

## Welcome to the Capcom World Tournament

### Introduction

This book is divided into several different chapters, which together contains all the information you will need to play Capcom World Tournament in "D-ism" mode – as one might say in Street Fighter parlance – or more commonly in tabletop gaming terms, using d20 rules. Other modes of play will become available on the Living Room Games website over time.

This chapter, **Welcome to the Capcom World Tournament**, will help get you started by introducing you to some of the concepts and terminology used in tabletop gaming and more specifically for Capcom World Tournament.

**Character creation** details the steps needed to create a character for use in this system.

**Skills** cover the basic skills that your character will use, both in and out of combat.

**Feats** cover the special abilities that set your character apart from the normal man on the street.

**Combat Styles** contains the different disciplines of fighting styles that each character will learn.

The **Combat** chapter provides information on how to fight in and out of the arena.

**Gear** covers the equipment that any character might use in and out of the ring.

The **Referees** section offers some tips and advice on how to run games, especially in the Capcom World Tournament setting.

Finally, there is the **Fighters** chapter, where you will find the information on some of your favorite Capcom fighting game characters generated and ready to play.

### What is roleplaying?

Still with us? Great! That means that you haven't roleplayed before, right? Or if you have, it's been a long time and you don't remember much about it? Don't worry about it. Lots of people have never gamed before, and many of them never will—which is a shame because gaming, when done well, can be a lot of fun. And it's a different kind of fun than you'll get from movies or computer games or any other type of entertainment.

So what is roleplaying, exactly? The simple answer is: it's a game where everyone creates and takes on the role of various characters. Think of it as a cousin to the play, but you get to make up your character rather than reading an established part. The biggest difference is that you also get to make up your dialogue, and your character's actions. So instead of reading from the script "I told you to get out!" and following the script's stage direction of walking over to the door, opening it, and gesturing angrily outside, you get to decide what your character says and does. It should fit the scene, of course—the key is to get inside your character's head and figure out what he or she would really do in that situation.

The Capcom World Tournament RPG is what's called a "tabletop roleplaying game," or a "pen-and-paper game." It's referred to as a tabletop game because it's usually played sitting around a table. Players don't act out their character's actions, but instead simply describe them—you'd tell the others that you're walking over to the door, rather than actually getting up and walking around. That's because all of the players are gathered around the table together, and getting up would mean that some of them couldn't actually see what you were doing, or hear what you were saying. It's also because roleplaying games often involve fantastical elements, and those are a lot easier to describe than to actually reproduce. Can you actually perform Ryu's Shinku Tetsumakisenpukyaku or Sagat's Tiger Cannon? Probably not. But your character might be able to, in which case you can announce what you're doing and describe it for everyone.

The best thing about a roleplaying game is that it's fully interactive. When you're playing the video game, you only have a restricted set of options. Your character can kick someone, punch someone, taunt someone, maybe even run away from someone, but can you offer them a bribe to let you win? Can

you convince them that the two of you are really on the same side? In an RPG, your character can do anything that's within his physical and mental scope. If he wants to bribe someone to throw a fight, he can try that. All you have to do is announce what your character is doing, and say whatever your character says. But the outcome is never certain. In the video game, if you perform a certain combination move your opponent is knocked out. In the RPG, he might duck at just the right moment, or come up with some new counterattack, or simply be tougher than you expected. When you offer him a bribe, he might take it, but he also might refuse it—or he might start haggling over the amount. That's because the other character is also being played by someone, rather than by a computer, and the other player has full control over that character. It makes things much more versatile and much more interesting.

### **What do the players do?**

Each player is responsible for the actions and dialogue of his own character. He creates the character, based on the rules of the game and any restrictions set by the Ref, but he can do anything he wants within that framework. For example, if the Ref says that American military personnel are allowed as characters, the player could create a Navy SEAL, or an Army Ranger, or a Marine. He could make the character male or female—most people play their own gender because it's easier, but some players like the challenge of playing against type. The player gets to decide the character's appearance, history, skills, and personality traits. Does the character swear a lot? Does he smoke cigarillos (small, cigarette-sized cigars), or chew gum incessantly? Little quirks like this make the characters more interesting, because they provide more depth. If everyone's playing "a tall, powerfully-built man with blond hair pulled back in a ponytail, wearing jeans, a black T-shirt, boots, and a leather jacket," that's not much fun—how do you tell them apart? But if one character is short and portly and another is tall and slender and a third is also short but extremely muscular, you won't easily mistake them for one another.

The player has to keep track of what his character's doing. This is more than just the dramatic stuff, too. While it's good to know that your character has two pistols on him, and a katana, you also need to know that he hasn't eaten for two days or slept for three. That's going to affect him—how he acts, what he says, how he feels, how well he fights. The Ref will try to remember all of this, but he's watching every character in the game, so he may forget details. That's why he expects each player to remember their own character's details, and to correct him if he forgets something or makes a mistake.

Some players try to talk with whatever accent their character has, to better capture the flavor of their dialogue. That's great. But if you're not comfortable with the accent, don't worry about it. The important thing is to say what your character would say. The other players can imagine the accent, just as they're imagining the actions the characters are taking.

One tricky thing for most new gamers is speaking "in-character" versus "out of character" (sometimes abbreviated as IC and OOC respectively). If someone else asks you "do you want a Coke?" they're probably asking you, the player, if you actually want a Coke. But if they say "Get the hell out of my seat, before I blow you away!" they're probably speaking as their character, not actually yelling at you to move. Accents do help here, obviously, but even without them you'll learn to recognize the difference between in-character dialogue and out-of-character conversation. Part of the problem, of course, is that character dialogue should actually be spoken, instead of described: "Get out of my chair, scum!" instead of "I yell at him to get out of my chair." The first version is more active, more direct, and more in-character. But it's also closer to "Do you want a Coke?" or "Hey, watch it with the elbow!" Some players use hand signals, like the classic "Time out" gesture (both hands open, fingers flat and together, one hand across and palm-down while the other presses up into it to form a T) to indicate when they're not talking as their character. Others just rely on their friends to know the difference.

### **Sidebar: Cheating**

Most video games have cheat codes available somewhere. You can make it so that Ken is immune to fireball attacks, or can't be hit by anything solid, or his attacks hit twice instead of once. That can be fun in a video game because it lets you find out what's at the end of the game—you get to see the hidden characters and the closing text that you might otherwise miss. But RPGs are different. In an RPG, you cheat by lying about your die rolls or neglecting to mention that your character was already wounded or claiming that you had brought an extra clip of ammo with you. This may keep your character alive and allow him to win where otherwise he would have died or been defeated. But it's not much fun for anyone. It's not fun for you, because you had to resort to cheating to win. In the video game, that might be because the opponents are simply built to win every time. But in an RPG, where the Ref is running the opponents and trying to keep things fair, you should have a reasonable shot at

winning. If you lose, it's not because the deck was stacked against you, but because you didn't come up with a good strategy and take advantage of your character's strengths. Don't cheat to correct that—think about what went wrong and come up with a better plan the second time around.

Lots of gamers do cheat. They usually think no one has noticed. The truth, however, is that the other players and the Ref do notice. It's pretty obvious that the player is cheating, when a character always rolls what he needs to succeed and never gets wounded and always has the right money or weapons or gear on him. And, even if they don't say anything, everyone else will be disappointed, because part of the fun of the game is the challenge, the risk, and the fact that your character can fail. And the fact that, just like a real person, your character can forget to buy a train ticket or forget to eat or miss his morning bus. These mistakes make things more interesting, because they make the characters more believable. And since everyone else's characters are in the same boat, they all fit together—as opposed to the one character who never fails and so isn't very believable.

#### **End sidebar**

#### **What does the Ref do?**

Most of the people in a game group are players, which means that they each get to play one character. But one person has more responsibility. That's the Referee, or Ref. Being a Ref is a lot of fun, but it's also a bit of work. Why? Because you get to come up with the storyline, and describe locations, events, and incidental characters.

Go back to the notion of this being a play. Everyone else is playing a character. But you, as Ref, are the director. You're also the playwright, but don't worry—you don't have to write too much, because each player handles the actions and dialogue for his own character. You come up with the basic plot, and help the players bring their characters into the story. Then, whenever a player tells you what his character says or does, you describe how any incidental characters respond. Not the main characters, mind you—that's for the players to handle. You get to do everyone else. These are the "extras," the bit parts like the man who sells papers on the corner or the waiter in the restaurant or the cop who gives them a speeding ticket.

Ah, but you get more interesting characters, too. Because, as Ref, you get to play the villains. That's right, all the villains—from the little man who tries to mug a character one night to the local crime boss to M. Bison himself. The players are the protagonists, and you get the antagonists, which means that, while they're each only playing one character, you're doing anywhere from several to several dozen. Don't worry, though—this isn't as bad as it sounds. We'll talk about this more in the Characters section, later in this book, but you're really only worrying about one or two characters at a time.

The other thing that you do as the Ref is describe the outcome of an action. Roleplaying games use dice to help determine whether someone succeeds at an action. The dice represent the random luck factor—we can nail a three-point shot on the courts one day and trip over our own feet the next, not because we lost all agility but because we just had a random bit of bad luck or clumsiness. Dice do the same thing in the game—they insure that any team could beat any other team on any given day, but that a good team is more likely to win. As the Ref, it's your job to decide when die rolls are necessary, what skill or ability should be used, and how difficult the roll will be. Then, after the player rolls (or after you roll, if one of your characters was the one acting), you get to describe to everyone what happens. For example, one of the characters dives to catch a small vial containing a rare drug that can cure his partner's illness. You have the player make a Dexterity check, and decide that the vial is small and hard to see, so the difficulty is high (a 15). The player rolls, gets a 12, adds his Dexterity bonus (a +2), and gets a 14. Close, but not quite. Now you describe the outcome: "You throw yourself forward, hands outstretched, eyes focused on that precious vial. Your fingers strain toward it, and brush against it—but you can't quite reach it. It falls to the floor and shatters, the serum staining the floorboards, as you land heavily yourself, tiny splinters of glass imbedding themselves in your hand and forearms."

