spell.

Regardless of the method used, a mage cannot Take 10 or 20 to learn a new spell.

CASTING SPELLS

In the *Monsters & Mayhem* magic system a mage may cast any spell whose cost is equal to, or less than, your level divided by two (rounding up). Therefore, at 1st and 2nd level you may only cast spells with a cost of 1; at 3rd and 4th level you may cast spells with a cost of 2 or less; etc.

SPELL ENERGY

Spell energy is a pool of points that allow a mage to cast spells without taking spell damage. You do not automatically start with spell energy but may gain spell energy by taking the Magical Training feat.

The Magical Training feat provides you with an amount of spell energy equal to your spellcasting ability modifier, chosen when the Magecraft feat is taken (see Magic and Ability Scores above.

SPONTANEOUS
OR ROTE SPELLCASTING?

The magic rules presented so far assume that spellcasters are able to cast spells spontaneously. This not required. Some mages are only able to cast spells in advance. This reduces their flexibility but increases the number of spells they have available. Apply the Rote flaw to a Spell Feat when a rote spellcaster purchases a new spell.

FLAW

Rote Spellcasting: You may only cast spells by preparing them in advance. Each day, at a time agreed upon by you and your gamemaster, you may prepare spells by spending one hour studying your spellbook. Any spell energy required for your spells is spent when you choose your spells for the day.

Prepared spells require a half action to cast and, once cast, cannot be cast again.

At the end of each day, any unused spells you have remaining dissipate and must be prepared again.

SPELL RANK

The rank at which a spells is cast which determines how effective it is. Each time that a mage casts a spell he must choose what rank he will use. For each rank at which the spell is cast a mage must spend 1 point of spell energy. For example: Hecatrice wants to cast her Fire Wand spell at rank 4. It will cost her 4 points of spell energy to cast this spell.

SPELL DAMAGE AND EXHAUSTION

If a mage runs out of spell energy, he may still continue to cast spells by expending his life energy instead. This is called spell damage. For each point of spell energy that a spell requires which the mage cannot spend he takes 1 point of temporary Constitution damage instead (This also temporarily decreases any skills or saves based on Constitution) and becomes fatigued. If the mage chooses to cast another spell while fatigued, he takes his temporary Con damage and becomes exhausted. If, while exhausted, the mage casts another spell, he falls unconscious the following round. At anytime during this progression, the mage may spend a Hero Point to ignore either the temporary Constitution damage or the effects of the fatigue. If he so chooses, the mage may spend 2 Hero Points to ignore both effects.

CREATING MAGICAL ITEMS
OUT-OF-GAME CREATION
In system terms, magical items are devices and should be built using the device creation rules that can be found on pg. 110 of the M&M Core Rules.

IN-GAME CREATION
Creating or enhancing an item takes 1 day for each PP in the cost of its magical features. To create an item or enhance a weapon, suit of armor, or shield, you must pay its cost in PP and expend any raw materials required.

  You can also mend a broken magic item, weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the PP, half the raw materials, and half the time it would take to enchant that item in the first place.

  In addition, you can create a temporary item or temporarily enhance a weapon, suit of armor, or shield. Creating or enhancing a temporary item takes 12 hours for each PP in the cost of its magical features. The item or enhancement remains for a number of days equal to 1d20+the PP cost of its magical features. You may not Take 10 or 20 on this roll.

ARTIFACTS
Some weapons, some rings, some items are not simply magical. They are artifacts, legendary items of power that are beyond the ability of players to create and that can have a profound effect on the game.

Artifacts should be created by the gamemaster to fulfill some purpose in the game. That purpose could be to create something for the players to quest for, attempt to destroy or just provide the campaign world with a little flavor.

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CHARACTERISTICS

Who your hero is should be just as important as what your hero can do. Chapter 6 of the M&M Core Rules (pages 102-107) covers this subject in depth and much of that will be useful to you. This chapter discusses optional considerations for a fantasy game.

ALLEGIANCE

Heroes often have loyalties and obligations that are indications of what the character values in life. A hero may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he goes through life. Also, just because the hero fits into a certain category of people doesn't mean the character has to have that category as an allegiance. A hero's allegiance can take the form of loyalty to another person, to an organization, to a nation, to a belief system or philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

DETERMINING ALLEGIANCES

A hero may have up to three allegiances, listed in order from most important to least important. If the character acts in a way that is detrimental to his allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

SAMPLE ALLEGIANCES

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

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

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

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

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

ALLEGIANCES AND INTERACTIONS

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

For more information on Interactions see page 148 of the M&M Core Rules.

ALIGNMENT

A hero or creature's general moral and personal attitudes can be represented by an alignment system: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment can be a tool for developing your character's identity but it is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two heroes of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

GOOD VS. EVIL

Good characters and creatures protect innocent life; Evil characters and creatures debase or destroy it, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folks maintain that a balance between the two is the proper place for people, or at least for them. Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for moral choice.

LAW VS. CHAOS

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmental-ness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to fully express themselves and lets society benefit from the full potential of its individuals.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor to rebel; he is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral choice are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

THE NINE ALIGNMENTS

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for heroes; the three evil alignments should only be available to monsters and villains.

Lawful Good, "Crusader": A lawful good character acts as a good person is expected or required to act. he combines a commitment to oppose evil with the discipline to fight relentlessly. He tells the truth, keeps his word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, "Benefactor": A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

ALIGNMENT (continued)

Chaotic Good, "Rebel": A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, "Judge": A lawful neutral character acts as law, tradition, or a personal code directs; order and organization are paramount. He may believe in personal order and live by a code or standard, or may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, "Undecided": A neutral character does what seems to be a good idea. He doesn't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, he would rather have good neighbors and rulers than evil ones. Still, he's not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes; they advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, "Free Spirit": A chaotic neutral character follows his whims; he is an individualist first and last. He values his own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society's restrictions and a do-gooder's zeal.

Lawful Evil, "Dominator": A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for who it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life and plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, "Malefactor": A neutral evil villain does whatever he can get away with; out for himself, pure and simple. He sheds no tears for those he kills, whether for profit, sport, or convenience. He has no love of order and holds no illusions that following laws, traditions, or codes would make him any better or more noble. On the other hand, he doesn't have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, "Destroyer": A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together, but only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

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EXTRA EFFORT

A hero can often push himself past his limits when a situation requires it. The **M&M Core Rules** discuss Extra Effort on page 105; what is presented here are additional ways a hero can push himself.

Desperate Attack: You may make one additional attack (or parry if you are using the parry rules). This additional attack is made with a -2 penalty.

Increase a spell rank: You can cast a single spell at 2 ranks higher than you normally could. You must still spend the additional spell energy for those ranks and the benefits of those higher ranks expire after one round. Continuous and Sustained spell effects immediately drop 2 ranks after one round. Permanent spells cannot be increased by extra effort.

Vital Opening: You gain a +1 to the Damage Bonus of one attack.

HERO POINTS: MORE OR LESS

Hero points, as a resource, create a cinematic feel that may not match your vision for your game.

In a gritty game you may want to give characters a number of Hero Points each session based on roleplaying (staying in character or overcoming a difficult obstacle) or you may even want to discard Hero Points entirely.

In an over-the-top campaign Hero Points are a necessity and you'll want your heroes to have plenty of them. In such a campaign heroes should have Hero Points equal to their PL (or even double their PL for extremely high powered games) and Hero Points should refresh at the beginning of every game session.

WEAKNESSES

CURSED

This hero is being mystically or divinely punished for some past action. The hero may not even be aware of why they are cursed but are very likely aware of the effects of the curse. Curses should be things like: All those you love die tragically, your food always tastes of ashes, you may never speak a lie, or you are always mistaken for a notorious outlaw. Whatever is chosen, the curse should be something that affects the hero in some significant way.

ILLNESS

The hero is plagued by persistent ill health. The character suffers a -4 penalty to Fortitude Saves and must make a Fortitude Save (DC 15) each day to determine what toll the illness has taken. The table below shows the results.

Result	Effect
Succeed	No effect
Fail by more than 5	Fatigued
Fail by more than 10	Exhausted

MARKED

Whether physically or magically, this character has been marked or branded in some way that makes him unwelcome or abhorrent. The character can either be disliked a large group of people or downright hated by a smaller group of people. An NPC's attitude toward the character should be treated as 1 category worse (if a large group is chosen) or 2 categories worse (if a smaller group is chosen).

OLD WOUND

The character has suffered a serious wound in the past that will not heal properly. In times of physical stress or exertion, such as combat, the old wound may reopen causing pain and difficulty for the character. When in a stressful situation, the character must make a Fortitude save (DC 10). For each round that the character continues in the stressful situation the Difficulty of the save increases by +1. If the Fortitude save fails the character takes a cumulative -1 penalty to all rolls that involve physical exertion (including Damage Save rolls).

UNCIVILIZED

This hero is unfamiliar with the trappings of civilization and has difficulty fitting into society. He cannot read or write and suffers a -3 penalty to Diplomacy and Sense Motive checks when dealing with civilized people and a -3 penalty to Search checks in urban areas.

WANTED

The hero is being pursued by an organization that wishes to capture or kill him. The reasons for this can be varied; from wanted for murder by the authorities (wrongfully or otherwise), being hunted by the wizards that created him, or because of a price on his head. Regardless of the reason, the hero should be constantly on the run, unable to stay in one place for very long and always looking over his shoulder.

COMBAT

The Necromancer has sent his undead horde to kill you, the enraged dragon is on a murderous rampage or the dwarves have decided that war is better than negotiation; whatever the reason sometimes you have to fight.

Chapter 8 of the M&M Core Rules (pages 126-143) covers everything that you need to know about combat in Monsters and Mayhem. The information provided below is all supplementary and optional.

Regardless of which of these options you use, if you use any at all, the decision to do so should be made before the game begins and discussed with all of the players.

MODIFYING THE DAMAGE SAVE
Combat can be lethal; just how lethal should be a function of the type of game you want to play. The easiest way to adjust the lethality of your game is to change the base DC of the Damage Save (as suggested on page 149 of the M&M Core Rules). For more lethal games change the Damage Save to (DC 20 + Damage bonus). For less lethal games change the Damage Save to (DC 10 + Damage bonus).

MODIFYING
THE DAMAGE RESULTS TABLE
Another way to adjust the lethality of your game is to change the results of the Damage Saving Throw. Fast, tiring and lethal combat can be accomplished using the results from Table 8.1; longer, less deadly combat should result when using Table 8.2.

ATTACKS OF OPPORTUNITY
Sometimes a combatant in a melee lets his guard down providing a dangerous opportunity for his opponent. In this situation, an opponent near him can take advantage of his lapse to attack him for free. These free attacks are called attacks of opportunity.

THREATENED AREA
For the purposes of an Attack of opportunity, you threaten any area into which you can make a melee attack, even when it is not your action. Generally, that means any area adjacent to you and within your reach. An enemy that takes certain actions (see below) while in a threatened area provokes an attack of opportunity from you.