If this sounds hard, don't worry. Refereeing is a lot of fun. The key is to have an idea of what's going on in the world and to the characters, to keep track of what everyone's doing, and to have fun playing all the secondary characters and antagonists. Once things start moving and everyone gets into their characters, you'll discover that it's pretty easy to keep the game rolling, and that the players will help you remember what their characters are up to at the time.

The Referee is known by many names in many other games, but we feel that in the context of Capcom World Tournament, that this is an appropriate choice. Besides setting the flavor for the world, the



Referee should also be the one who enforces the rules. We'll provide budding Refs with a few more pointers on how to run games later in the Refereeing chapter.

### **Playing d20**

Capcom World Tournament uses the d20 system created by the Wizards of the Coast. This is the same system that's used for Dungeons and Dragons TM. It's a very easy system to learn and use. The key is this—any time a character is trying to do something, and needs to see if he succeeds or not, he rolls a d20 (a twenty-sided die). Just one die. The Ref sets a difficulty, which is usually between 5 and 20, 5 being easy, 10 being average, 15 being tough, and 20 being challenging. The player rolls the d20, and adds in appropriate numbers (skill levels, bonuses from an ability, attack bonus, etc.) to get a total. If that total is equal to or above the difficulty, the character succeeds. Easy.

Some rolls will be opposed rolls, which means two characters are involved in actively blocking one another, like when two people are wrestling. The roll is still the same, but now instead of a fixed difficulty whoever got the higher total wins.

Other dice are used in the d20 system, of course. But these are only used to determine how well something was done, like how far a character jumped or how much damage he did with his fist. The basic roll, to see if he failed or succeeded, is always a d20.

The only other thing you need to know to play d20 is how character details are divided up.

Abilities are the basic descriptors, like Strength and Intelligence—they define the character's innate abilities, physical, mental, and social. Abilities range from 3 on up, with human average being 10-11. Low abilities cause penalties to related actions, while high abilities grant bonuses—so someone really strong would get a bonus to climbing, while someone really weak would be at a penalty.

Skills are anything the character can learn, like how to follow tracks in the woods or how to tie a square knot or how to read an ancient language. Skills can be anything from 1 on up, with 1 being a novice.

Feats are special abilities characters can gain, which usually either give them a bonus to particular skills or actions or else grant them an unusual ability or a specialized move (these would be the equivalent to signature moves in a video game).

Class is the character's occupation, and it is measured in levels, from 1 on up. The character's class and level determines his hit points (how much physical damage he can take), his attack bonus (which is added to any attack roll he makes), how many points he has to spend on skills, how many feats he gets (and sometimes which ones), his saving throws (how well he resists magical attacks and certain other threats), and any other special abilities.

Finally, Defense is the character's protection against physical attacks—when trying to hit someone, the difficulty is their Defense (or DEF).

Those are the basics. I know the bits about Skills and Feats and Defense can sound a bit confusing at first, but once you've seen the list of options and written your selections down on a character sheet it will make a lot more sense. And remember, the d20 is the key.

### **Basic terms**

Here are a few basic terms and phrases connected to gaming. You'll probably hear these a lot during your games, and certainly if you go to conventions or talk to other gamers.

NPC: stands for "non-player character." This is any character run by the Ref instead of by a player.

PC: "player-character." A character who is run by one of the players.

Tabletop: this type of RPG, which is usually played while sitting around a table. The name also comes from the fact that maps, character sheets, and other items are often strewn about on the table.

Character sheet: the piece of paper that has all of the details about a particular character—physical details, skills, abilities, equipment, and anything else the player may want to have on hand.



Dice: the small, oddly-shaped pieces of plastic you roll to check on the success of an action. Most non-gamers are only used to six-sided dice. RPGs often have a wider variety, including the four-sided, the ten-sided, and the twenty-sided.

d: an abbreviation for "dice." If you see "2d4" it means "two four-sided dice."

RPG: an abbreviation for "roleplaying game."

OOC: an abbreviation for "out of character," or when a player or the Ref is talking not as a character but as themselves

IC: an abbreviation for "in-character," or when a player or the Ref talks as their character

Ref: An abbreviation for "Referee," the person running the game

Session: one meeting of a game group. A game can last for only a single session, meaning that the group gets together, starts playing, and finishes the story before leaving, or it can last for several sessions.

One-shot: a game that lasts only one session.

Campaign: a long-running game, usually with several adventures. A series of action movies, like the Terminator films, would be a campaign.

Adventure: A session or sessions linked together as a single story. Most action movies can be considered as adventures—they have several scenes, but one story throughout.

Scene: action that takes place in a single location. If the location changes, or if everyone leaves and then returns at some later time, the scene ends and a new scene begins.

Player knowledge: Something the player knows but the character may not. For example, if you're running a Street Fighter game and M. Bison appears the player knows that he's the guy running the tournament. But if the character has never met Bison, or heard of him, he won't know who this guy is or why he's important.

Mook: Inconsequential side characters. These characters are often thrown in to fill in the roles of extras and thugs. Individually, they are unimportant to the scene, but combined they are there to fill in as obstacles and scenery for the player characters.

### **The Significance of Ranks and Belts**

Colored belts and sashes are a more modern method of recognizing rank and experience for many forms of martial arts. With such a wide assortment of forms and schools, there is currently no singularly accepted ranking system. Therefore, in the interest of uniformity, a character's level of experience in Capcom World Tournament is based on a variation of a karate ranking system: a white belt and a black belt, and several degrees of ranks within each (See below).

- 1<sup>st</sup> Level = White Belt (10<sup>th</sup> Kyu / Jukyu)
- 2<sup>nd</sup> Level = White Belt + 1 Black Stripe (9<sup>th</sup> Kyu / Kukyu)
- 3<sup>rd</sup> Level = White Belt + 2 Black Stripes (8<sup>th</sup> Kyu / Hachikyu)
- 4<sup>th</sup> Level = White Belt + 3 Black Stripes (7<sup>th</sup> Kyu / Shichikyu)
- 5<sup>th</sup> Level = White Belt + 4 Black Stripes (6<sup>th</sup> Kyu / Rokukyu)
- 6<sup>th</sup> Level = White Belt + 5 Black Stripes (5<sup>th</sup> Kyu / Gokyu)
- 7<sup>th</sup> Level = White Belt + 6 Black Stripes (4<sup>th</sup> Kyu / Yonkyu)
- 8<sup>th</sup> Level = White Belt + 7 Black Stripes (3<sup>rd</sup> Kyu / Sankyu)
- 9<sup>th</sup> Level = White Belt + 8 Black Stripes (2<sup>nd</sup> Kyu / Nikyu)
- 10<sup>th</sup> Level = White Belt + 9 Black Stripes (1<sup>st</sup> Kyu / Ikkyu)
- 11<sup>th</sup> Level = Black Belt (1<sup>st</sup> Dan / Shodan)
- 12<sup>th</sup> Level = Black Belt + 1 White Stripe (2<sup>nd</sup> Dan / Nidan)
- 13<sup>th</sup> Level = Black Belt + 2 White Stripes (3<sup>rd</sup> Dan / Sandan)
- 14<sup>th</sup> Level = Black Belt + 3 White Stripes (4<sup>th</sup> Dan / Yondan)

15<sup>th</sup> Level = Black Belt + 4 White Stripes (5<sup>th</sup> Dan / Godan)  
16<sup>th</sup> Level = Black Belt + 5 White Stripes (6<sup>th</sup> Dan / Rokudan)  
17<sup>th</sup> Level = Black Belt + 6 White Stripes (7<sup>th</sup> Dan / Shichidan)  
18<sup>th</sup> Level = Black Belt + 7 White Stripes (8<sup>th</sup> Dan / Hachidan)  
19<sup>th</sup> Level = Black Belt + 8 White Stripes (9<sup>th</sup> Dan / Kudan)  
20<sup>th</sup> Level = Black Belt + 9 White Stripes (10<sup>th</sup> Dan / Judan)

The application of colored belts for ranking martial arts students has only been around for around 100 years. Traditional advancement rewarded the student with scrolls or scripture denoting secrets of that particular school's techniques, but it offered no visual cue to denote a student's level of experience or seniority within a school. Colored belt ranks were gradually implemented to not only allow for a way to measure rank and experience, but also as a way to make the practice of martial arts appealing to the uninitiated public. Even today, a black belt rank can inspire some amount of awe among the common folk.

In the system that we are adapting for Capcom World Tournament, the white belt of a beginning student represents an untainted purity. White is symbolic of sacredness, which reflects the untarnished spirit of one who is about to immerse himself in the art of warfare. As the student becomes more experienced in his style, the black stripes are representative of the stains of combat wear and constant usage (One legend has it that black belts come about because a student's white belt becomes so dirtied and worn after years of use). A white belt student aims to learn and master the styles and techniques of his school.

When a student finally achieves the first black belt rank (shodan), this is not necessarily an indication that he has attained mastery of his style. Rather, the student should have come to an understanding at this point that there is still so much to learn. The black is symbolic of a void, of nothingness. Once a student earns a black belt, he strives to achieve purity of mind, body and spirit, to fill this black void with knowledge and experience. From white, to black, to white again, this full-circle path can be seen as a representation of the dual-nature of the Chinese yin-yang (or "in-yo" in Japanese).

#### **Sidebar**

Note that just because the traditional ranking system ends at 10th dan, it doesn't mean that one cannot attain anything higher. Dr. Jigoro Kano, to whom the creation of the belt ranking system can be accredited, himself achieved the rank of 12th dan (though he is the only person known to have reached that point to this day). He believed that once someone has moved beyond the 10th dan, they have transcended beyond the need for colors and ranking. This is the embodiment of the purity of mind, body, and spirit that brings that person back to the white belt.

**End Sidebar**

## **Character creation:**

This chapter details the information you will need to create your own character in Living Room Games' Capcom World Tournament. You have several options when you begin your character creation process. Will you make a fighter that uses brute strength to throw your opponent around or crush them? Will you use speed to be on every other place your opponent isn't? Will you use your smarts to turn your opponents punches against them?

There are also a number of mundane paths your character can follow while they advance their fighting techniques. You can join the ranks of the Scholar, someone who is refining their skills and abilities in school. Another choice is the Military, which encompass both your local law enforcement and combat soldiers. The Athlete makes use of their physical prowess and dexterity in competition. There is the Brawler, who uses brute strength to achieve victory in your everyday barroom clash or in a boxing ring. Finally, there is the Civilian, who fills in all of the gaps that remain. All of these choices are covered in the following section.

To begin the process behind these choices, you will first need to know how to generate your character. Points will be used to purchase your basic attribute scores. From there you will then choose your initial class, skills, and combat styles.

### **Sidebar: Darkstalker Characters**

The rules that we have outlined in this chapter are for creating human characters more specifically for the Street Fighter, Rival Schools and Final Fight universes. Rules for creating original Darkstalker characters will be detailed in the **Darkstalkers Grimoire**. In the meantime, the Darkstalker characters that can be found later in this book will be given as pre-generated templates.

**End Sidebar**

## **Point Buy character creation**

This method of creating characters under the d20 system allows you to spend points to purchase your basic six stats for your character. Because characters in the Capcom World Tournament setting are especially exceptional, they receive 35 points to spend on their basic stats. For this reason, we do not offer any option to sell down attributes. Anyone with significantly below-average stats will likely fare poorly in a Capcom World Tournament setting. Each statistic starts at eight (8), then you spend points according to the chart below to increase them.

For examples on how each stat affects your character, see the section **Basic Stat Information**.

### **Point buy chart:**

9 – 14: 1 point (per attribute point)

15 – 16: 2 points (per attribute point)

17 - 18: 3 points (per attribute point)

### **Sidebar:**

Be sure to spend all of your points! Anything left over will be lost.

**End Sidebar**

## **Basic stat information:**

All character attributes are defined by six basic stats. They are: strength (STR), dexterity (DEX), constitution (CON), intelligence (INT), wisdom (WIS), and charisma (CHA).

Each partially describes your character and affects some of his or her actions.

The human average for every attribute is 10. The natural maximum for normal humans is 18, and the natural minimum is 3.

### **Sidebar:**

These ability scores are a quantification of otherwise nebulous features (after all, comparing strength might be easy, but how do you accurately measure and scale how wise one person is compared to



someone else?). This is to help you as the player more clearly define your character's physical and mental attributes.

#### End Sidebar

Each ability for most characters will have a modifier ranging from -1 to +4. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a *bonus*, and a negative modifier is called a *penalty*.

**Table: Ability Modifiers**

Ability Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
etc...	

#### STRENGTH (STR)

Strength measures your character's muscle and physical power. This ability helps characters prevail in combat. Strength also limits the amount of equipment your character can carry. You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls when striking unarmed, or using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus.)
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for smashing through boards and the like).

#### DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is important for characters who want to react quickly and for anyone who wants to be a skilled ranged combatant. You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with guns, bows, throwing knives, and other ranged weapons.
- Defense (DEF), provided that the character can react to the attack.
- Reflex saving throws, for avoiding attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

#### CONSTITUTION (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so this ability is important for all classes. You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill that has Constitution as its key ability.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

#### INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. It's important for any character who wants to have a wide assortment of skills. You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level (Your character will always get at least 1 skill point per level).
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, and Search checks. These are the skills that have Intelligence as their key ability.

#### WISDOM (WIS)

Wisdom is a measure of a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. If you want your character to have acute senses, put a high score in Wisdom. You apply your character's Wisdom modifier to:

- Will saving throws.
- Treat Wound, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

#### CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for politicians and media personalities. You apply your character's Charisma modifier to:

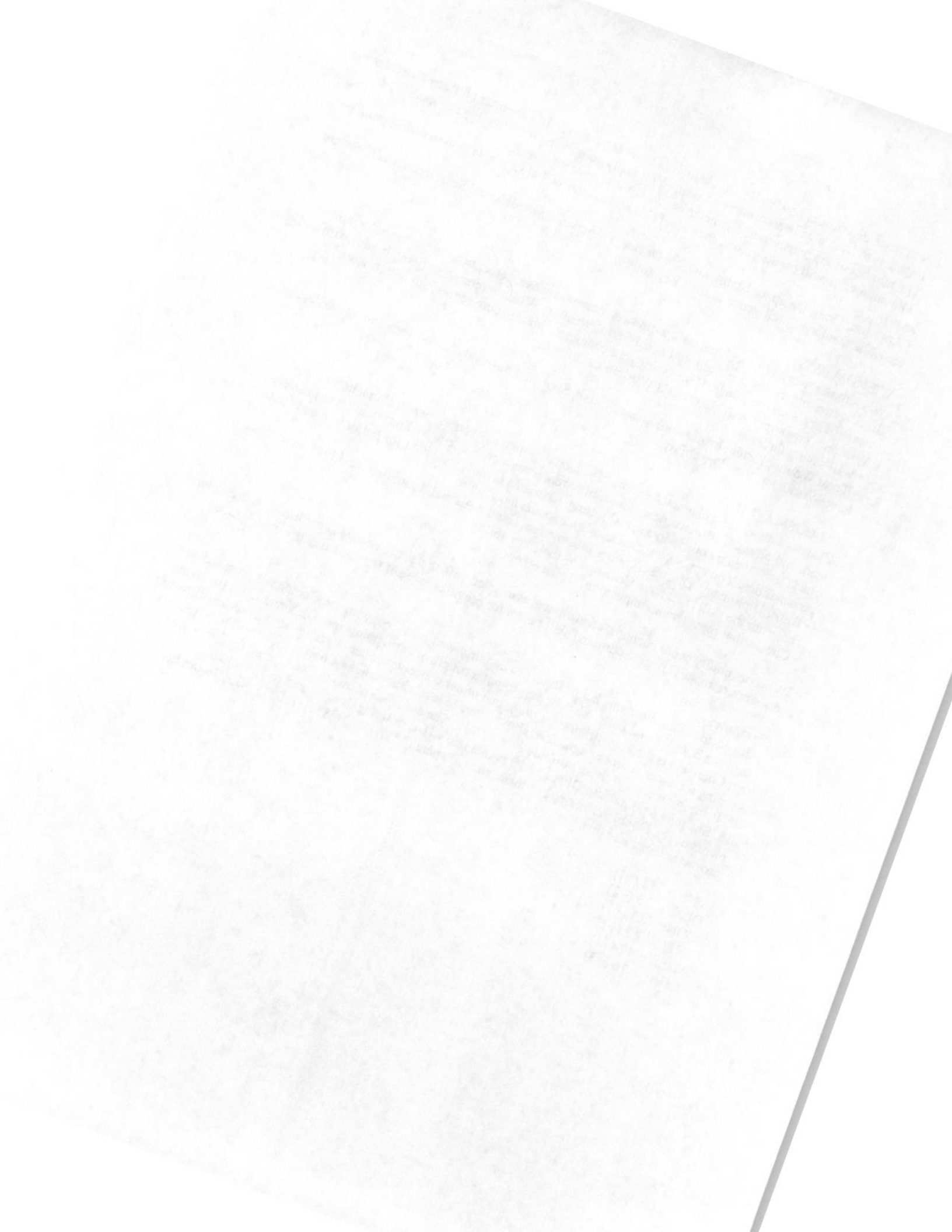
- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, and Perform checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if she increases her intelligence.

#### Example:

Julia decides that she wants her character to be fairly well balanced, with some emphasis on speed and agility in both wit and body. She chooses to put a couple of extra points into DEX and CHA (realizing that Charisma is the key attribute for *bluff*, one of her concepts for her character with a quick wit), while keeping the other scores at a modest, above-average level. She assigns 4 points each to STR, WIS, and INT, bringing each of those attribute scores to 12. She assigns 5 points to CON, bringing that score to 13. She puts 8 points into DEX and 10 points into CHA, bringing those scores to 15 and 16 respectively. Double-checking her math, she has spent  $(4*3)+(5*1)+(8*1)+(10*1) = 35$ . So far, her character looks like this:

STR: 12 (+1)  
DEX: 15 (+2)  
CON: 13 (+1)  
INT: 12 (+1)  
WIS: 12 (+1)  
CHA: 16 (+3)





## Choosing your class

Once you have determined your basic stats you then need to choose your initial character class. These character classes represent the mundane portion of your character's life: the occupation or responsibility that the character has to the community. There are some special sections for each class. See below for a description.

### Sidebar: Emphasis on Class vs. Martial Art Style

#### Hit Die

The die type used by characters of the class to determine the number of hit points gained each time they earn a new belt. A player rolls one die of the given type and the character's Constitution modifier is applied to the roll. Add the result to the character's hit point total. Even if the result is 0 or lower, a character will always gain at least 1 hit point.

A Jukyu (10<sup>th</sup> Kyu) gets the maximum hit points rather than rolling (the Constitution modifier is still applied), as well as a +10 bonus to their total. Mooks do not get this 10hp bonus during creation.

#### Class Skills:

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1st level and the number of skill points gained each level thereafter. A character's Intelligence modifier is applied to determine the total skill points gained each level (but always at least 1 point per level, even for a character with an Intelligence penalty).

A Jukyu (10<sup>th</sup> Kyu) starts with 4 times the number of skill points he or she receives upon attaining each new belt beyond the first. This represents the total accumulation of skills learned up to this point in the character's life.

The maximum ranks a character can have in a class skill is the character's level +3. A character can also buy skills from other classes' skill lists. Each skill point buys a half rank in these cross-class skills, and a character can only buy up to half the maximum ranks of a class skill.

#### Starting Abilities:

These are the feats that are gained when starting as a Jukyu in this class. If this is not your first class (IE Multi-classed) then you must choose only one of these abilities when you take your first level in the new class.

#### Starting Attribute Bonus:

This is the bonus to one of your basic six stats that you get when you take this class as a Jukyu.

#### Class Ability

Every basic class offers a selection of class abilities to choose from. A character gains an ability upon earning a new belt in a class. Class Abilities are considered to be extraordinary abilities. Some abilities have prerequisites that must be met before a character can select them.

#### Special Move:

Every style offers a selection of Special Moves to choose from. A character may choose to gain a special move in place of getting a class ability when they advance in rank. These special moves represent the special combat maneuvers that the characters learn as a part of studying their martial art. Some special moves have prerequisites that must be met before a character can select them. Most classes get a special move as a part of their starting abilities.