Table 8.1

Result	Effect
Succeed	Tiring (1 Stun Hit)
Fail	Bruised (1 Stun/Lethal Hit)
Fail by 4	Stunned
Fail by 8	Unconscious/Disabled
Fail by 12	Dying

Table 8.2

Result	Effect
Succeed	No effect
Fail	Bruised (1 Stun/Lethal Hit)
Fail by 10	Stunned
Fail by 15	Unconscious/Disabled

REACH WEAPONS

Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet away. However, Small and Medium creatures wielding reach weapons threaten a larger area than a typical creature; in addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Creature Size	Reach
Awesome	50ft
Colossal	30ft
Gargantuan	20ft
Huge	15ft
Large	10ft
Medium	5ft
Small	5ft
Tiny	2.5ft
Diminutive	1ft
Fine	0ft
Miniscule	0ft

PROVOKING
AN ATTACK OF OPPORTUNITY

Two kinds of actions can provoke attacks of opportunity:

1. Moving into, or out of, a threatened area without defending yourself properly.

2. Performing an action that diverts your attention from combat while you are in a threatened area.

In either situation the gamemaster should make the determination about when an attack of opportunity is provoked.

MAKING AN ATTACK OF OPPORTUNITY

An attack of opportunity is a single melee attack that you can only make once per round. It is always optional and uses your normal attack bonus, even if you have already made an attack that round.

  An attack of opportunity interrupts the normal flow of actions in the round and should immediately be resolved when it is provoked then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

PARRYING

It is often possible in combat to block an opponent's attack with your own weapon making that attack ineffective. This is usually assumed to be taken into account by your Defense but for a swashbuckling or cinematic game, parrying may be more appropriate.

WHEN TO PARRY

Once each round, when attacked and before the result of the attack roll is announced, you may attempt to parry by making an opposed melee attack roll. If your attack roll exceeds your opponent's roll you have successfully parried the attack and it has no effect. If your attack roll is less than that of your opponent the parry attempt fails and you suffer a -2 penalty to Defense for this attack.

PARRYING WITH
SMALLER AND LARGER WEAPONS

The size of your weapon in comparison to your opponent's weapon affects your chances of parrying. For each size category that your weapon is smaller than your opponent's you take a -2 cumulative penalty to your parry attempt. For each size category that your weapon is larger than your opponent's you gain a +2 cumulative bonus to your parry attempt.

PARRYING MORE THAN ONE OPPONENT

Normally you may only make one parry attempt each round but sometimes that won't be sufficient. You may make an additional parry attempt each round by giving up one of your attacks for that round.

FEAR CONDITIONS AND EFFECTS

Some spells, magic items, and monsters can cause fear. When confronted with such a situation, the hero makes a Will saving throw to resist this effect, and a failed roll means that he is shaken, frightened, or panicked; Table 8.3: Fear Saving Throws provides the results of fear effects.

FEAR CONDITIONS

Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight but, other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear has not yet passed, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Defense (in addition to the penalties for being shaken) and loses his Dexterity bonus (if any).

Becoming Even More Fearful: Fear effects are cumulative. If a shaken character is made shaken again he becomes frightened, a shaken character made frightened becomes panicked instead and a frightened character made shaken or frightened becomes panicked instead.

TABLE 8.3: FEAR SAVING THROWS

Result	Effect
Succeed	No effect
Fail	Shaken
Fail by 5	Frightened
Fail by 10	Panicked

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CAMPAIGNS

Creating your campaign can be the most fun, and difficult, part of running a game. Presented here are some elements common to the fantasy genre that you might consider when creating your campaign setting.

This is not intended to be an exhaustive list or even an in-depth look at the fantasy genre. Think of it as an idea generator, meant to help you start thinking about your game world.

ADVENTURES

Heroes have adventures; they wander through ancient ruins, involve themselves in wars and politics, and fight monstrous creatures that threaten cities or worlds.

ADVENTURES AS STORIES

Adventures are often continuous stories; one part of the story leading to the next, each part creating the whole. This type of story-telling campaign creates continuity, allowing for recurring villains to threaten the heroes and the heroes to grow and change through the course of their adventures.

Story-telling campaigns work best when the heroes begin their adventures as inexperienced or young characters and advance in power and experience with the game. The *Monsters and Mayhem* rules are designed with this as the default.

ADVENTURES AS EPISODES

Rather than telling a story adventures can be episodic, showcasing brief adventurous interludes in the lives of the heroes. In this type of campaign, the heroes are often at the height of their power and change little, if any, from one adventure to the next.

When choosing to run an episodic campaign, the tone that you want to create for your game becomes more important. Reasonable levels are PL7-9 for gritty low-powered games, PL11-13 for more heroic action, and for truly epic adventures PL17-20.

CONFLICT

Adventures often involve conflict. Conflict comes in three different types: Mental, Physical, and Social.

Mental conflict, while technically including psionics and other mind-effecting powers, is best described as rigorous debate, often scholarly and mostly a matter of opinion; not the most interesting subject of a campaign. Debate is the least common type of conflict in *Monsters and Mayhem*.

Physical conflict, combat, includes any form of attack with the purpose of injuring, killing, or rendering your enemy helpless. Combat is the most common type of conflict in *Monsters and Mayhem*, though it doesn't have to be.

Social conflict, politics and intrigue, are the means by which characters can influence society, and other people, without physical injury. It often involves a lot of sneaking around, in the case of intrigue, or negotiations, for politics.

THE ART OF THE FOE

Adventures are fun; well designed adventures are more fun. The key to creating a well designed adventure is creating monsters and villains that play to the strengths and weaknesses of your heroes. This goes beyond balancing numbers on a character sheet to the heart of the hero.

A character's background tells the gamemaster what has happened to the hero in the past, before the game began, and gives indications where hero would like to go. If the hero has fought demons or witches in the past fighting against orcs and goblins will be less interesting unless they are demon orcs or goblin witches.

Let the players help you entertain them. If you have a specific campaign planned, be flexible but also discuss your goals and ideas with the players. You don't have to tell them all your secrets but even a little information can help a player fit his hero's background into your plans.

MONSTERS

Monsters fall into two categories: any creature that threatens the heroes and a creature that commits monstrous acts. How you treat monsters in your setting effects the tone of your campaign.

THEY DON'T EXIST

Monsters, in the traditional sense, don't have to exist in your game. Conflict between humans, or other intelligent races, can provide plenty of action in your game without the need for fire-breathing dragons or rampaging ogres.

MONSTERS AS PEOPLE

A monster doesn't have to be a threat. Just like elves and dwarves, a monster could simply be another race of creatures that inhabit your world.

MONSTERS AS EVIL

At the other end of the spectrum, monsters may be truly despicable creatures. Whether they are ancient mythical creatures, the by-product of some magical accident or created for evil purposes, evil monsters exist only to be fought by the heroes and destroyed.

ECOLOGY

In some fantasy worlds, monsters are just another part of nature, filling many of the ecological niches that animals in our world do and sometimes creating entirely new niches of their own. Ecological monsters aren't special and wizards may have written many books detailing the environment and many habits of these creatures.

MYTHOLOGY

Mythological monsters are unique and legendary. Rather than using monsters to fill niches in the natural world, mythological monsters are supernatural in origin, often the offspring or creation of deities or the products strange magic. Mythical monsters should have detailed backgrounds that tie them to the history of your setting. Stories should be told about them to scare children. Defeating them should be a truly heroic task

MIXING AND MATCHING

All monsters don't have to fall into the same category. Hordes of goblins and the legendary phoenix can co-exist in the same game.

MOOKS

Mooks don't fit into every campaign style. Gritty games should be entirely mook-less to keep combat deadly. Heroic and high fantasy games will be more mook heavy, allowing the heroes to show off their fighting prowess.

VILLAINS

A recurring villain creates continuity and can set the tone for your game, whether it is the ultimate force for evil in the universe or just a very powerful person.

DESIGNING COMBAT ENCOUNTERS

Designing combat encounters can be a tricky business; it is more of an art than a science.

The M&M Core Rules have a good overview on how to design adventures and encounters on pages 151-154. Presented below are suggestions for balancing the powers and abilities of monsters and villains with those of your heroes.

ATTACK BONUS VS. DEFENSE

Balancing the attack bonus of a threat in relation to the defense of your heroes is the easiest part of designing a combat encounter. A balanced encounter will allow the heroes approximately a 50% chance of hitting their opponent and the same chance of being hit.

ATTACK BONUS VS. DEFENSE
Subtract 10 from the creature's Defense and compare to the opponent's Attack Bonus

Difference	Attack Bonus
+10	Overwhelming
+5	Strong
+2/-2	Balanced
-5	Weak
-10	Underwhelming

A simple way to determine whether a threat's Defense is balanced against the Attack Bonus of the heroes is to subtract 10 from the threat's Defense. If the remainder is plus or minus 2 of the

average attack bonus of the heroes it is balanced. Doing the same thing for the Defense of the heroes will balance the threat's attack bonus.

OUTNUMBERED
Not all combat encounters will be evenly matched. Sometimes the opponents will outnumber the heroes or vice versa. In such cases, the smaller group is at a disadvantage. If the threat is fewer in number than the heroes, the threat's Defense and Attack Bonus should be increased to compensate; if the heroes are fewer in number the threat's Defense and Attack Bonus should be decreased to compensate. As a rule-of-thumb, the Defense and Attack Bonus of the threat should be increased or decreased by 2 for each time that the larger force is twice the smaller.

Example: If your group consists of 4 heroes then 4 opponents in a threat should be balanced, 8 opponents should have their Defense and Attack Bonus reduced by 2, 12 should have them reduced by 4, 16 should have them reduced by 6, etc. Likewise, if 2 opponents are facing the same band of heroes their Defense and Attack Bonus should be increased by 2, and 1 opponent should have them increased by 4.

SAVES AND DAMAGE BONUSES
Saving throws allow characters to avoid or reduce harm to themselves in combat and other dangerous situations. How effective an attack or environmental hazard is at harming a hero will depend greatly on the hero's saving throws.

In general, a hero's saving throw should allow him a 25% chance of success in avoiding being injured or effected by a power or hazard. Heroes with higher saving throw bonuses will have a higher chance of avoiding an attack's effect while a lower saving throw bonus will result in a lower chance to avoid the attack's effect. Extremely low saving throw bonuses will result in a higher number of injuries and possibly even character death.

UNCONVENTIONAL ATTACKS
Unconventional attacks, such as those from spells and powers, often require a hero to make a Fortitude, Reflex or Will saving throw rather than the more common Damage saving throw. Most heroes are less capable of avoiding unconventional attacks and this should be taken into account when designing villains.

DESIGNING
NON-COMBAT ENCOUNTERS
Any roleplaying situation in which the players act in character that doesn't involve combat can be considered a non-combat encounter. It could be trying to convince the king to send an army to the borders or a bartender to pass on the rumors that he's heard. Regardless of the specifics, any encounter should have some significance to the game. Roleplaying through a barter session with a stingy local merchant shouldn't take time out of your game unless the merchant has something specific that you want the heroes to learn or accomplish by interacting with him.

This is not meant to suggest that non-combat encounters aren't as important as combat but rather, that when telling a story details are rarely important if they do not advance the game.

APPENDIX I: ANIMALS

This appendix provides statistics and game information for many types of mundane animals. Animals generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened.

Looking over these statistics you will notice that many animals exceed the PL limits on skills and powers that apply to heroes and other humanoids. This is intentional, and necessary, to properly model the abilities of some animals. In addition, most of these animals do not have PP totals that place them exactly at a PL; this should be kept in mind when using them as threats or allowing heroes to choose them as familiars or animal companions.