#### Bonus Feats:

Some character classes include a bonus feat list as a part of the Class Ability choices. When you get a Class Ability as a part of your character advancement, you may choose from this Bonus feat list rather than picking one of the other abilities given for that class. You must still meet the pre-requisites for these feats when you take them. Bonus feats must be selected from the list for the class you are gaining a level in.

### Class Table:

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

**Level:** The character's level in the class.

**Base Attack Bonus:** The character's base attack bonus and number of attacks.

**Fort Save:** The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.

**Ref Save:** The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.

**Will Save:** The base save bonus for Will saving throws. The character's Wisdom modifier also applies.  
**Class Features:** Level-dependent class features, each explained in the section that follows.

**Defense Bonus:** The character's bonus to Defense. The character's Dexterity modifier and equipment bonus also applies.

### **Class Features**

This entry details special characteristics of the class, including bonus feats and unique talents, which are gained as a character attains higher levels in the class

There are five basic classes for this game: Student, Civilian, Military, Brawler, and Athlete.

### **Class listings:**

#### **Students**

The student character class represents a character who has spent time learning skills, going to class, and getting to know the other students in the school they attend. The student's prime statistic is Intelligence. They are able to perform team attacks with other student characters during a fight. They have many abilities related to knowledge skills.

**Hit Die:** d8

**Class Skills:** Balance, Bluff, Computer Use, Concentration, Craft, Decipher Script, Disguise, Drive, Escape Artist, Gather Information, Hide, Jump, Knowledge (any), Listen, Navigate, Perform, Read, Write Language, Repair, Search, Sense Motive, Speak Language, Spot, Swim, Tumble  
**Skill Points Per Level:** 7

**Starting Attribute Bonus:** +2 Int

**Student Starting Abilities:**

Style Choice, Teammate, Research, Special move

#### **Class Ability**

Equipment Use

Equipment Super

Exploit Weakness

Planning

Strategy Master

Intelligent Defense

Savant

Linguist

Bonus Feat

**Bonus Feat List:** Athletic, Attentive, Builder, Creative, Educated, Gear head, Studios

**Special Ability Descriptions:**

#### Equipment Use

Benefit: Can improvise a weapon out of various materials available to them from the sporting or general school club that they belong to. They gain an additional d4 of damage to a special move when using this weapon.

#### Equipment Super

Prerequisite: Equipment Use

Benefit: The student can apply their improvised weapon as a part of a super move. They gain an additional d4 of damage to a super move when using this weapon.

#### Exploit Weakness

Benefit: After 1 round of combat, make a DC15 Int check. If successful, gain a +1 insight bonus to Sense Motive Checks for the next three rounds.

#### Planning

Prerequisite: Exploit Weakness

Benefit: Given time to prepare, a character can obtain a +1 insight bonus to their Sense Motive checks for X rounds, where  $X = (\text{Int Check} - 10)/3$ . Drop any fractional numbers obtained.

#### Strategy Master

Prerequisite: Planning

Benefit: +2 to Int checks for Exploit Weakness and Planning.

#### Intelligent Defense

Prerequisite: Strategy Master

Benefit: You have become so insightful that you now apply your Intelligence modifier to your defense rather than your dexterity bonus.

#### Teammate:

Benefit: Choose one of the three options when you get this ability: **flurry attack**, **ki attack**, or **healing**.

If you choose healing, you must pick one of the three types of healing: 10 hit points of healing, 3 groove levels restored, or 5 hit points of healing and 1 groove level restored. When teamed with another character with the Teammate feat, you can perform Team Attacks and double team attacks.

#### Research

Benefit: You gain a temporary rank in any knowledge skill equal to the number of hours you spent researching. This time must not be interrupted.

#### Savant

Benefit: Select one of the skills listed in the following paragraph. The Student gets to add a bonus equal to his or her Student when making checks with that skill. A Student can take this ability multiple times; each time it applies to a different skill.

Computer Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search.

#### Linguist

Prerequisite: Savant

Benefit: With this ability, the Student becomes a master linguist. Whenever the Student encounters a new language, either spoken or written, he or she can make an Intelligence check to determine if he or she can understand it. The check is made with a bonus equal to the character's Student level + the Intelligence modifier. For a written language, the bonus applies to a Decipher Script check instead. The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the character has as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other languages the hero knows; and DC 25 if the language is ancient or unique. With this special ability, a Student can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

Prerequisite: At least 1 rank in either Read/Write Language or Speak Language for each of three different languages.



Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Defense Bonus	Special Abilities
1	0	0	2	0	1	Starting Abilities, Class Ability
2	1	0	3	0	2	Class Ability or Special Move
3	1	1	3	1	2	Class Ability
4	2	1	4	1	3	Class Ability or Special Move
5	2	1	4	1	3	Class Ability
6	3	2	5	2	4	Class Ability or Special Move
7	3	2	5	2	4	Class Ability
8	4	2	6	2	5	Class Ability or Special Move
9	4	3	6	3	5	Class Ability
10	5	3	7	3	6	Class Ability and Special Move

## Civilian

These people represent the everyday person in this world. They are your basic nine to five workers. The civilian can represent someone ranging from the average bystander to a street fight, to a participant in a barroom brawl. Some characters take levels in civilian to represent a job or the ability to do more than just fight. This can also represent a character's taking of a job for income.

Hit Die: d6

Class Skills: Appraise, Bluff, Computer Use, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Drive, Forgery, Gather Information, Handle Animal, Hide, Intimidate, Investigate, Knowledge (any), Listen, Move Silently, Navigate, Perform, Pilot, Profession, Read/Write language, Repair, Ride, Search, Sense Motive, Speak Language, Spot, Swim, Treat Injury, Use Rope.

Skill Points Per Level: 7

Starting Attribute Bonus: +2 CHA

Starting Abilities

Style Choice, Special move, Contacts, Credit

### Class Ability

Improved Credit

Public Speaker

Cult of Personality

Treat Wound

Medical Specialist

Research

Extensive Research

Professional

Bonus Feat

Bonus Feat List: Leadership, Deceitful, Improved Leadership, Negotiator, Builder, Creative, Educated, Gear head, Trustworthy

### Special Ability descriptions:

#### Credit

Benefit: You have a line of credit. You have at your disposal an amount of money equal to your class level times 1000.

#### Improved Credit

Prerequisite: Credit

Benefit: You can increase your level by three for purposes of your credit check.

#### Research

Benefit: You gain a temporary rank in any knowledge skill for a number of rounds equal to the number of uninterrupted hours spent researching.

#### Extensive Research

Benefit: You gain three temporary ranks which can be distributed in up to three knowledge skills for a number of rounds equal to the number of uninterrupted hours spent researching.

#### Contacts

Benefit: On a successful Charisma check of DC 10 (secretly rolled by the Ref), a civilian can garner small favors from his street contacts or others to get whatever he needs at the moment, or to even to find a supply line to black-market or moderately illegal drugs or firearms. At a DC 15+, a Civilian can attempt to gain an expensive or illegal favor, such as information regarding the removal of evidence from a forensics room or the ability to buy low-level military hardware. Civilians are not always on the best of terms with their contacts, and as such on a failed roll may receive defective or inadequate products. This ability isn't situational and a Civilian can always crunch all he wants; there will be others with the same info for a price elsewhere. Due to the nature of this ability, repeated use of the same contacts can potentially cause a +5 or +10 increase in the DC if the Ref determines that the ability is

being overused. This increase in difficulty can result from the contact simply exhausting his immediate resources and is no indication of potential to help in the future. A standard rule of thumb is once per three days, depending on the expense of the favor. This ability gains a +1 for every three levels.

#### Public Speaker:

Benefit: You gain +2 to your Bluff and Diplomacy skills when used against large groups of people (more than 10 people).

#### Cult of Personality

Prerequisite: Public Speaker

Benefit: +3 to Charisma tests outside of combat.

#### Treat Wound

Benefit: Using a full attack action, this character may heal another character 1d6 + Charisma modifier. This ability will draw an attack of opportunity.

#### Medical Specialist

Prerequisites: Treat Wound

Benefit: Using a full attack action, this character may heal another character 2d6 + Intelligence modifier. This ability will draw an attack of opportunity.

#### Professional:

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Defense Bonus	Special Abilities
1	0	0	0	2	0	Starting Abilities, Class Ability
2	0	0	0	3	1	Class Ability or Special Move
3	1	1	1	3	1	Class Ability
4	1	1	1	4	2	Class ability
5	1	1	1	4	2	Class ability or Special Move
6	2	2	2	5	3	Class Ability
7	2	2	2	5	3	Class ability
8	2	2	2	6	4	Class ability or Special Move
9	3	3	3	6	4	Class Ability
10	3	3	3	7	5	Class ability and Special Move



## **Military**

These characters represent law enforcement characters or military service characters in the game. These characters have undergone training dealing with using weapons, working with tactics, and learning about the law.

Hit Die: d10

Class Skills: Bluff, Climb, Computer Use, Concentration, Craft, Decipher Script, Demolitions, Diplomacy, Disable Device, Disguise, Drive, Escape Artist, Forgery, Gather Information, Handle Animal, Hide, Intimidate, Investigate, Jump, Knowledge (any), Listen, Move Silently, Navigate, Perform, Pilot, Profession, Read/Write Language, Search, Sense Motive, Speak Language, Spot, Survival, Swim, Tumble, Use Rope

Skill Points Per Level: 7

Starting Attribute Bonus: +2 Wis

Starting Abilities: Style Choice, Athletics, Skill Focus (Knowledge(Tactics)), Adv Firearms, Special move

Class Abilities:

Gun Shuffle

Bonus Feat

Dog Call

Hunch

Run Hot

Priority 33

Shakedown

### **Dog Call**

Benefit: Military characters receive the ability to call for back-up, and the perps are well aware of this. If things get too hot for the rookie, once per encounter, the character can call 1d6 + Charisma modifier Military characters of 3<sup>rd</sup> level who will arrive within 1d6+6 minutes. While this has little use in immediate conflict, a character who knows he's about to get into something bigger than he can handle can plan to put the extra help to good use. As an additional benefit, beginning the round after the last radio contact, a military character also receives a +2 morale bonus to saving throws against charm effects, is immune to fear effects, and has a +1 morale bonus to attack rolls while he waits for the cavalry to save his skin. Overuse of this ability (determined by the Ref) can result in a loss of potency, such as fewer Military character arriving to assist or additional response time.