APE
Description: These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch.
PL 3; Large Size
Str 20, Dex 15, Con 14, Int 2, Wis 12, Cha 7
SV: Dmg +4, Fort +2, Ref +2, Will +1
BAB +3, Melee +8 Defense 12/14, Init +2
Attack: Claws/Bite +8L; **Speed:** 30ft
Skills: Climb +15, Listen +6, Spot +6
Feats: Low-light Vision, Scent, Skill Mastery (Climb), Toughness
Powers: Natural Weapon +3
PP 49

BABOON
Description: Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog.
PL 1; Medium Size
Str 16, Dex 14, Con 12, Int 2, Wis 12, Cha 4
SV: Dmg +1, Fort +1, Ref +2, Will +1
BAB +0, Melee +3, Defense 11/13, Init +2
Attack: Claws/Bite +4L; **Speed:** 40ft
Skills: Climb +10, Listen +6, Spot +5
Feats: Fast Movement, Low-light Vision, Scent, Skill Mastery (Climb)
Powers: Natural Weapon +1
PP 20

BADGER
Description: The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.
PL 1; Small Size
Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
SV: Dmg +2, Fort +2, Ref +3, Will +1
BAB +0, Melee +3, Defense 11/14, Init +3
Attack: Claws +1L; **Speed:** 30ft
Skills: Escape Artist +8, Listen +5, Spot +4
Feats: Attack Finesse, Fast Movement, Low-light Vision, Rage*, Scent, Skill Mastery (Escape Artist), Track
Powers: Natural Weapon +1, Tunneling +2
PP 26
*A badger that is attacked flies into a Rage on its next turn, fighting until either it or its opponent is dead. A badger cannot voluntarily end a Rage.

BAT
Description: Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.
PL 1; Diminutive Size
Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
SV: Dmg +0, Fort +0, Ref +2, Will +2
BAB +0, Melee +2, Defense 14/16, Init +2,
Attack: None; **Speed:** Ground 5ft, Flying 40ft
Skills: Hide +14, Listen +8*, Move Silently +6, Spot +8*
Feats: Attack Finesse, Blindfight, Blindsight, Low-light Vision, Skill Focus (Listen)*, Skill Focus (Spot)*
Powers: Flying +8
PP 26
*Bats have Skill Focus: Listen and Skill Focus: Spot as an extra attached to Blindsight. If Blindsight is negated they lose their Skill Focus bonuses as well.

BEAR, BLACK
Description: The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.
  Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.
PL 2; Medium Size
Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
SV: Dmg +4, Fort +2, Ref +1, Will +1
BAB +2, Melee +6, Defense 12/13, Init +1
Attack: Claws/Bite +6L; **Speed:** 40ft
Skills: Climb +6, Listen +6, Spot +4, Swim +8
Feats: Endurance, Fast Movement, Low-light Vision, Scent, Toughness
Powers: Natural Weapon +2
PP 38

BEAR, BROWN
Description: These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.
PL 5; Large Size
Str 20, Dex 13, Con 19, Int 2, Wis 13, Cha 7
SV: Dmg +6, Fort +4, Ref +1, Will +1
BAB +4, Melee +9, Defense 14/15, Init +1
Attack: Claws/Bite +10 Dmg; **Speed:** 40ft
Skills: Listen +5, Spot +7, Swim +13
Feats: Endurance, Improved Grab, Low-light Vision, Run, Scent, Toughness, Track
Powers: Natural Weapon +1, Super Strength +4
PP 81

Improved Grab: A brown bear that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold.

BEAR, POLAR
Description: These long, lean carnivores are slightly taller than brown bears.
PL 6; Large Size
Str 20, Dex 13, Con 19, Int 2, Wis 13, Cha 7
SV: Dmg +6, Fort +4, Ref +1, Will +1
BAB +5, Melee +10, Defense 14/15, Init +1
Attack: Claws/Bite +10L
Speed: Ground 40ft, Swim 30ft
Skills: Hide +1, Listen +5, Spot +7, Swim +17
Feats: Endurance, Improved Grab, Low-light Vision, Run, Scent, Skill Mastery (Swim), Toughness, Track
Powers: Blending +8 (Flaw: Snowy areas only), Natural Weapon +2, Super Strength +4
PP 90
Improved Grab: A polar bear that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold.

BISON
Description: These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weigh 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.
PL 3; Large Size
Str 20, Dex 11, Con 17, Int 3, Wis 11, Cha 5
SV: Dmg +5, Fort +3, Ref +0, Will +0
BAB +3, Melee +8, Defense 12/13, Init +0
Attack: Gore +9L; **Speed:** 40ft
Skills: Listen +7, Spot +5
Feats: Endurance, Low-light Vision, Scent, Stampede, Toughness
Powers: Natural Weapon +2, Super Strength +1
PP 45
Stampede: A frightened herd of bison flee as a group in a random direction (but always from the perceived source of danger). They run over anything of Large size or smaller that gets in their way, with a +2 Damage Bonus for each Bison in the herd (Reflex save, DC 18, halves the damage bonus.)

BOAR

Description: Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur.

PL 3; Medium Size
Str 16, Dex 13, Con 17, Int 3, Wis 13, Cha 4
SV: Dmg +3, Fort +1, Ref +0, Will +1
BAB +3, Melee +6, Defense 13/14, Init +0
Attack: Gore + 5L; **Speed:** 40ft
Skills: Listen +8, Spot +6
Feats: Fast Movement, Ferocity, Low-light Vision, Scent, Toughness
Powers: Combat Sense +2, Natural Weapon +3
PP 45

Ferocity: A boar is such a tenacious combatant that it continues to fight without penalty even while disabled.

CAMEL

Description: Camels are known for their ability to travel long distances without food or water.

The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40 feet), and has a higher Constitution score (16).

PL 2; Large Size
Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
SV: Dmg +4, Fort +2, Ref +3, Will +0
BAB +2, Melee +6, Defense 11/14, Init +3
Attack: Bite +4L; **Speed:** 50ft
Skills: Listen +5, Spot +5
Feats: Endurance, Fast Movement, Low-light Vision, Scent, Toughness
PP 30

CAT

Description: The statistics presented here describe a common housecat.

PL 1; Tiny Size
Str 3, Dex 16, Con 10, Int 2, Wis 12, Cha 7
SV: Dmg +0, Fort +0, Ref +3, Will +1
BAB +0, Melee +3, Defense 12/15, Init +3
Attack: claws +0L; Speed: 30ft
Skills: Balance +10, Climb +6, Hide +12, Jump +10, Listen +4, Move Silently +5, Spot +3
Feats: Attack Finesse, Dexterous Climb, Fast Movement x2, Low-light Vision, Scent
PP 18

Dexterous Climb: Cats use their Dexterity modifier instead of their Strength modifier for Climb checks.

CHEETAH

Description: Cheetahs are swift feline predators of the plains.

PL 3; Medium Size
Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
SV: Dmg +2, Fort +2, Ref +4, Will +1
BAB +2, Melee +6, Defense 12/16, Init +4
Attack: Bite/Claw +5L; **Speed:** 50ft
Skills: Hide +7, Listen +5, Move Silently +7, Spot +5
Feats: Attack Finesse, Fast Movement x2, Low-light Vision, Scent, Sprint, Trip
Powers: Natural Weapon +2
PP 45

Sprint: Once per hour a cheetah can move ten times its normal speed when it makes a charge.

Trip: A cheetah that hits with a melee attack can attempt to trip its opponent (+3 bonus to the check) as a free action. If the attempt fails the opponent cannot react to trip the cheetah.

CROCODILE

Description: Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

PL 3; Medium Size
Str 19, Dex 13, Con 17, Int 1, Wis 12, Cha 2
SV: Dmg +3, Fort +3, Ref +1, Will +1
BAB +2, Melee +6, Defense 12/13, Init +1
Attack: Bite +7L
Speed: Ground 20ft, Swim 30ft
Skills: Hide +7, Listen +4, Spot +4, Swim +12
Feats: Hold Breath, Improved Grab, Low-light Vision, Skill Mastery (Swim)
Powers: Blending +4 (Flaw: In water only), Natural Weapon +3, Protection +2
PP 45

Hold Breath: A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score.

Improved Grab: A crocodile that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold.

CROCODILE, GIANT

Description: These huge creatures usually live in salt water and can be more than 20 feet long. Giant crocodiles fight and behave like their smaller cousins.

PL 5; Huge Size
Str 20, Dex 13, Con 19, Int 3, Wis 12, Cha 2
SV: Dmg +4, Fort +4, Ref +1, Will +1
BAB +5, Melee +10, Defense 13/14, Init +1
Attack: Bite +10L
Speed: Ground 20ft, Swim 30ft
Skills: Hide +1, Listen +5, Spot +5, Swim +16
Feats: Endurance, Hold Breath, Improved Grab, Low-light Vision, Skill Mastery (Swim)
Powers: Blending +5 (Flaw: In water only), Natural Weapon +2, Protection +3,
Super Strength +3
PP 75

Hold Breath: A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score.

Improved Grab: A crocodile that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold.

DOG

Description: The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

PL 2; Small Size
Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
SV: Dmg +2, Fort +2, Ref +3, Will +1
BAB +1, Melee +2, Defense 12/15, Init +3
Attack: Bite +3L; **Speed:** 40ft
Skills: Jump +7, Listen +5, Spot +5, Survival +1
Feats: Fast Movement x2, Low-light Vision, Scent, Track
Powers: Natural Weapon +2
PP 31

DOG, RIDING

Description: This category includes working breeds such as collies, huskies, and St. Bernards.

PL 2; Medium Size
Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SV: Dmg +4, Fort +2, Ref +2, Will +1
BAB +1, Melee +3, Defense 12/14, Init +3
Attack: Bite +4L; Speed: 40ft
Skills: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1
Feats: Fast Movement, Low-light Vision, Scent, Toughness, Track
Powers: Natural Weapon +2
PP 33

DONKEY

Description: These long-eared, horse-like creatures are surefooted and sturdy. The statistics presented here could also describe burros.

PL 0; Medium Size
Str 10, Dex 13, Con 12, Int 2, Wis 11, Cha 4
SV: Dmg +1, Fort +3, Ref +3, Will +0
BAB +1, Melee +1, Defense 11/13, Init +1
Attack: Bite +0L; **Speed:** 30ft
Skills: Balance +4, Listen +3, Spot +2
Feats: Endurance, Great Fortitude,
Lightning Reflexes, Low-light Vision, Scent
PP 9

EAGLE

Description: These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots. A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

PL 3; Small Size
Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
SV: Dmg +1, Fort +1, Ref +2, Will +1
BAB +0, Melee +2, Defense 12/14, Init +2
Attack: Talons +2L
Speed: Ground 10ft, Flying 80ft
Skills: Listen +2, Spot +14
Feats: Low-light Vision, Attack Finesse
Powers: Flying +16, Natural Weapon +2
PP 45

ELEPHANT

Description: Massive herbivores of tropical lands, elephants are sometimes used as mounts or beasts of burden.

This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

PL 6; Huge Size
Str 20, Dex 11, Con 20, Int 3, Wis 13, Cha 9
SV: Dmg +5, Fort +5, Ref +0, Will +3
BAB +6, Melee +11, Defense 14/14, Init +2
Attack: Tusks/Feet +11L; **Speed:** 40ft
Skills: Listen +16, Spot +12
Feats: Endurance, Iron Will, Low-light Vision, Scent, Skill Mastery (Listen), Toughness, Trample*
Powers: Natural Weapon +1, Super Strength +5
PP 90

Trample: Charging elephants add +2 to their Damage bonus. A Reflex save (DC 25) halves the damage bonus of a trampling elephant.