### **Hunch**

Prerequisites: Dog Call

Benefit: A Military character can determine someone's emotional state at a glance with a successful Sense Motive check. The character also receives +3 to Bluff and Diplomacy checks.

### **Run Hot**

Prerequisites: Hunch

Benefit: You gain a +4 morale bonus to all saves and a +2 competency bonus to all skills when in active pursuit of or arresting a suspect.

### **Priority 33**

Prerequisites: Run Hot

Benefit: This ability mirrors the Dog Call ability in that it is the ability to call on SWAT support or CSWAT in a pinch.. The number of officers who respond is 3d6 + Charisma modifier in SWAT or CSWAT, each of 3<sup>rd</sup> level who are led by one 5<sup>th</sup>-level Military character.

### **Shakedown**

Prerequisites: Priority 33

Benefit: You know where things are and how to get them. On a successful Charisma check of DC 10, a Military character can garner small favors from his street contacts or others to get whatever he needs at the moment, such as tickets to a sold-out game or info on where all the Jet that's hitting the streets is coming from. A Military character can also attempt to gain an expensive or illegal favor, such as removing evidence from a forensics room or having his favorite criminal released for the night. The DC for the Charisma check to acquire a major favor is at the discretion of the Ref, though at least a 20 is

recommended. This benefit isn't situational, and while a contact that was burned once by someone else probably won't help him again in a pinch, your pigeon may have to keep singing regardless of treatment.

### Gun Shuffle

Benefit: While using a single weapon, you may swap a small weapon to your empty hand and draw another small weapon into your free hand, combining both as a free action. This second weapon must be waist level or higher for this ability to be effective. You may then make a partial-action attack with your off-hand at a -4 in addition to any other penalties you may suffer.

### Military Bonus Feat List:

Combat Reflexes, Quick draw, Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack, combat Reflexes, Endurance, Improved Grapple, Leadership, Point Blank Shot, Far shot, precise shot, improved precise shot, quick reload, self sufficient, stealthy, toughness, weapon focus, weapon specialization, greater weapon specialization, greater weapon focus, burst fire, strafe, double tap, exotic, weapon proficiency

Note on Multiclassing: Characters multiclassing into another base class after taking levels in Military, they are considered to be retired from the service and no longer have access to the Dog Call tree of Class Abilities. Multiclassing into a prestige class does not necessarily entail retirement. Consult your Ref.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Defense Bonus	Special Abilities
1	1	2	0	0	2	Starting Abilities, Personal Firearm, Dog call
2	2	3	1	1	3	Class Ability or Special Move
3	3	3	1	1	3	Class Ability
4	4	4	1	1	4	Class Ability or Special Move
5	5	4	2	2	4	Class ability
6	6/1	5	2	2	5	Class Ability or Special Move
7	7/2	5	2	2	5	Class Ability
8	8/3	6	3	3	6	Class Ability or Special Move
9	9/4	6	3	3	6	Class Ability
10	10/5	7	3	3	7	Class Ability and Special Move

## Athlete

Some people spend a large chunk of their lives improving their bodies just for the physical competition. These people compete to prove themselves against other professional athletes on a regular basis.

Hit Die: d10

Class Skills: Balance, Climb, Concentration, Craft, Diplomacy, Drive, Escape Artist, Gather Information, Intimidate, Jump, Knowledge, Listen, Move Silently, Navigate, Perform, Profession, Read/Write language, Ride, Search, Sense Motive, Speak Language, Spot, Swim, Treat Injury, Tumble  
Skill Points Per Level: 5

Starting Attribute Bonus: +2 DEX

Starting Abilities: Style Choice, Special move, Acrobatic, Focused

Class Abilities:

Bonus Feat

Cult of Personality

Filthy Rich

Equipment Use

Equipment Super

Inc Speed I

Inc Speed II

The Zone

Cult of Personality: +3 to Charisma tests outside of combat.

Filthy Rich: \*\*\* Fill in \*\*\*

Equipment Use:

Benefit: Can improvise a weapon out of various materials available to them from the sporting or general school club that they belong to. They gain an additional d4 of damage to a special move when using this weapon.

Equipment Super:

Prerequisites: Equipment Use

Benefit: The student can apply their improvised weapon as a part of a super move. They gain an additional d4 of damage to a super move when using this weapon.

Increased Speed I

Benefit: This grants the character +5 feet to his/her base move.

Increased Speed II

Prerequisites: Increased Speed I

Benefit: This grants the character +5 feet to his/her base move.

The Zone

Benefit: Spend a full attack action to concentrate. Make a concentration check, if successful, grants +4 to STR or DEX for 3 rounds. These effects can be stacked.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Defense Bonus	Special Abilities
1	1	0	2	0	1	Starting Abilities, Athletic
2	2	1	3	1	1	Class Ability or Special Move
3	3	1	3	1	2	Class ability
4	4	1	4	1	2	Class Ability or Special Move
5	5	2	4	2	3	Class ability

6	6/1	2	5	2	3	Class Ability or Special Move
7	7/2	2	5	2	4	Class ability
8	8/3	3	6	3	4	Class Ability or Special Move
9	9/4	3	6	3	5	Class ability
10	10/5	3	7	3	5	Class Ability and Special Move



## **Brawler**

The brawler is a character who would be seen wading into a barroom brawl, or climbing into a wrestling ring as a professional wrestler. Their primary stat is strength.

Hit Die: d12

Class Skills: Concentration, Craft, Drive, Gather Information, Intimidate, Knowledge (any), Listen, Perform, Profession, Read/Write Language, Search, Sense Motive, Speak Language, Spot, Survival, Swim, Use Rope

Skill Points Per Level: 5

Starting Attribute Bonus: +2 STR

Starting Abilities: Style Choice, Special move, Rage

Class Ability:

Bonus Feat

Melee Smash 1

Melee Smash 2

Elemental DR 1

Elemental DR 2

True DR 1

Ignore Hardness 1

Ignore Hardness 2

Ignore Hardness 3

Bonus Feat List:

Blind Fighting, Combat Expertise, Imp Trip, Great Fort, Power Attack, Cleave, Great Cleave, Imp Bull Rush, Imp. Sunder, Toughness, Imp Overrun

**Rage:** A brawler can fly into a rage a certain number of times per day. In a rage, a brawler temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Defense. The increase in Constitution increases the Brawler's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a Brawler cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. He can use any feat he has except Combat Expertise. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Brawler may prematurely end his rage. At the end of the rage, the Brawler loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 7th-level brawler, at which point this limitation no longer applies; see below).

A Brawler can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and 8th level, he can use it one additional time per day (to a maximum of three times per day at 8th level). Entering a rage takes no time itself, but a Brawler can do it only during his action, not in response to someone else's action.

Melee Smash 1: Characters get +1 to damage. This damage does not apply to ranged attacks.

Melee Smash 2: Characters get +1 to damage. This damage does not apply to ranged attacks.

Melee Smash 3: Characters get +1 to damage. This damage does not apply to ranged attacks.

Elemental DR 1

Benefit: This ability grants you damage reduction of an element type. You must select from these element types: fire, water, earth, electricity, light (soul), and dark(psycho). When you gain this ability, you gain DR 1/element type. This feat can be taken multiple times, but must always be a type you have not taken previously.

Elemental DR 2

Prerequisite: Elemental DR 1

Benefit: You gain an additional point to one of your current Elemental DR choices. . This feat can be taken multiple times, but cannot be taken more times than you have Elemental DR I choices. None of your Elemental Damage types can go above 2 from selecting this feat.

### True DR 1

Prerequisite: Any Elemental DR 1

Benefit: By taking this ability, you gain Damage reduction 1/-. You must have at least one Elemental DR to take this ability.

### Ignore Hardness I

Benefit: You may ignore the first point of hardness when attacking physical objects.

### Ignore Hardness II

Prerequisites: Ignore Hardness I

Benefit: You may ignore the first two points of hardness when attacking physical objects.

### Ignore Hardness III

Prerequisites: Ignore Hardness II

Benefit: You may ignore the first three points of hardness when attacking physical objects.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Defense Bonus	Special Abilities
1	1	2	0	0	1	Starting Abilities, Rage
2	2	3	1	1	2	Class Ability or Special Move
3	3	3	1	1	2	Class Ability
4	4	4	1	1	3	Class Ability or Special Move
5	5	4	2	2	3	Class Ability
6	6/1	5	2	2	4	Class Ability or Special Move
7	7/2	5	2	2	4	Class Ability
8	8/3	6	3	3	5	Class Ability or Special Move
9	9/4	6	3	3	5	Class Ability
10	10/5	7	3	3	6	Class Ability or Special Move

## **Multiclassing and Advancement:**

**Character Advancement:** Characters gain an attribute point every four levels. Characters gain a general feat that they qualify for every three levels. Characters gain a super move they qualify for every three levels.

## **Multiclass Characters**

A character may add new classes as he or she progresses in levels, thereby becoming a multiclass character. The class abilities from all of a character's classes combine to determine a multiclass character's overall abilities.

## **Class and Level Features**

As a general rule, the abilities of a multiclass character are the sum of the abilities provided by each of the character's classes.

## **Level**

"Character level" is a character's total number of levels. It is used to determine when feats and ability score increases are gained.

"Class level" is the character's level in a particular class. For a hero whose levels are all in the same class, character level and class level are the same.

## **Hit Points**

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

## **Base Attack Bonus**

Add the base attack bonuses for each class to get the hero's base attack bonus. A resulting value of +4 or higher provides the hero with multiple attacks. The maximum attacks per round is 4.

Base Attack Bonus	Additional Attacks at
+4	+1
+5	+2
+6	+3
+7	+4 +1
+8	+5 +2
+9	+6 +3
+10	+7 +4 +1
+13	+8 +5 +2
+14	+9 +6 +3
+15	+10 +7 +4
+16	+11 +8 +5
+17	+12 +9 +6
+18	+13 +10 +9
+19	+14 +11 +10
+20	+15 +12 +11

To use multiple attacks in the same round, a character must use a full attack, which is a full-round action.

## **Saving Throws**

Add the base save bonuses for each class together.

## **Defense Bonus**

Add the Defense bonuses for each class together.

**Skills**

A multiclass hero uses his or her character level to determine the maximum ranks the hero can have in a skill. If a skill is a class skill for any of a multiclass hero's classes, then use character level to determine a skill's maximum rank. (The maximum rank for a class skill is 3 + character level.)

When a multiclass hero gains a level in a class, he or she spends that level's skill points as a member of that class. Only that class's class skills may be purchased as class skills. All other skills, including skills for another class the hero has levels in, are considered cross-class skills when ranks in those skills are purchased at this level.

**Class Features**

The character gets all class features (class abilities, bonus feats, or special moves) of all classes for the levels he or she possesses.

**Feats**

A multiclass character receives a new feat every three character levels, regardless of individual class level. Taking one level in a new class does not entitle a character to receive all the special abilities that a beginning 1st-level character gets.

**Ability Increases**

A multiclass character increases one ability score by +1 every four character levels, regardless of individual class level.

**Adding a Second Class**

When a character with one class gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. This could be a basic class or, if the character qualifies for it, an advanced class.

The character gains the 1st-level base attack bonus, base save bonuses, class skills, other class features of the new class, hit points of the appropriate die type, and the new class's number of skill points gained at each additional level (not that number x4, as is the case for a 1st-level character). Characters also select one of the starting abilities for that class. Picking up a new class is not exactly the same as starting a character in that class. When picking up a new class, a hero doesn't receive maximum hit points but should roll the new Hit Die.

**Advancing a Level**

Each time a multiclass character attains a new level, the hero either increases one of his or her current class levels by one or picks up a new class at 1st level.

When a multiclass character increases one of his or her class levels by one, the character gets all the standard benefits that characters receive for attaining the new level in that class: more hit points, possible bonuses on attack rolls, Defense, and saving throws (depending on the class and the new level), a new class feature (as defined by the class), and new skill points. Characters also select one of the starting abilities for that class. They do not receive all of the starting abilities of the new class.

Skill points are spent according to the class that the multiclass character just advanced in. Skills are purchased at the cost appropriate for that class.

In general, a character can have levels in as many different classes as there are classes.

(optional) Characters can switch/add styles every 5 levels



## World Warriors:

There are three prestige classes available to characters during their advancement.

Light	Strong	Fierce	
D8	d10	d12	HD
B	B	G	Fort
G	B	B	Ref
B	G	B	Will
7	6	5	SKp/Lvl

All of the world warrior classes use this advancement:

Defense: each class gains a Defensive bonus to AC as follows:

level	Light	Strong	Fierce	Ability
				Class Ability or Special Move or Style Choice
1	3	2	1	Class Ability or Special Move
2	4	2	2	Class Ability or Special Move
3	4	3	2	Class Ability or Special Move
4	5	3	3	Class Ability or Special Move
5	5	4	3	Class Ability or Style Choice
6	6	4	4	Class Ability or Special Move
7	6	5	4	Class Ability or Special Move
8	7	5	5	Class Ability or Special Move
9	7	6	5	Class Ability or Special Move
10	8	6	6	Class Ability and Special Move

### World Warrior (light)

Hit Die: d8

Prerequisites: Dex 15+, Must know four special moves.

Class Skills: Balance, Bluff, Concentration, Craft, Drive, Escape Artist, Gather Information, Hide, Jump, Knowledge (any), Listen, Move Silently, Perform, Profession, Read/Write Language, Search, Sense Motive, Speak Language, Spot, Swim, Treat Injury, Tumble

Skill Points Per Level: 7

Class Ability

Air Block  
 Uncanny Dodge I  
     Uncanny Dodge II  
 Increased Speed I  
     Increased Speed II  
     Increased Speed III  
 Leaping Sidestep  
 Air Throw  
 Bonus Feat

Bonus Feats: Acrobatic, Athletic, Blind Fight, Combat Expertise, Combat Reflexes, Defensive Martial Arts, Dodge, Focus, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Mobility, Nimble, Quick draw, Run, Spring Attack, Unbalance Opponent, Weapon finesse, Weapon Focus, Whirlwind Attack.

#### Air Block

Benefit: Gain the Special Move Air Block regardless of prerequisites or move maximums

#### Leaping Sidestep

Benefit: Gain the special move Leaping Sidestep regardless of prerequisites or move maximums

#### Increased Speed I

Benefit: This grants the character +5 feet to his/her base move.

#### Increased Speed II

Prerequisites: Increased Speed I

Benefit: This grants the character +5 feet to his/her base move.

#### Increased Speed III

Prerequisites: Increased Speed II

Benefit: This grants the character +5 feet to his/her base move.

#### Uncanny Dodge 1

Benefit: The character retains his or her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The character still loses his or her Dexterity bonus to Defense if the character is immobilized.)

#### Uncanny Dodge 2

Prerequisites: uncanny dodge 1.

Benefit: can no longer be flanked; the character can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.

**World Warrior (strong)**

Hit Die: d10

Prerequisites: STR 15+, Must know four special moves.

Class Skills: Bluff, Climb, Concentration, Craft, Drive, Escape Artist, Gather Information, Hide, Intimidate, Jump, Knowledge, Listen, Navigate, Perform, Profession, Read/Write Language, Search, Sense Motive, Speak Language, Spot, Swim, Treat Injury, Tumble

Skill Points Per Level:6

Class Ability:

Melee Smash I

Melee Smash II

Melee Smash III

Exploit Weakness

Planning

Strategy Master

Rolling Sidestep

Rolling Throw

Bonus Feat

Bonus Feats: Athletic, Attentive, Blind Fight, Cleave, Combat Expertise, Combat Reflexes, Combat Throw, Defensive Martial Arts, Improved Bullrush, Improved Grapple, Iron Will, Improved Sunder, Power Attack, Toughness, Weapon Focus

## **World Warrior (fierce)**

Hit Die: d12

Prerequisites: Con 15+, Must know four special moves

Class Skills: Bluff, Concentration, Craft, Drive, Escape Artist, Gather Information, Intimidate, Knowledge, Listen, Perform, Profession, Read/Write Language, Search, Sense Motive, Speak Language, Spot, Survival, Swim, Treat Injury, Tumble

Skill Points Per Level:5

Class Ability:

Elemental DR 1

Elemental DR 2

Elemental DR 3

True DR 1

True DR 2

Rag doll Throw

Flying Tackle

Bonus Feat

Bonus Feats: Blind Fight, Cleave, Combat Expertise, Combat Throw, Defensive Martial Arts, Endurance, Great Cleave, Great Fortitude, Improved Bullrush, Improved Grapple, Improved Overrun, Power Attack, Run, Toughness, Weapon Focus, Athletic, Frightful Presence, Combat Reflexes, Improved Sunder

### **Elemental DR 1**

Benefit: This ability grants you damage reduction of an element type. You must select from these element types: fire, water, earth, electricity, light (soul), and dark(psycho). When you gain this ability, you gain DR 1/element type. This feat can be taken multiple times, but must always be a type you have not taken previously.

### **Elemental DR 2**

Prerequisite: Elemental DR 1

Benefit: You gain an additional point to one of your current Elemental DR choices. . This feat can be taken multiple times, but cannot be taken more times than you have Elemental DR I choices. None of your Elemental Damage types can go above 2 from selecting this feat.

### **Elemental DR 3**

Prerequisite: Any Elemental DR 2

Benefit: You gain an additional point to one of your current Elemental DR choices. . This feat can be taken multiple times, but cannot be taken more times than you have Elemental DR 2 choices. None of your Elemental Damage types can go above 3 from selecting this feat.

### **True DR 1**

Prerequisite: Any Elemental DR 1

Benefit: By taking this ability, you gain Damage reduction 1/-. You must have at least one Elemental DR to take this ability.

### **True DR 2.**

Prerequisite: True DR 1

Benefit: By taking this ability, you gain Damage reduction 2/-. You must have True DR 1 to take this ability.

Rag doll Throw – Character can take the special move: rag doll throw regardless of prerequisites or move maximums

Flying Tackle – Character can take the special move: Flying Tackle regardless of prerequisites or move maximums



## Skills

### Summary

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get 1/2 rank per skill point.

Your maximum rank in a class skill is your character level + 3.

Your maximum rank in a cross-class skill is one-half of this number (do not round up or down).

**Using Skills:** To make a skill check, roll: 1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers)

This roll works just like an attack roll or a saving throw—the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result.

**Skill Ranks:** A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

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

**Miscellaneous Modifiers:** Miscellaneous modifiers include style bonuses, armor check penalties, and bonuses provided by feats, among others.

Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a cross-class skill gets your character 1/2 rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill check, but two 1/2 ranks make 1 rank.) You can't save skill points to spend later.

The maximum rank in a class skill is the character's level + 3. If it's a cross-class skill, the maximum rank is half of that number (do not round up or down).

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum rank equals your total character level + 3.

### USING SKILLS

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

### SKILL CHECKS

A skill check takes into account a character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account what armor he or she is wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including style bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

### Difficulty Class

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

**Table: Difficulty Class Examples**

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nearly impossible (40)	Track a deer across hard ground after 24 hours of rainfall (Survival)

### Opposed Checks

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

**Table: Example Opposed Checks**

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make a bully back down	Intimidate (Cha)	Special <sup>1</sup>
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)

<sup>1</sup> An Intimidate check is opposed by the target's level check, not a skill check. See the Intimidate skill description for more information.

### Trying Again

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

### Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Many skills can be used only by someone who is trained in them.

### Favorable and Unfavorable Conditions

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

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

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

4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

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

### **Time and Skill Checks**

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action.

These skill checks are not actions. Other skill checks represent part of movement.

### **Checks without Rolls**

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

**Taking 10:** When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

**Taking 20:** When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

**Ability Checks and Caster Level Checks:** The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to caster level checks.

### **COMBINING SKILL ATTEMPTS**

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

### **Individual Events**

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters Climb check.

### **Aid Another**

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.



## Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

## ABILITY CHECKS

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check.

**In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.**

## SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here. Here is the format for skill descriptions.

### SKILL NAME

The skill name line includes (in addition to the name of the skill) the following information.