HAWK
Description: These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.
PL 2; Tiny Size
Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
SV: Dmg +0, Fort +0, Ref +3, Will +2
BAB +0, Melee +3, Defense 13/16, Init +3
Attack: Talons +1L
Speed: Ground 10ft, Flying 60ft
Skills: Listen +2, Spot +14
Feats: Attack Finesse, Low-light Vision
Powers: Flying +12, Natural Weapon +1
PP 33

HORSES
Horses are widely domesticated for riding and as beasts of burden.

HORSE, HEAVY
Description: The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.
PL 2; Large Size
Str 17, Dex 13, Con 15, Int 2, Wis 12, Cha 7
SV: Dmg +2, Fort +2, Ref +1, Will +1
BAB +2, Melee +5, Defense 11/12, Init +1
Attack: Hoof +3L; **Speed:** 50ft
Skills: Listen +5, Spot +5
Feats: Endurance, Fast Movement,
Low-light Vision, Run, Scent
PP 30

HORSE, LIGHT
Description: The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.
PL 2; Large Size
Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 7
SV: Dmg +2, Fort +2, Ref +1, Will +1
BAB +2, Melee +4, Defense 11/12, Init +1
Attack: Hoof +2L; **Speed:** 60ft
Skills: Listen +5, Spot +5
Feats: Endurance, Fast Movement x2, Low-light Vision, Run, Scent
PP 30

WARHORSE, HEAVY
Description: These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.
PL 3; Large Size
Str 19, Dex 13, Con 17, Int 2, Wis 13, Cha 6
SV: Dmg +5, Fort +3, Ref +3, Will +1
BAB +3, Melee +7, Defense 12/13, Init +1
Attack: Hoof +6L; **Speed:** 50ft
Skills: Listen +5, Spot +5
Feats: Endurance, Fast Movement, Lightning Reflexes, Low-light Vision, Scent, Toughness
Powers: Natural Weapon +2
PP 45

WARHORSE, LIGHT
Description: These animals or similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.
PL 2; Large Size
Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
SV: Dmg +5, Fort +3, Ref +3, Will +1
BAB +2, Melee +2, Defense 11/12, Init +1
Attack: Hoof +4L; **Speed:** 60ft
Skills: Listen +4, Spot +4
Feats: Endurance, Fast Movement x2, Lightning Reflexes, Low-light Vision, Scent, Toughness
Powers: Natural Weapon +1
PP 36

HYENA
Description: Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds.
PL 2; Medium Size
Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6
SV: Dmg +2, Fort +2, Ref +2, Will +1
BAB +1, Melee +3, Defense 12/14, Init +2
Attack: Bite +4L; Speed: 50ft
Skills: Hide +3, Listen +6, Spot +5
Feats: Fast Movement x2, Low-light Vision, Scent, Trip*
Powers: Natural Weapon +2
PP 31
*A hyena that hits with an attack can attempt to trip its opponent (+2 bonus to the check) as a free action. If the attempt fails the opponent cannot react to trip the hyena.

LEOPARD

Description: These jungle cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions.

PL 4; Medium Size
Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
SV: Dmg +2, Fort +2, Ref +4, Will +1
BAB +2, Melee +5, Defense 11/15, Init +4
Attack: Bite +6L
Speed: Ground 40ft, Climb 20ft
Skills: Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6
Feats: Attack Finesse, Fast Movement, Improved Grab, Low-light Vision, Scent, Skill Mastery (climb)
Powers: Natural Weapon +3
PP 62

Improved Grab: A leopard that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold.

LION

Description: The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

PL 4; Large Size
Str 20, Dex 17, Con 15, Int 2, Wis 12, Cha 6
SV: Dmg +2, Fort +2, Ref +3, Will +0
BAB +3, Melee +8, Defense 12/15, Init +3
Attack: Bite/Claws +9L; **Speed:** 40ft
Skills: Balance +7, Hide +9, Listen +5, Move Silently +11, Spot +5
Feats: Improved Grab, Low-light Vision, Scent, Skill Mastery (Move Silently)
Powers: Natural Weapon +4
PP 63

Improved Grab: A lion that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold.

LIZARD

Description: The statistics presented here describe small, non-venomous lizards of perhaps a foot or two in length, such as an iguana.

PL 0; Tiny Size
Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2
SV: Dmg +0, Fort +0, Ref +2, Will +1
BAB +0, Melee +2, Defense 12/14, Init +2
Attack: Bite +0L; **Speed:** 20ft
Skills: Balance +8, Climb +9, Hide +9, Listen +3, Spot +3
Feats: Attack Finesse, Fast Movement, Dexterous Climb, Low-light Vision
PP 3

Dexterous Climb: Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.

LIZARD, MONITOR

Description: This category includes fairly large, carnivorous lizards from 3 to 5 feet long.

PL 3; Medium Size
Str 17, Dex 15, Con 17, Int 2, Wis 13, Cha 2
SV: Dmg +3, Fort +5, Ref +2, Will +1
BAB +2, Melee +5, Defense 12/14, Init +2
Attack: Bite +6L; **Speed:** 30ft
Skills: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +14
Feats: Fast Movement, Great Fortitude, Low-light Vision, Skill Mastery (Swim)
Powers: Natural Weapon +3
PP 45

MANTA RAY

Description: These fish are non-aggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

PL 1; Large Size
Str 15, Dex 11, Con 10, Int 1, Wis 13, Cha 2
SV: Dmg +0, Fort +0, Ref +2, Will +1
BAB +1, Melee +3, Defense 10/10, Init +0
Attack: Ram +3L; **Speed:** 40ft
Skills: Listen +6, Spot +6, Swim +12
Feats: Endurance, Lightning Reflexes, Low-light Vision, Skill Mastery (Swim)
Powers: Natural Weapon +1
PP 15

MONKEY

Description: The statistics presented here can be used for any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

PL 1; Tiny Size
Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
SV: Dmg +0, Fort +0, Ref +2, Will +1
BAB +0, Melee +4, Defense 12/14, Init +2
Attack: Bite +0L; **Speed:** 30ft
Skills: Balance +11, Climb +12, Hide +11, Listen +3, Spot +3
Feats: Attack Finesse, Dexterous Climb, Fast Movement x2, Low-light Vision, Skill Mastery (Climb)
PP 15

Dexterous Climb: Monkeys use their Dexterity modifier instead of their Strength modifier for Climb checks.

MULE

Description: Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile.

PL 1; Large Size
Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
SV: Dmg +3, Fort +3, Ref +1, Will +0
BAB +1, Melee +4, Defense 10/11, Init +1
Attack: Hoof +3L; **Speed:** 30ft
Skills: Listen +6, Spot +6
Feats: Endurance, Low-light Vision, Scent
PP 20

OCTOPUS

Description: These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape.

PL 2; Small Size
Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3
Saves: Dmg +0, Fort +0, Ref +3, Will +1
BAB +1, Melee +4, Defense 13/16, Init +3
Attack: Arms/Bite +1L; **Speed:** 30ft
Skills: Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +10
Feats: Attack Finesse, Fast Movement, Jet, Low-light Vision, Skill Mastery (Swim)
Powers: Blending +4, Obscure (Ink Cloud) +2*
PP 36

Jet: An octopus can jet backward once per round as a full-round action at a speed of 200ft. It must move in a straight line to jet.

* An octopus can emit a cloud of ink 10 foot in diameter once per minute as a free action. This ink cloud provides total concealment which the octopus normally uses to escape.

OCTOPUS, GIANT

Description: These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

PL 4; Large Size
Str 20, Dex 15, Con 13, Int 3, Wis 12, Cha 3
SV: Dmg +1, Fort +1, Ref +2, Will +1
BAB +4, Melee +4, Defense 13/15, Init +2
Attack: Arms/Bite +5L; **Speed:** 30ft
Skills: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13
Feats: Jet, Low-light Vision, Skill Mastery (Swim), Toughness
Powers: Blending +4, Obscure (Ink Cloud) +2*
PP 60

Jet: An octopus can jet backward once per round as a full-round action at a speed of 200ft. It must move in a straight line to jet.

* An octopus can emit a cloud of ink 10 foot in diameter once per minute as a free action. This ink cloud provides total concealment which the octopus normally uses to escape.

OWL

Description: The statistics presented here describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

PL 2; Tiny Size
Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4
SV: Dmg +0, Fort +0, Ref +3, Will +2
BAB +0, Melee +5, Defense 13/16, Init +3
Attack: Talons +1L;
Speed: Ground 10ft, Flying 40ft
Skills: Listen +14, Move Silently +17, Spot +10
Feats: Attack Finesse, Low-light Vision
Powers: Flying +8, Natural Weapon +1
PP 30

PONY

Description: The statistics presented here describe a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to light horses and cannot fight while carrying a rider.

PL 1; Medium Size
Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4
SV: Dmg +1, Fort +1, Ref +1, Will +0
BAB +1, Melee +2, Defense 11/12, Init +1
Attack: Hoof +2L; **Speed:** 40ft
Skills: Listen +5, Spot +5
Feats: Endurance, Fast Movement, Low-light Vision, Scent
Powers: Natural Weapon +1
PP 15

PONY, WAR

Description: Warponies are bred for strength and aggression, and are similar to light warhorses.
PL 2; Medium Size
Str 15, Dex 14, Con 12, Int 2, Wis 11, Cha 4
SV: Dmg +1, Fort +1, Ref +2, Will +0
BAB +1, Melee +3, Defense 11/13, Init +2
Attack: Hoof +3L; **Speed:** 40ft
Skills: Listen +5, Spot +5
Feats: Endurance, Fast Movement,
Low-light Vision, Scent
Powers: Natural Weapon +1
PP 18

PORPOISE

Description: Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size.
PL 3; Medium Size
Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
SV: Dmg +1, Fort +1, Ref +3, Will +1
BAB +1, Melee +1, Defense 12/15, Init +3
Attack: Slam +2L; **Speed:** Swim 80ft
Skills: Listen +8, Spot +7, Swim +9
Feats: Attack Finesse, Blindfight, Blindsight, Hold Breath, Low-light Vision
Powers: Swimming +10
PP 47
Hold Breath: A porpoise can hold its breath for a number of rounds equal to 4 times its Constitution score.

RAT

Description: These omnivorous rodents thrive almost anywhere.
PL 1; Tiny Size
Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
SV: Dmg +0, Fort +0, Ref +2, Will +1
BAB +0, Melee +2, Defense 12/14, Init +2
Attack: Bite +0L; **Speed:** 15ft
Skills: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10
Feats: Attack Finesse, Dexterous Climb, Dexterous Swim, Low-light Vision, Scent, Skill Mastery (Swim)
PP 18
Dexterous Climb: Rats use their Dexterity modifier instead of their Strength modifier for Climb checks.
Dexterous Swim: Rats use their Dexterity modifier instead of their Strength modifier for Swim checks.

RAVEN

Description: These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most non-predatory birds of similar size.
PL 0; Tiny Size
Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
SV: Dmg +0, Fort +0, Ref +2, Will +2
BAB +0, Melee +2, Defense 12/14, Init +2
Attack: Claws +0L
Speed: Ground 10ft, Flying 40ft
Skills: Listen +3, Spot +5
Feats: Attack Finesse, Low-light Vision
Powers: Flying +8
PP 10

RHINOCEROS

Description: The rhinoceros is infamous for its bad temper and willingness to charge intruders.