**Key Ability:** The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Speak Language has "None" as its key ability because the use of this skill does not require a check.

**Trained Only:** If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

**Armor Check Penalty:** If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

**Check:** What a character ("you" in the skill description) can do with a successful skill check and the check's DC.

**Action:** The type of action using the skill requires, or the amount of time required for a check.

**Try Again:** Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

**Special:** Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

**Synergy:** Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See Table 4-5 for a complete list of bonuses granted by synergy between skills (or between a skill and a class feature).

**Restriction:** The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.

**Untrained:** This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated as "Trained Only").

## APPRAISE (INT)

**Check:** You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

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.

**Special:** A dwarf gets a +2 racial bonus on Appraise checks that are related to stone or metal items because dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).

The master of a raven familiar gains a +3 bonus on Appraise checks.

A character with the Diligent feat gets a +2 bonus on Appraise checks.

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

**Untrained:** For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

#### BALANCE (DEX; ARMOR CHECK PENALTY)

**Check:** You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

Narrow Surface	Balance DC <sup>1</sup>	Difficult Surface	Balance DC <sup>1</sup>
7–12 inches wide	10	Uneven flagstone	10 <sup>2</sup>
2–6 inches wide	15	Hewn stone floor	10 <sup>2</sup>
Less than 2 inches wide	20	Sloped or angled floor	10 <sup>2</sup>

1 Add modifiers from Narrow Surface Modifiers, below, as appropriate.

2 Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

#### Narrow Surface Modifiers

Surface	DC Modifier <sup>1</sup>
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

1 Add the appropriate modifier to the Balance DC of a narrow surface.

These modifiers stack.

**Being Attacked while Balancing:** You are considered flat-footed while balancing, since you can't move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any). If you have 5 or more ranks in Balance, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

**Accelerated Movement:** You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

**Action:** None. A Balance check doesn't require an action; it is made as part of another action or as a reaction to a situation.

**Special:** If you have the Agile feat, you get a +2 bonus on Balance checks.

**Synergy:** If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance checks.

#### BLUFF (CHA)

**Check:** A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too

much of the target. For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a *suggestion* spell.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

**Feinting in Combat:** You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a non intelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity.

**Creating a Diversion to Hide:** You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you.

This usage does not provoke an attack of opportunity.

**Delivering a Secret Message:** You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made to transmit in order to intercept your message (see Sense Motive).

**Action:** Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

**Try Again:** Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

Each retry carries the same chance of miscommunication.

**Special:** If you have the Persuasive feat, you get a +2 bonus on Bluff checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

### Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	-5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

### CLIMB (STR; ARMOR CHECK PENALTY)

**Check:** With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

A climber's kit gives you a +2 circumstance bonus on Climb checks.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

## Climb

DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the <i>rope trick</i> spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging. Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
15	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
20	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

## Climb DC Modifier<sup>1</sup>

Modifier <sup>1</sup>	Example Surface or Activity
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
-5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).

<sup>1</sup> These modifiers are cumulative; use any that apply.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

**Accelerated Climbing:** You try to climb more quickly than normal. By accepting a -5 penalty, you can move half your speed (instead of one-quarter your speed).

**Making Your Own Handholds and Footholds:** You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand axe or similar implement can cut handholds in an ice wall.

**Catching Yourself When Falling:** It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

**Catching a Falling Character While Climbing:** If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

**Action:** Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

**Special:** You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

If you have the Athletic feat, you get a +2 bonus on Climb checks.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a -5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

**Synergy:** If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.



### Computer Use (Int)

**Check:** Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

**Find File:** This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching. Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	Time	DC
Personal computer	1 round	10
Small office network	2 rounds	15
Large office network	1 minute	20
Massive corporate network	10 minutes	25

**Defeat Computer Security:** This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

### Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

**Covering Tracks:** This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a -5 penalty on any attempt made to identify the character if his or her activity is detected.

**Access the Site:** There are two ways to do this: physically or over the Internet.

**Physical Access:** A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

**Internet Access:** Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.



**Locate What You're Looking For:** To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

**Defeat File Security:** Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

**Do Your Stuff:** Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

**Defend Security:** If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

This application of the skill can be used to intercept a cell phone conversation if the character has a cellular interceptor. The DC is 35, or 25 if the character knows the number of the phone that initiated the call.

**Degrade Programming:** A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do.

Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

**Write Program:** A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

**Operate Remote Device:** Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

**Special:** A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

A character with the Gear head feat gets a +2 bonus on all Computer Use checks.

Time: Computer Use requires at least a full-round action. The Ref may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	-5	—
Exceptional security	+10	—
Maximum security	+15	—

### CONCENTRATION (CON)

**Check:** You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include performing a special move or using a skill that would provoke an attack of opportunity. In general, if an action wouldn't normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table below summarizes various types of distractions that cause you to make a Concentration check. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Concentration DC	Distraction
10 + damage dealt	Damaged during the action. <sup>1</sup>
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, below-decks in a storm-tossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned.
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.

<sup>1</sup> Such as during the execution of a special move, or of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the special move or the action being taken (for activities requiring no more than a full-round action).

**Action:** None. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

**Try Again:** Yes, though a success doesn't cancel the effect of a previous failure.

**Special:** You can use Concentration to use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity. The DC of the check is 15. If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

### CRAFT (INT)

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no money is required to use the skill).

### Craft (chemical) (INT; TRAINED ONLY)

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Type of Acid	Purchase	Craft DCs		
	Price	Acid	Base	Time
Mild (1d6/1d10) <sup>1</sup>	\$70	15	10	1 min.
Potent (2d6/2d10)	\$200	20	15	30 min.
Concentrated (3d6/3d10)	\$650	30	20	1 hr.

<sup>1</sup> The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built	Purchase	Craft	
	Price	DC	Time
Improvised (1d6/5 feet) <sup>1</sup>	\$40	10	1 round
Simple (2d6/5 feet)	\$200	15	10 min.
Moderate (4d6/10 feet)	\$450	20	1 hr.
Complex (6d6/15 feet)	\$2,000	25	3 hr.
Powerful (8d6/20 feet)	\$9,000	30	12 hr.
Devastating (10d6/25 feet)	\$35,000	35	24 hr.

<sup>1</sup> The figures in parentheses are typical damage/burst radius for each type of explosive.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase Price: The price to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market "bribe price."

Remember to pay the "bribe price" to gain access to the poison on the black market, then pay the purchase price per dose of the poison purchased.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.



If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Table: poisons

Craft	Save	Initial	Secondary	Purchase			
Poison	Type	DC	Damage	Damage	Price	Restriction	DC
Time							
Arsenic	Ingested		15	1d4 Str 2d4 Con		\$90	Res (+2)
	\$6,500 4 hr.						
Atropine	Injury	13	1d6 Dex	1d6 Str	\$12	Res (+2)	
\$350	1 hr.						
Belladonna (plant)	Injury	18	1d6 Str 2d6 Str		\$350	Lic (+1)	
n/a	n/a						
Blue vitriol	Injury	12	1d2 Con	1d2 Con	\$12	Res (+2)	
	\$90 1 hr.						
Blue-ringed	Injury	15	1d4 Con	1d4 Con	\$350	Lic (+1)	
	n/a n/a						
octopus venom							
Chloral hydrate	Ingested		18	1d6 Dex	Unconsciousness	\$200	Res (+2)
	\$20,000 8 hr.						
			1d3 hours				
Chloroform 1	Inhaled	17	Unconsciousness	—	\$90	Res (+2)	
\$6,500 4 hr.							
			1d3 hours				
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	\$500	Res (+2)	
	n/a n/a						
Cyanide	Injury	16	1d6 Con	2d6 Con	\$500	Mil (+3)	
	\$50,000 15 hr.						
Cyanogens	Inhaled	19	1d4 Dex	2d4 Con	\$200	Mil (+3)	
	\$20,000 8 hr.						
DDT	Inhaled	17	1d2 Str 1d4 Str		\$90	Lic (+1)	\$2,000 4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness	\$200	Res (+2)	
\$12,000 8 hr.							
			1d3 hours				
Lead arsenate (gas)	Inhaled	12	1d2 Str 1d4 Con		\$40	Res (+2)	
	\$900 2 hr.						
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	\$40	Res (+2)	
	\$1,200 2 hr.						
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	\$200	Mil (+3)	
	\$12,000 8 hr.						
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	\$90	Res (+2)	
	\$2,000 4 hr.						
Paris green (solid)	Ingested		14	1d4 Con	1d4 Con		\$90
	Res (+2)		\$6,500 4 hr.				
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis	\$275	Lic (+1)	
	n/a n/a						
			2d6 minutes				
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con		\$200	Lic
(+1)	n/a n/a						
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	\$500	Illegal (+4)	
	\$35,000 15 hr.						
Scorpion/tarantula	Injury	11	1d2 Str 1d2 Str		200	Lic (+1)	
	n/a n/a						
venom							
Strychnine	Injury	19	1d3 Dex	2d4 Con	\$90	Res (+2)	
	\$5,000 4 hr.						
Tear gas	Inhaled	15	Blindness —		\$90	Res (+2)	
\$2,750 4 hr.							
			1d6 rounds				



VX nerve gas    Inhaled 22    1d6 Con    2d6 Con    \$2,750    Illegal (+4)  
                          \$1.2mil 48 hr.

1 Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

Special: A character without a chemical kit takes a -4 penalty on Craft (chemical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (chemical) checks.

### **Craft (electronic) (INT; TRAINED ONLY)**

*This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.*

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Referee decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built	Purchase	Craft	
Electronics (Examples)	Price	DC	Time
Simple (timer or detonator)	\$70	15	1 hr.
Moderate	\$200	20	12 hr.
(radio direction finder, electronic lock)			
Complex (cell phone)	\$650	25	24 hr.
Advanced (computer)	\$3,500	30	60 hr.

Special: A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks.

A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

### **Craft (mechanical) (INT; TRAINED ONLY)**

*This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Referee decides if the device is simple, moderate, complex, or advanced compared to current technology.*

Type of Scratch-Built	Purchase	Craft	
Mechanical Device (Examples)	Price	DC	Time
Simple (tripwire trap)	\$30	15	1 hr.
Moderate	\$200	20	12 hr.
(engine component, light armor)			
Complex	\$650	25	24 hr.
(automobile engine, 9mm autoloader handgun)			
Advanced (jet engine)	\$2,000	30	60 hr.