 The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).
PL 4; Large Size
Str 20, Dex 10, Con 20, Int 2, Wis 13, Cha 2
SV: Dmg +7, Fort +7, Ref +0, Will +1
BAB +4, Melee +9, Defense 13/13, Init +0
Attack: Gore +9L; **Speed:** 30ft
Skills: Listen +16, Spot +6
Feats: Endurance, Great Fortitude,
Low-light Vision, Powerful Charge, Toughness
Powers: Natural Weapon +2, Super-Strength +3
PP 60
Powerful Charge: A rhinoceros doubles its damage bonus when it makes a charge.

SHARK, HUGE

Description: These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

PL 5; Huge Size
Str 20, Dex 15, Con 15, Int 1, Wis 12, Cha 2
SV: Dmg +2, Fort +4, Ref +2, Will +3
BAB +5, Melee +12, Defense 13/15, Init +6
Attack: Bite +10L; **Speed:** 60ft
Skills: Listen +10, Spot +10, Swim +15
Feats: Blindfight, Blindsight, Great Fortitude, Improved Initiative, Iron Will, Keen Scent, Scent
Powers: Natural Weapon +5, Swimming +4
PP 77
Keen Scent: A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at a range of up to a mile.

SHARK, LARGE
PL 3; Large Size
Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2
SV: Dmg +1, Fort +1, Ref +2, Will +1
BAB +3, Melee +4, Defense 12/14, Init +2
Attack: Bite +6L; **Speed:** 60ft
Skills: Listen +8, Spot +7, Swim +12
Feats: Blindfight, Blindsight, Great Fortitude, Improved Initiative, Keen Scent, Scent
Powers: Natural Weapon +3, Swimming +4
PP 52
Keen Scent: A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at a range of up to a mile.

SHARK, MEDIUM
PL 2; Medium Size
Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2
SV: Dmg +1, Fort +1, Ref +2, Will +1
BAB +2, Melee +3, Defense 10/12, Init +2
Attack: Bite +4L; **Speed:** 60ft
Skills: Listen +6, Move Silently +6, Spot +3, Swim +10
Feats: Blindfight, Blindsight, Keen Scent, Scent
Powers: Natural Weapon +3, Swimming +6
PP 38
Keen Scent: A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at a range of up to a mile.

SNAKE, CONSTRICTOR
Description: Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

PL 3; Medium Size
Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
SV: Dmg +1, Fort +1, Ref +3, Will +1
BAB +3, Melee +4, Defense 12/15, Init +3
Attack: Bite +3L; **Speed:** 20ft
Skills: Balance +11, Climb +15, Hide +11, Listen +7, Spot +7, Swim +11
Feats: Constrict, Improved Grab, Scent, Toughness
PP 47
Constrict: On a successful grapple check a constrictor snake has a Damage Bonus of +4
Improved Grab: A constrictor snake that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can constrict.

SNAKE, GIANT CONSTRICTOR
Description: Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive
PL 5; Huge Size
Str 20, Dex 17, Con 13, Int 1, Wis 12, Cha 2
SV: Dmg +1, Fort +1, Ref +3, Will +1
BAB +5, Melee +10, Defense 12/15, Init +3
Attack: Bite +8L; **Speed:** 20ft
Skills: Balance +11, Climb +17, Hide +11, Listen +9, Spot +9, Swim +17
Feats: Constrict, Endurance, Improved Grab, Scent, Toughness
Powers: Super-Strength +3
PP 77
Constrict: On a successful grapple check a giant constrictor snake has a Damage Bonus of +9
Improved Grab: A giant constrictor snake that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can constrict.

SNAKE, HUGE VIPER

Description: These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Viper snakes rely on their venomous bite to kill prey and defend themselves.

PL 4; Huge Size
Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
SV: Dmg +1, Fort +1, Ref +2, Will +1
BAB +3, Melee +8, Defense 11/13, Init +6
Attack: Bite +5L; **Speed:** 20ft
Skills: Balance +10, Climb +12, Hide +4, Listen +7, Spot +7, Swim +12
Feats: Attack Focus (Bite),
Improved Initiative, Scent
Powers: Natural Weapon (Extra: Drain Extra: Slow Recovery*) +3
PP 46

* A viper has a poisonous bite. When a viper makes a successful melee attack its target must make a successful Fortitude save (DC 12) or lose 2 points of Constitution; this is in addition to the normal Damage save for the attack. Poisoned creatures regain lost Constitution at a rate of 1 point per minute.

SNAKE, LARGE VIPER

PL 3; Large Size
Str 11, Dex 17, Con 11, Int 1, Wis 12, Cha 2
SV: Dmg +0, Fort +0, Ref +3, Will +1
BAB +3, Melee +6, Defense 12/15, Init +7
Attack: Bite +2L; **Speed:** 20ft
Skills: Balance +12, Climb +12, Hide +9, Listen +5, Spot +6, Swim +8
Feats: Attack Finesse, Improved Initiative, Scent
Powers: Natural Weapon (Extra: Drain Extra: Slow Recovery*) +2
PP 45

* A viper has a poisonous bite. When a viper makes a successful melee attack its target must make a successful Fortitude save (DC 12) or lose 2 points of Constitution; this is in addition to the normal Damage save for the attack. Poisoned creatures regain lost Constitution at a rate of 1 point per minute.

SNAKE, MEDIUM VIPER

PL 2; Medium Size
Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2
SV: Dmg +0, Fort +0, Ref +3, Will +1
BAB +2, Melee +5, Defense 12/15, Init +3
Attack: Bite +2L; **Speed:** 20ft
Skills: Balance +12, Climb +12, Hide +12, Listen +5, Spot +6, Swim +7
Feats: Attack Finesse, Scent
Powers: Natural Weapon (Extra: Drain, Extra: Slow Recovery*) +2
PP 37

* A viper has a poisonous bite. When a viper makes a successful melee attack its target must make a successful Fortitude save (DC 12) or lose 2 points of Constitution; this is in addition to the normal Damage save for the attack. Poisoned creatures regain lost Constitution at a rate of 1 point per minute.

SNAKE, SMALL VIPER

PL 2; Small Size
Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Sv: Dmg +0, Fort +0, Ref +3, Will +1
BAB +1, Melee +3, Defense 13/16, Init +3
Attack: Bite +2L; **Speed:** 20ft
Skills: Balance +12, Climb +12, Hide +12, Listen +6, Spot +7, Swim +7
Feats: Attack Finesse, Scent
Powers: Natural Weapon (Extra: Drain, Extra: Slow Recovery*) +1
PP 30

* A viper has a poisonous bite. When a viper makes a successful melee attack its target must make a successful Fortitude save (DC 11) or lose 2 points of Constitution; this is in addition to the normal Damage save for the attack. Poisoned creatures regain lost Constitution at a rate of 1 point per minute.

SNAKE, TINY VIPER

PL 1; Tiny Size
Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2
SV: Dmg +0, Fort +0, Ref +3, Will +1
BAB +0, Melee +3, Defense 13/16, Init +3
Attack: Bite +2L; **Speed:** 20ft
Skills: Balance +10, Climb +10, Hide +10, Listen +6, Spot +7, Swim +5
Feats: Attack Finesse, Scent
Powers: Natural Weapon (Extra: Drain, Extra: Slow Recovery*) +1
PP 24

* A viper has a poisonous bite. When a viper makes a successful melee attack its target must make a successful Fortitude save (DC 11) or lose 2 points of Constitution; this is in addition to the normal Damage save for the attack. Poisoned creatures regain lost Constitution at a rate of 1 point per minute.

SQUID

Description: These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

PL 3; Medium Size

Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2

SV: Dmg +0, Fort +0, Ref +3, Will +1

BAB +3, Melee +4, Defense 12/15, Init +3

Attack: Arms/Bite +2L; **Speed:** 60ft

Skills: Listen +7, Spot +7, Swim +12

Feats: Endurance, Improved Grab, Jet, Low-light Vision, Skill Mastery (Swim)

Powers: Obscure +2*, Swimming +6

PP 47

Jet: A squid can jet backward once per round as a full-round action at a speed of 200ft. It must move in a straight line to jet.

* A squid can emit a cloud of ink 10 foot in diameter once per minute as a free action. This ink cloud provides total concealment which the octopus normally uses to escape.

SQUID, GIANT

Description: These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

PL 6; Huge Size

Str 20, Dex 17, Con 13, Int 1, Wis 12, Cha 2

SV: Dmg +1, Fort +1, Ref +3, Will +1

BAB +6, Melee +11, Defense 14/17, Init +3

Attack: Arms/Bite +8L; **Speed:** 80ft

Skills: Listen +10, Spot +11, Swim +18

Feats: Constrict, Endurance, Improved Grab, Jet, Low-light Vision, Skill Mastery (Swim), Toughness

Powers: Obscure +2*, Super-Strength +3, Swimming +6

PP 90

Constrict: On a successful grapple check a giant constrictor snake has a Damage Bonus of +9

Improved Grab: A giant squid that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can constrict.

Jet: An giant squid can jet backward once per round as a full-round action at a speed of 200ft. It must move in a straight line to jet.

* An giant squid can emit a cloud of ink 10 foot in diameter once per minute as a free action. This ink cloud provides total concealment which the octopus normally uses to escape.

TIGER

Description: These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds

PL 4; Large Size

Str 20, Dex 15, Con 17, Int 2, Wis 12, Cha 6

SV: Dmg +5, Fort +3, Ref +2, Will +1

BAB +4, Melee +9, Defense 12/14, Init +2

Attack: Claw/Bite +10L; **Speed:** 40ft

Skills: Balance +6, Hide +3, Listen +3, Move Silently +9, Spot +3, Swim +11

Feats: Improved Grab, Low-light Vision, Scent, Toughness

Powers: Natural Weapon +3, Super-Strength +1

PP 60

Improved Grab: A tiger that successfully hits with a melee attack may attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold.

TOAD

Description: These diminutive amphibians are innocuous and beneficial, since they eat insects.

PL 0; Diminutive Size

Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4

SV: Dmg +0, Fort +0, Ref +1, Will +2

BAB +0, Melee +4, Defense 14/15, Init +1

Attack: none; **Speed:** 5ft

Skills: Hide +23, Listen +4, Spot +4

Feats: Amphibious, Low-light Vision

PP 0

WEASEL

Description: These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets.

PL 1; Tiny Size

Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5

Sv: Dmg +0, Fort +0, Ref +2, Will +1

BAB +0, Melee +4, Defense 12/14, Init +2

Attack: Bite +0L Dmg; **Speed:** 20ft

Skills: Balance +10, Climb +10, Hide +12, Move Silently +8, Spot +3

Feats: Attach, Attack Finesse, Dexterous Climb, Fast Movement, Low-light Vision, Scent

PP 16

Attach: A weasel that hits with a bite attack uses its powerful jaws to latch on to its opponent and automatically deals its damage bonus each round it remains attached. An attached weasel loses its Dexterity bonus to Defense and can be struck by a weapon or grappled. To remove an attached weasel through grappling the opponent must achieve a pin against the creature.

Dexterous Climb: Weasels use their Dexterity modifier instead of their Strength modifier for Climb checks.

WHALE, BALEEN
Description: The statistics here describe a plankton-feeding whale between 30 and 60 feet long, such as gray, humpback, and right whales. These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.
PL 8; Gargantuan Size
Str 20, Dex 13, Con 20, Int 2, Wis 12, Cha 6
SV: Dmg +12, Fort +8, Ref +1, Will +1
BAB +8, Melee +13, Defense 14/15, Init +2
Attack: Tail Slap +13L; **Speed:** 40ft
Skills: Listen +15, Spot +15, Swim +20
Feats: Blindfight, Blindsight x3*, Endurance, Hold Breath x2, Low-light Vision, Toughness x2
Powers: Natural Weapon +1, Super-Constitution +3, Super-Strength +7
PP 126
Hold Breath: A whale can hold its breath for a number of rounds equal to 8 times its Constitution score.
* A whale has Blindsight to a range of 120 feet.

WHALE, CACHALOT
Description: Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids
PL 8; Gargantuan Size
Str 20, Dex 13, Con 20, Int 2, Wis 14, Cha 6
SV: Dmg +12, Fort +8, Ref +1, Will +1
BAB +8, Melee +13, Defense 14/15, Init +2
Attack: Tail Slap +13L; **Speed:** 40ft
Skills: Listen +15, Spot +15, Swim +20
Feats: Blindfight, Blindsight x3*, Endurance, Hold Breath x2, Low-light Vision, Toughness
Powers: Natural Weapon +1, Super-Constitution +4, Super-Strength +7
PP 128
Hold Breath: A whale can hold its breath for a number of rounds equal to 8 times its Constitution score.
* A whale has Blindsight to a range of 120 feet.

WHALE, ORCA
Description: These ferocious creatures are about 30 feet long. They eat fish, squid, seals, and other whales.
PL 5; Huge Size
Str 20, Dex 15, Con 20, Int 2, Wis 14, Cha 6
SV: Dmg +7, Fort +5, Ref +2, Will +2
BAB +5, Melee +11, Defense 13/15, Init +2
Attack: Tail Slap +10L; **Speed:** 50ft
Skills: Listen +15, Spot +15, Swim +18
Feats: Blindfight, Blindsight x3*, Endurance, Hold Breath x2, Low-light Vision, Toughness
Powers: Natural Weapon +2, Super-Strength +3
PP 81
Hold Breath: A whale can hold its breath for a number of rounds equal to 8 times its Constitution score.
* A whale has Blindsight to a range of 120 feet.

WOLF
Description: Wolves are pack hunters known for their persistence and cunning.
PL 2; Medium Size
Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SV: Dmg +4, Fort +2, Ref +2, Will +1
BAB +1, Melee +2, Defense 12/14, Init +2
Attack: Bite +3L; Speed: 50ft
Skills: Hide +2, Listen +4, Move Silently +4, Spot +3, Survival +2
Feats: Fast Movement x2, Low-light Vision, Scent, Toughness, Track
Powers: Natural Weapon +2
PP 30

WOLVERINE
Description: These creatures are similar to badgers but are bigger, stronger, and even more ferocious.
PL 3; Medium Size
Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
SV: Dmg +4, Fort +4, Ref +2, Will +1
BAB +2, Melee +4, Defense 12/14, Init +2
Attack: Claws +4L; **Speed:** 30ft
Skills: Climb +10, Listen +6, Spot +6
Feats: Low-light Vision, Rage*, Scent, Skill Mastery (Climb), Track
Powers: Natural Weapon +2
PP 45
*A wolverine that is attacked flies into a Rage on its next turn, fighting until either it or its opponent is dead. A wolverine cannot voluntarily end a Rage.

APPENDIX II: MONSTERS

Provided in this appendix are a number of monsters that can be used in any fantasy campaign. Racial templates and statistics for typical specimens have been included for most entries.

BUGBEAR
Description: Hairy and barbaric, bugbears are larger and more aggressive goblinoids.
PL 3; Medium Size
Str 15, Dex 12, Con 13, Int 10, Wis 11, Cha 9
SV: Dmg +3, Fort +1, Ref +1, Will +0
BAB +2, Melee +4, Ranged +3,
Defense 12/13, Init +1, **Speed:** 30ft
Attack: Morningstar +4L or Javelin +3L;
Skills: Climb +3, Hide +4, Listen +4,
Move Silently +6, Spot +5
Feats: Attack Focus (Morningstar), Darkvision, Scent, Skill Focus (Move Silently)
Powers: Amazing Save +2, Super-Strength +3
PP 45

BUGBEAR RACIAL TEMPLATE
Medium Size
Base Speed 30 feet.

Amazing Save (Damage) +3	2PP
Dark Vision	2PP
Scent	2PP
Skill Focus (Move Silently)	2PP
Super-Strength +2	6PP
Automatic Languages: Common and Goblin	
Total Cost:	14PP

CENTAUR
Description: The body of a horse with the upper torso of a human where the horse's neck should be; a centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100 pounds.

PL 3; Large Size
Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
SV: Dmg +6, Fort +4, Ref +2, Will +1
BAB +4, Melee +8, Defense 12/14, Init +2
Attack: Hoof +1L, Longsword +5L; **Speed:** 50ft
Skills: Listen +3, Move Silently +4, Spot +3, Survival +2
Feats: Dark Vision, Dodge
Powers: Amazing Save (Damage) +2, Natural Weapon +1, Super-Constitution +2, Super-Strength +2
PP 51

CENTAUR RACIAL TEMPLATE
Large Size
Base Speed 50 feet.

Amazing Save (Damage) +2	2PP
Dark Vision	2PP
Fast Movement	2PP
Natural Weapon +1	2PP
Super-Constitution +2	8PP
Super-Strength +4	12PP
Automatic Languages: Elven and Sylvan	
Total Cost:	28PP

DOPPELGANGER
Description: Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually

evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived.

It is natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.

PL 3; Large Size
Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Saves: Dmg +3, Fort +1, Ref +1, Will +4
BAB +3, Melee +8, Defense 12/14, Init +2
Attack: Claws/Bite +8L; **Speed:** 30ft
Skills: Bluff +10*, Diplomacy +3, Disguise +9*, Intimidate +3, Listen +6, Sense Motive +6, Spot +6
Feats: Low-light Vision, Scent, Skill Mastery (Climb), Toughness
Powers: Natural Weapon +3
PP 49

DOPPELGANGER RACIAL TEMPLATE
Medium Size
Base Speed 30 feet.

Amazing Save (Damage) +4	4PP
Dark Vision	2PP
Super-Wisdom +2	6PP
Shapeshift +4	8PP
Telepathy (Flaw: Read Only) +4	4PP
Automatic Languages: Common	
Total Cost:	24PP

DRAGON
Description: Massive flying, intelligent reptiles that like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies.

PL 15; Gargantuan Size
Str 18, Dex 10, Con 18, Int 12, Wis 15, Cha 16
Saves: Dmg +4, Fort +4, Ref +0, Will +2
BAB +7, Melee +11, Ranged +7,
Defense 13/13, Init +0
Attack: Claws/Bite +19L; **Speed:** 90ft
Skills: Climb +9, Jump +10, Listen +7, Spot +8

Feats: Blindfight, Blindsight, Crush, Darkvision, Extra Limb (Tail), Immunity Exhaustion (Flaw: Magical Only), Immunity Paralysis, Immunity Energy Type (Matches breath weapon energy type), Magecraft, Magical Training x4, Spell Resistance x5, Tail Slap, Tail Sweep
Powers: Energy Blast (Breath Weapon) +10 (Extra: Explosive Blast), Flight +15 (Flaw: Restricted-Wings), Instill Fear +5 (Extra: Area), Natural Weapon (Claws/Teeth) +10, Protection +10, Super-Strength +5
PP 210

Crush: This special attack allows a flying or jumping dragon to land on opponents as a half action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equals the dragon's PL) or be pinned, automatically taking a number of stun hits equal to half the dragon's PL (rounded down). If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take additional stun hits from the crush each round if they don't escape.

Tail Slap: The dragon can slap one opponent each round with its tail as a half action. A tail slap has a Damage Bonus equal to twice the dragon's strength modifier plus its ranks in Super-Strength.

Tail Sweep: This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a half action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep has a Damage Bonus equal to twice the dragon's strength modifier plus its ranks in Super-Strength. Affected creatures can attempt Reflex saves (DC equals the dragon's PL) to reduce the Damage Bonus by half (rounded down).

DRAGON RACIAL TEMPLATE
Gargantuan Size
Base Speed 90 feet.

Blindfight	2PP
Blindsight	2PP
Crush	2PP
Darkvision	2PP
Energy Blast (Breath Weapon)	
[Extra: Explosive Blast] +10	30PP
Extra Limb (Tail)	2PP
Flight +15 (Flaw: Restricted-Wings)	15PP
Immunity: Exhaustion (Flaw: Magical Only)	2PP
Immunity: Paralysis	2PP
Immunity: *Energy Type	
(*Matches breath weapon type)	2PP
Instill Fear (Extra: Area) +5	10PP
Magecraft	2PP
Magical Training x4	8PP
Natural Weapon +10 (Claws/Teeth)	20PP
Protection +10	20PP
Spell Resistance x5	10PP
Super-Strength +5	15PP
Tail Slap	2PP
Tail Sweep	2PP
Total Cost:	150PP

GARGOYLE
Description: Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes.
PL 4; Large Size
Str 15, Dex 14, Con 18, Int 6, Wis 12, Cha 7
SV: Dmg +9, Fort +7, Ref +2, Will +1
BAB +3, Melee +5, Defense 13/15, Init +2
Attack: Claws/Bite +8L; **Speed:** 40ft
Skills: Hide +7, Listen +4, Spot +5
Feats: Darkvision, Fast Movement, Freeze, Toughness
Powers: Flight+2 (Flaw: Restricted-Wings), Natural Weapon +3, Protection +2, Super-Con +3
PP 61
Freeze: A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

GARGOYLE RACIAL TEMPLATE
Medium Size
Base Speed 40 feet

Darkvision	2PP
Fast Movement	2PP
Flight +2 (Flaw: Restricted-Wings)	2PP
Freeze	2PP
Natural Weapon +3	6PP
Protection +2	4PP
Super-Constitution +3	12PP
Toughness	2PP
Total Cost:	28PP

GIANT
Description: Skin color among giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Giants can live to be 200 years old.
PL 4; Large Size
Str 20, Dex 10, Con 19, Int 10, Wis 12, Cha 8
Sv: Dmg +4, Fort +4, Ref +0, Will +1
BAB +3, Melee +8, Defense 12/14, Init +0
Attack: Greatclub +14L; **Speed:** 40ft
Skills: Climb +9, Jump +9, Listen +5, Spot +7
Feats: Low-light Vision, Martial Weapon Proficiency, Power Attack, Rock Catching, Rock Throwing, Takedown Attack
Powers: Super-Strength +3
PP 60
Rock Catching: A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).
Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.
Rock Throwing: Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant's throwing range increment is equal to its Strength Modifier times ten.

GIANT RACIAL TEMPLATE
Large Size
Base Speed 40 feet.

Low-light Vision	2PP
Rock Catching	2PP
Rock Throwing	2PP
Super-Strength +3	9PP
Total Cost:	15PP

GNOLL
Description: Gnolls are hyena-headed, humanoids that have dirty yellow or reddish-brown fur and wander in loose tribes. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more. A gnoll is about 7-1/2 feet tall and weighs 300 pounds.

PL 2; Medium Size
Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
SV: Dmg +4, Fort +1, Ref +0, Will +0
BAB +2, Melee +4, Ranged +2
Defense 12/12, Init +0
Attack: Battleaxe +7L; **Speed:** 30ft
Skills: Hide +5, Listen +3, Move Silently +1, Spot +5
Feats: Armor Proficiency (light), Low-light Vision, Martial Weapon Proficiency, Toughness
PP 30

GNOLL RACIAL TEMPLATE
Medium Size
Base Speed 30 feet.

Darkvision	2PP
Toughness	2PP
Total Cost:	4PP

GOBLIN
Description: A goblin stands 3 to 3-1/2 feet tall and weighs 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors.
PL 1; Small Size
Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
SV: Dmg +1, Fort +1, Ref +1, Will -1
BAB +1, Melee +1, Ranged +1
Defense 12/13, Init +1
Attack: Morningstar +4L; **Speed:** 30ft
Skills: Hide +5, Listen +1, Move Silently +5, Ride +4, Spot +2
Feats: Darkvision, Fast Movement, Martial Weapon Proficiency
PP 17

GOBLIN RACIAL TEMPLATE
Small Size
Base Speed 30 feet.

Darkvision	2PP
Fast Movement	2PP
Total Cost:	4PP

HOBGOBLIN
Description: Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.
PL 2; Medium Size
Str 13, Dex 13, Con 14, Int 10, Wis 10, Cha 8
SV: Dmg +4, Fort +2, Ref +1, Will +0
BAB +2, Melee +8, Defense 12/13, Init +2
Attack: Longsword +6L; **Speed:** 30ft
Skills: Hide +3, Listen +2, Move Silently +3, Spot +2
Feats: Darkvision, Martial Weapon Proficiency, Power Attack, Toughness
PP 30

HOBGOBLIN RACIAL TEMPLATE
Medium Size
Base Speed 30 feet.

Darkvision	2PP
Toughness	2PP
Total Cost:	4PP

KOBOLD
Description: Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color and it has glowing red eyes. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kobolds speak with a voice that sounds like that of a yapping dog.
PL 1; Small Size
Str 9, Dex 13, Con 10, Int 10, Wis 10, Cha 8
SV: Dmg +2, Fort +0, Ref +1, Will +0
BAB +0, Melee +1, Ranged +1,
Defense 11/12, Init +1
Attack: Halfspear +3L; **Speed:** 30ft
Skills: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Search +2, Spot +2
Feats: Attack Finesse, Darkvision, Fast Movement, Toughness
PP 15

KOBOLD RACIAL TEMPLATE
Small Size
Base Speed 30 feet.

Darkvision	2PP
Fast Movement	2PP
Toughness	2PP
Total Cost:	6PP

LIZARDFOLK

Description: A lizardfolk is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. A lizardfolk can weigh from 200 to 250 pounds.
PL 2; Medium Size
Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10
SV: Dmg +3, Fort +1, Ref +0, Will +0
BAB +2, Melee +3, Ranged +2,
Defense 12/14, Init +1
Attack: Claws +3L, Club +4S; **Speed:** 30ft
Skills: Balance +4, Jump +5, Swim +3
Feats: Hold Breath, Toughness
Powers: Natural Weapon +2, Protection +1
PP 30
Hold Breath: Lizardfolk can hold their breath for a number of rounds equal to four times its Constitution score before it risks drowning.

LIZARDFOLK RACIAL TEMPLATE

Medium Size
Base Speed 30 feet.

Hold Breath	2PP
Natural Weapon +2 (Claws)	4PP
Protection +1	2PP
Toughness	2PP
Total Cost:	10PP

MANTICORE

Description: A manticore has a human head on the body of a lion with the tail of a scorpion. A typical manticore is about 10 feet long and weighs about 1,000 pounds.
PL 5; Large Size
Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9
SV: Dmg +6, Fort +4, Ref +2, Will +1
BAB +3, Melee +8, Ranged +5,
Defense 13/15, Init +2
Attack: Claws +9, Spikes +5L; Speed: 40ft
Skills: Listen +5, Spot +9, Survival +1
Feats: Darkvision, Move-by-Attack,
Power Attack, Scent, Takedown Attack, Toughness
Powers: Energy Blast (Spikes) +5 (Flaw: Uses),
Flight +5 (Flaw: Restricted-Wings),
Natural Weapon +4 (Claws)
PP 75

MEDUSA

Description: A medusa has the appearance of a human woman with snakes sprouting from her head in the place of hair. A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). The creature often wears garments that enhance its body while hiding its face behind a hood or veil.
A typical medusa is 5 to 6 feet tall and about the same weight as a human.
PL 5; Medium Size
Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
SV: Dmg +4, Fort +2, Ref +2, Will +1
BAB +2, Melee +4, Ranged +4,
Defense 12/14, Init +2
Attack: Short Bow +4L, Snakes +0L;
Speed: 30ft
Skills: Bluff +9, Diplomacy +4, Disguise +9, Intimidate +5, Move Silently +8, Spot +8
Feats: Attack Finesse, Darkvision,
Martial Weapon Proficiency (Bows),
Point Blank Shot, Precise Shot
Powers: Drain (Poison) +3 [Extra: Slow Recovery x2], Petrifying Gaze +2
PP 75

MEDUSA RACIAL TEMPLATE

Medium Size
Base Speed 30 feet.

Darkvision	2PP
Drain (Poison) +3	
[Extra: Slow Recovery x2]	12PP
Petrifying Gaze +2	10PP
Total Cost:	24PP

MERFOLK

Description: Merfolk have humanoid torsos and the tail of a fish. A merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.
PL 3; Medium Size
Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10
SV: Dmg +2, Fort +2, Ref +1, Will +0
BAB +3, Melee +5, Ranged +3
Defense 13/14, Init +1
Attack: Trident +5L; Speed: 30ft
Skills: Listen +4, Spot +7, Swim +8
Feats: Amphibious, Low-light Vision, Martial Weapon (Polearms), Skill Mastery (Swim)
PP 45

MERFOLK RACIAL TEMPLATE

Medium Size
Base Speed 30 feet.

Amphibious	2PP
Low-light Vision	2PP
Skill Mastery (Swim)	2PP
Total Cost:	6PP

MINOTAUR

Description: A large powerful humanoid with the head of a bull. A minotaur stands more than 7 feet tall and weighs about 700 pounds.
PL 5; Large Size
Str 15, Dex 10, Con 15, Int 11, Wis 10, Cha 8
SV: Dmg +2, Fort +2, Ref +0, Will +0
BAB +5, Melee +7, Defense 13/13, Init +0
Attack: Greataxe +13L, Horns +7L; Speed: 40ft
Skills: Intimidate +2, Listen +6, Search +2, Spot +7
Feats: Darkvision, Great Fortitude, Martial Weapon Proficiency (Axes), Power Attack, Powerful Charge, Scent, Track
Powers: Natural Weapon +4, Super-Strength +4
PP 75
Powerful Charge: A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the minotaur to make a single gore attack with a +9 attack bonus that has a Damage Bonus of +14.

MINOTAUR RACIAL TEMPLATE

Large Size
Base Speed 40 feet

Darkvision	2PP
Natural Weapon +4	8PP
Powerful Charge	2PP
Scent	2PP
Super-Strength +4	12PP
Total Cost:	26PP

OGRE

Description: Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.
PL 4; Large Size
Str 20, Dex 10, Con 15, Int 8, Wis 10, Cha 7
SV: Dmg +7, Fort +2, Ref +0, Will +0
BAB +4, Melee +10, Defense 13/13, Init +0
Attack: Greatclub +13L; Speed: 40ft
Skills: Climb +7, Listen +3, Spot +3
Feats: Attack Focus (Melee), Darkvision, Martial Weapon Proficiency (Clubs), Power Attack, Takedown Attack, Toughness
Powers: Amazing Save (Damage) +3, Protection +1, Super-Strength +3
PP 60

OGRE RACIAL TEMPLATE

Large Size
Base Speed 40 feet

Darkvision	2PP
Protection +1	2PP
Super-Strength +1	3PP
Toughness	2PP
Total Cost:	9PP

ORC

Description: An orc's hair usually is black and it has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds.
PL 3; Medium Size
Str 19, Dex 11, Con 12, Int 8, Wis 10, Cha 6
SV: Dmg +3, Fort +1, Ref +0, Will +0
BAB +3, Melee +7, Defense 13/13, Init +0
Attack: Falchion +12L; Speed: 30ft
Skills: Climb +4, Listen +3, Spot +3, Survival +4
Feats: Darkvision, Martial Weapon Proficiency (Swords), Toughness
Powers: Amazing Save (Damage) +3, Super-Strength +2
PP 45

ORC RACIAL TEMPLATE

Medium Size
Base Speed 30 feet.

Darkvision	2PP
Super-Strength +2	6PP
Total Cost:	8PP

PIXIE

Description: Small winged humanoids, pixies wear bright clothing, often including a cap and shoes with curled and pointed toes. A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.
PL 4; Small Size
Str 6, Dex 18, Con 10, Int 13, Wis 14, Cha 16
SV: Dmg +0, Fort +0, Ref +4, Will +1
BAB +0, Melee +4, Ranged +4, Defense 11/15, Init +4
Attack: Short Sword +2L, Short Bow 4L;
Speed: 20ft
Skills: Bluff +5, Concentration +4, Escape Artist +7, Hide +8, Listen +8, Move Silently +7, Ride +6, Search +7, Sense Motive +6, Spot +8
Feats: Attack Finesse, Dodge, Low-light Vision, Magecraft, Martial Weapon Proficiency (Bows), Martial Weapon Proficiency (Swords),
Powers: Flight +4, Protection +2, Super Senses +2
PP 60

PIXIE RACIAL TEMPLATE
Small Size
Base Speed 20 feet

Flight +4 (Flaw: Restricted-Wings)	4PP
Low-light Vision	2PP
Magecraft	2PP
Protection +2	4PP
Super-Senses +2	4PP
Total Cost:	16PP

PSEUDODRAGON
Description: A pseudodragon has the appearance of a very small dragon with a body about 1 foot long, with a 2-foot tail. It weights about 7 pounds. A pseudodragon can communicate telepathically and can also vocalize animal noises.
PL 4; Tiny Size
Str 6, Dex 15, Con 13, Int 10, Wis 13, Cha 10
SV: Dmg +1, Fort +1, Ref +2, Will +1
BAB +2, Melee +4, Defense 14/16, Init +2
Attack: Bite +0L, Tail +2L; **Speed:** 10ft
Skills: Diplomacy +2, Hide +2, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1
Feats: Attack Finesse, Blindfight, Blindsight, Darkvision, Immunity: Exhaustion (Flaw: Magical Only), Immunity: Paralysis, Spell Resistance, Track
Powers: Amazing Save +4, Blending +4, Fatigue (Flaw: Range) +4, Flight +4, Natural Weapon +1, Telepathy +4
PP 75

RAKSHASA
Description: A rakshasa is a humanoid with the head and fur of a tiger. A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human. A rakshasa is about the same height and weight as a human.
PL 10; Large Size
Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17
SV: Dmg +7, Fort +5, Ref +2, Will +1
BAB +6, Melee +5, Ranged +6,
Defense 16/18, Init +2
Attack: Bite/Claws +3L; **Speed:** 40ft
Skills: Bluff +15, Concentration +11, Diplomacy +7, Disguise +15, Intimidate +5, Listen +11, Move Silently +12, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11
Feats: Darkvision, Dodge, Fast Movement, Magecraft, Magical Training x2, Spell Resistance x2, Toughness

Powers: Natural Weapon +2, Protection +2, Shapeshift +6, Super-Charisma +2, Super-Constitution +2
PP 150

RAKSHASA RACIAL TEMPLATE
Medium Size
Base Speed 40 feet

Darkvision	2PP
Fast Movement	2PP
Magecraft	2PP
Magical Training x2	4PP
Natural Weapon +2	4PP
Protection +2	4PP
Shapeshift +2	4PP
Spell Resistance x2	4PP
Super-Charisma +2	4PP
Super-Constitution +2	8PP
Toughness	2PP
Total Cost:	40PP

SAYTR
Description: A humanoid with the torso of a human with the hindquarters and horns of a goat. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.
PL 4; Medium Size
Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
SV: Dmg +3, Fort +1, Ref +1, Will +1
BAB +2, Melee +8, Defense 12/13, Init +1
Attack: Head-Butt +2L; **Speed:** 40ft
Skills: Bluff +8, Diplomacy +3, Disguise +1, Hide +9, Intimidate +3, Knowledge (nature) +8, Listen +8, Move Silently +8, Perform (wind instruments) +9, Spot +8, Survival +2
Feats: Low-light Vision, Enchanting Music (Fascinate), Fast Movement, Toughness
Powers: Natural Weapon +2
PP 75

SAYTR RACIAL TEMPLATE
Medium Size
Base Speed 40 feet

Enchanting Music (Fascinate)	2PP
Low-light Vision	2PP
Fast Movement	2PP
Natural Weapons (Horns) +2	4PP
Toughness	2PP
Total Cost:	12PP

SPECTRE

Description: A spectre is the ghost of a humanoid creature that died violently. A spectre is often angry and confused and will attack anyone that approaches it regardless of the intention.

PL 6; Medium Size

Str —, Dex 16, Con —, Int 14, Wis 15, Cha 15

SV: Dmg --, Fort --, Ref +3, Will +2

BAB +3, Melee +6, Defense 10/13, Init +7

Attack: Drain; **Speed:** 30ft

Skills: Hide +12, Intimidate +10, Knowledge (religion) +10, Listen +9, Search +7, Spot +11, Survival +2

Feats: Blindfight, Create Spawn, Darkvision, Improved Initiative, Minions, Unnatural Aura

Powers: Drain +3 (Extras: All Attribute: Physical, Boost: Amazing Save(Dmg), Slow Recovery), Incorporeal +3 (Extra: Float, Ghost Touch; Flaw: Permanent)

PP 90

Create Spawn: Any humanoid slain by a spectre becomes a spectre in 1-4 rounds. Spawn are treated as minions and are under the command of the spectre that created them, remaining enslaved until it is destroyed. They do not possess any of the abilities they had in life. A spectre has a +2 bonus to its Loyalty Score when calculating the number of Spawn Minions it has.

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

TREANT

Description: A treant resembles a huge mobile tree. They are often guardians of forests and don't take kindly to creatures that injure trees.

PL 8; Huge Size

Str 20, Dex 10, Con 14, Int 10, Wis 16, Cha 12

SV: Dmg +6, Fort +6, Ref +0, Will +3

BAB +7, Melee +12, Defense 16/16, Init +0

Attack: Fists +9L; Speed: 60ft

Skills: Diplomacy +1, Hide +2, Intimidate +7, Knowledge (nature) +8, Listen +6, Sense Motive +6, Spot +8, Survival +8

Feats: Low-light Vision, Trample

Powers: Animation +4 (Flaw: Limited-Trees only), Protection +4, Super-Constitution +4, Super-Strength +4

PP 120

TREANT RACIAL TEMPLATE

Huge Size	
Base Speed 60 feet	
Animation +4 (Flaw: Limited-Trees only)	4PP
Low-light Vision	2PP
Protection +4	8PP
Super-Constitution +4	16PP
Super-Strength +4	12PP
Trample	2PP
Total Cost:	44PP

TROGLODYTE

Description: Troglodytes are reptilian creatures that live in small tribes. When a troglodyte is angry or frightened it releases a horrible odor that repels most creatures.

PL 2; Medium Size

Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

SV: Dmg +2, Fort +2, Ref -1, Will +0

BAB +2, Melee +8, Defense 11/10, Init -1

Attack: Claws +2L; **Speed:** 30ft

Skills: Hide +5, Listen +4

Feats: Darkvision, Toughness

Powers: Blending +2, Natural Weapons (Claws) +2, Stench +2

PP 30

TRODLODYTE RACIAL TEMPLATE

Medium Size	
Base Speed 30 feet	
Blending +2	2PP
Darkvision	2PP
Natural Weapons (Claws) +2	4PP
Stench +2	8PP
Toughness	2PP
Total Cost:	18PP

TROLL

Description: A large hideous creature with rubbery gray skin. Trolls enjoy eating the flesh of other humanoid beings

PL 7; Large Size

Str 20, Dex 14, Con 20, Int 6, Wis 10, Cha 6

SV: Dmg +11, Fort +9, Ref +2, Will +0

BAB +5, Melee +10, Ranged +7, Defense 16/18, Init +2

Attack: Claws +12L; **Speed:** 40ft

Skills: Listen +4, Spot +6

Feats: Darkvision, Scent, Toughness

Powers: Natural Weapon +3, Regeneration +5 (Extra: Regrowth), Super-Constitution +4, Super-Strength +4

PP 105

TROLL RACIAL TEMPLATE
Large Size
Base Speed 40 feet

Darkvision	2PP
Natural Weapons (Claws) +3	6PP
Regeneration +5 (Extra: Regrowth)	15PP
Scent	2PP
Super-Constitution +4	16PP
Super-Strength +4	12PP
Toughness	2PP
Total Cost:	55PP

WYVERN
Description: A wyvern is a large dragon-like flying lizard with a poisonous stinger in its tail.
PL 6; Large Size
Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9
SV: Dmg +4, Fort +2, Ref +2, Will +1
BAB +5, Melee +9, Defense 14/15, Init +1
Attack: Claws/Bite +7L;
Speed: Ground 20ft, Flying 60ft
Skills: Hide +7, Listen +13, Move Silently +12, Spot +16
Feats: Darkvision, Immunity (Paralysis), Move-by-Attack, Scent, Toughness
Powers: Drain (Poison Tail) +3 [Flaw: Limited-Con only], Flight +12 (Flaw: Restricted-Wings), Natural Weapon +3, Protection +3
PP 97

CONSTRUCT CREATURES
SKELETON
Description: A skeleton is the animated bones of a dead creature. A skeleton lacks intelligence and the capacity for independent thought and only follows the commands of its creator. A creature that gains the Skeleton Template loses all of its previous skills, feats, and powers but retains its Strength and Dexterity scores; its Wisdom becomes 10 and its Charisma becomes 1. Zombies have no Constitution or Intelligence scores.
PL 2; Medium Size, Human Skeleton
Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1
SV: Dmg +6, Fort --, Ref +3, Will +0
BAB +2, Melee +8, Defense 12/15, Init +7
Attack: Scimitar 5L; Speed: 30ft
Feats: Darkvision, Improved Initiative
PP 30

SKELETON TEMPLATE

Darkvision	2PP
Hardness +6	6PP
Improved Initiative	2PP
Total Cost:	9PP

VAMPIRE
Description: Vampires are undead creatures that prey on living creatures. A creature that gains the Vampire Template loses its Constitution score, the Touched feat and any Miraculous feats that it possess but retains all other ability scores, skills, feats, and powers. Any feats or powers that the creature gains from the vampire template stack with its existing powers if possible.
PL 7; Medium Size, Human Vampire
Str 12, Dex 14, Con --, Int 10, Wis 12, Cha 16
SV: Dmg +5, Fort --, Ref +4, Will +1
BAB +4, Melee +5, Ranged +6,
Defense 10/12, Init +6
Attack: Drain; **Speed:** 30ft
Skills: Hide +4, Listen +6, Move Silently +4, Spot +6
Feats: Create Spawn, Darkvision, Identity Change, Improved Initiative, Lightning Reflexes, Minions
Powers: Clinging +6, Drain +6 (Extra: Boost [Damage Save] Flaw: Limited-Con only), Incorporeal +4 (Extra: Float), Mind Control +4 (Power Stunt: Mental Link; Flaw: Restricted-Gaze), Protection +6, Regeneration +6 (Extra: Regrowth), Summon Creature +4 (Power Stunt: Swarm; Extras: Powerful, Variable)
Weaknesses: Weakness (Vulnerable: Stakes), Weakness (Susceptible: Sunlight), Weakness (Unwelcome)
PP 105

Create Spawn: A humanoid slain by a vampire's Drain gains the Vampire Template and rises as a vampire spawn 1-4 days after burial. Spawn are treated as minions and are under the command of the vampire that created them, remaining enslaved until it is destroyed. Any spawn created that would exceed the vampire's Minion limit are created as free-willed vampires. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire cannot be enslaved again. A vampire has a +2 bonus to its Loyalty Score when calculating the number of Spawn Minions it may have.
Identity Change: A vampire may change into one animal form (chosen when the vampire is spawned). While in animal form the vampire loses its Drain, Mind Control, and Summon Creature powers.
Weakness (Unwelcome): A vampire is unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

VAMPIRE TEMPLATE

Clinging +6	6PP
Create Spawn	2PP
Darkvision	2PP
Drain +6 (Extra: Boost [Damage Save] Flaw: Limited-Con only)	12PP
Hardness +5	5PP
Identity Change	2PP
Improved Initiative	2PP
Incorporeal +4 (Extra: Float)	12PP
Lightning Reflexes	2PP
Mind Control +4 (Power Stunt: Mental Link; Flaw: Restricted-Gaze)	6PP
Minions	2PP
Protection +6	12PP
Regeneration +6 (Extra: Regrowth)	18PP
Summon Creature +4 (Power Stunt: Swarm; Extras: Powerful, Variable)	22PP
Weakness (Vulnerable: Stakes)	-10PP
Weakness (Susceptible: Sunlight)	-10PP
Weakness (Unwelcome)	-10PP
Total Cost:	75PP

ZOMBIE

Description: Zombies are corpses animated for nefarious purposes. A zombie lacks intelligence and the capacity for independent thought and only follows the commands of its creator. A creature that gains the Zombie Template loses all of its previous skills, feats and powers but retains its Strength score; its Dexterity drops to 8 if it was above 8, its Wisdom becomes 10 and its Charisma becomes 1. Zombies have no Constitution or Intelligence scores.
PL 1; Medium Size, Human Zombie
Str 14, Dex 8, Con --, Int --, Wis 10, Cha 1
SV: Dmg +7, Fort --, Ref -1, Will +0
BAB +0, Melee +2, Defense 10/9, Init -1
Attack: Club +5L; **Speed:** 30ft
Feats: Darkvision, Toughness
Powers: Protection +2
PP 16PP

ZOMBIE TEMPLATE

Darkvision	2PP
Hardness +5	6PP
Protection +2	4PP
Toughness	2PP
Total Cost:	14PP