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (mechanical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

### **Craft (pharmaceutical) (INT; TRAINED ONLY)**

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease. The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude	Purchase	Craft	
Save DC	Price	DC	Time
14 or lower	\$30	15	1 hr.
15-18	\$120	20	3 hr.
19-22	\$500	25	6 hr.
23 or higher	\$2,000	30	12 hr.

Special: A character without a pharmacist kit takes a -4 penalty on Craft (pharmaceutical) checks.

A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

### **Craft (structural) (INT)**

*This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.*

Type of Scratch-Built	Purchase	Craft
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Structure (Examples)	Price	DC	Time
Simple (bookcase, false wall)	\$30	15	12 hr.
Moderate (catapult, shed, house deck)	\$120	20	24 hr.
Complex (bunker, domed ceiling)	\$500	25	60 hr.
Advanced (house)	\$2,000	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Referee decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (structural) checks.

A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

### **Craft (visual art) (INT)**

This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.

Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase price of \$30.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10-19	Talented amateur
20-24	Professional
25-30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (visual art) checks.

### **Craft (writing) (INT)**

*This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.*

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.

No Wealth check is necessary to use this Craft skill.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10-19	Talented amateur
20-24	Professional
25-30	Expert
31 or higher	Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (writing) checks.

### **DECIPHER SCRIPT (INT; TRAINED ONLY)**

**Check:** A character can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the Ref makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The Ref secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

**Action:** Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

**Try Again:** No.

**Special:** A character with the Studious feat gets a +2 bonus on Decipher Script checks.

### DEMOLITIONS (INT; TRAINED ONLY)

**Check:** Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

**Set Detonator:** Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

**Place Explosive Device:** Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The Ref makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

**Disarm Explosive Device:** Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

**Special:** A character can take 10 when using the Demolitions skill, but can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.

A character without a demolitions kit takes a -4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

**Time:** Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

### DIPLOMACY (CHA)

**Check:** You can change the attitudes of others (nonplayer characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

**Action:** Changing others' attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action, but you take a -10 penalty on the check.

**Try Again:** Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

**Special:** If you have the Trustworthy feat, you get a +2 bonus on Diplomacy checks.

**Synergy:** If you have 5 or more ranks in Bluff, Knowledge (Streetwise), or Sense Motive, you get a +2 bonus on Diplomacy checks.

### INFLUENCING NPC ATTITUDES

Use the table below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a nonplayer character, or wild empathy checks made to influence the attitude of an animal or magical beast.

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Attitude	Means	Possible Actions
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Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

### *DISABLE DEVICE (INT; TRAINED ONLY)*

**Check:** The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

**Traps and Sabotage:** Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The Ref rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally. A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

**Open Lock:** A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lock pick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.

**Disable Security Device:** A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

**Time:** Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

**Try Again?:** Yes, though the character must be aware that he or she has failed in order to try again.

**Special:** A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed.

Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lock pick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic tool kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a -4 penalty on your check.

A character with the Nimble Fingers feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

### *DISGUISE (CHA)*

**Check:** Your Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. If you don't draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Spot checks. You get only one Disguise check per use of the skill, even if several people are making Spot checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.



Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender <sup>1</sup>	-2
Appropriate Uniform or Costume <sup>1</sup>	+2
Disguised as different age category <sup>1</sup>	-2 <sup>2</sup>

<sup>1</sup>These modifiers are cumulative; use any that apply.

<sup>2</sup>Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a Spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot modifier for the group.

**Action:** Creating a disguise requires 1d3×10 minutes of work.

**Try Again:** Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you're being observed and you try to act in character.

**Special:** A character can take 10 or take 20 when establishing a disguise.

*A character without a disguise kit takes a -4 penalty on Disguise checks.*

A character with the Deceptive feat gets a +2 bonus on all Disguise checks.

A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

### DRIVE (DEX)

**Check:** Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.

**Try Again?:** Most driving checks have consequences for failure that make trying again impossible.

**Special:** A character can take 10 when driving, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks.

**Time:** A Drive check is a move action.

### ESCAPE ARTIST (DEX; ARMOR CHECK PENALTY)

**Check:** The table below gives the DCs to escape various forms of restraints.

*Ropes:* Your Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

*Manacles and Masterwork Manacles:* The DC for manacles is set by their construction.

*Tight Space:* The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

*Grappler:* You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Restraint	Escape Artist DC
Ropes	Binder's Use Rope check at +10
Net	20
Manacles	30
Tight space	30
Masterwork manacles, Handcuffs	35
Grappler	Grappler's grapple check result

**Action:** Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

**Try Again:** Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

**Special:** If you have the Nimble feat, you get a +2 bonus on Escape Artist checks.

**Synergy:** If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Use Rope checks to bind someone.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

### FORGERY (INT)

**Check:** Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

Factor	Check Modifier	Time
Document Type		
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	-2	20 min.
Complex (stock certificate, driver's license)	-4	1 hr.
Difficult (passport)	-8	4 hr.
Extreme (military/law enforcement ID)	-16	24 hr.
Familiarity		
Unfamiliar (seen once for less than a minute)	-4	
Fairly familiar (seen for several minutes)	+0	
Quite familiar (on hand, or studied at leisure)	+4	
Forger has produced other documents of same type	+4	
Document includes specific signature	-4	

The Forgery check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

**Action:** Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

**Try Again:** Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

**Special:** If you have the Deceitful feat, you get a +2 bonus on Forgery checks.

A character can take 10 when making a Forgery check, but can't take 20.

A character with the Meticulous feat gets a +2 bonus on all Forgery checks.

A character without a forgery kit takes a -4 penalty on Forgery checks.

**Restriction:** Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question.

### GATHER INFORMATION (CHA)

**Check:** An evening's time, a few dollars for buying drinks and making friends, and a DC 10 Gather Information check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher. Some examples follow:

DC	Type of Knowledge
10	Common; known by a substantial minority of the population
20	Uncommon but available; known by only a few people
25	Obscure; known by few low-profile people; 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
40	Information has never been electronically transmitted in its entirety and must be pieced together from other resources

**Action:** A typical Gather Information check takes 1d4+1 hours.

**Try Again:** Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

**Special:** If you have the Investigator feat, you get a +2 bonus on Gather Information checks.

If you have the Trustworthy feat, you get a +2 bonus on Gather Information checks.

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

### HANDLE ANIMAL (CHA; TRAINED ONLY)

**Check:** The DC depends on what you are trying to do.

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20 <sup>1</sup>
Train an animal for a general purpose	15 or 20 <sup>1</sup>
Rear a wild animal	15 + HD of animal

<sup>1</sup>See the specific trick or purpose below.

General Purpose	DC	General Purpose	DC
Combat riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy labor	15		



*Handle an Animal:* This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

*"Push" an Animal:* To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

*Teach an Animal a Trick:* You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

**Attack (DC 20):** The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

**Come (DC 15):** The animal comes to you, even if it normally would not do so.

**Defend (DC 20):** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

**Down (DC 15):** The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

**Fetch (DC 15):** The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

**Guard (DC 20):** The animal stays in place and prevents others from approaching.

**Heel (DC 15):** The animal follows you closely, even to places where it normally wouldn't go.

**Perform (DC 15):** The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

**Seek (DC 15):** The animal moves into an area and looks around for anything that is obviously alive or animate.

**Stay (DC 15):** The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

**Track (DC 20):** The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

**Work (DC 15):** The animal pulls or pushes a medium or heavy load.

*Train an Animal for a Purpose:* Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

**Combat Riding (DC 20):** An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also "upgrade" an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don't require any additional training for this purpose.

**Fighting (DC 20):** An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

**Guarding (DC 20):** An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

**Heavy Labor (DC 15):** An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.



**Hunting (DC 20):** An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

**Performance (DC 15):** An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

**Riding (DC 15):** An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

**Rear a Wild Animal:** To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

**Action:** Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid or ranger can handle her animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

**Try Again:** Yes, except for rearing an animal.

**Special:** You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

If you have the Animal Affinity feat, you get a +2 bonus on Handle Animal checks.

**Synergy:** If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks and wild empathy checks.

**Untrained:** If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals.

### **HIDE (DEX; ARMOR CHECK PENALTY)**

**Check:** Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a -10 penalty because you have to move fast.

**Sniping:** If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself after the shot.

**Creating a Diversion to Hide:** You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

**Tailing:** A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.

**Action:** Usually none. Normally, you make a Hide check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

**Special:** If you have the Stealthy feat, you get a +2 bonus on Hide checks.

A character can take 10 when making a Hide check, but can't take 20.

Time: A Hide check is an attack action.

### *INTIMIDATE (CHA)*

**Check:** You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

**Demoralize Opponent:** You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a -2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

**Action:** Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

**Try Again:** Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

**Special:** You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can non intelligent creatures.

If you have the Persuasive feat, you get a +2 bonus on Intimidate checks.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

### *Investigate (Int)*

Trained Only

**Check:** A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

**Analyze Clue:** The character can make an Investigate check to apply forensics knowledge to a clue.

This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
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Every day since event (max modifier +10)	+2
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Scene is outdoors	+5
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Scene slightly disturbed	+2
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Scene moderately disturbed	+4
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Scene extremely disturbed	+6
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**Collect Evidence:** The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.

To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.

**Try Again?:** Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

**Special:** A character can take 10 when making an Investigate check, but cannot take 20.

Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

### ***JUMP (STR; ARMOR CHECK PENALTY)***

**Check:** The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a -6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate).

If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

**Long Jump:** A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

<b>Long Jump Distance</b>	<b>Jump DC<sup>1</sup></b>
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

<sup>1</sup> Requires a 20-foot running start.

Without a running start, double the DC.

**High Jump:** A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

<b>High Jump Distance<sup>1</sup></b>	<b>Jump DC<sup>2</sup></b>
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

<sup>1</sup> Not including vertical reach; see below.

<sup>2</sup> Requires a 20-foot running start. Without a running start, double the DC.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average



creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Quadruped creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

<i>Creature Size</i>	<i>Vertical Reach</i>
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

**Hop Up:** You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

**Jumping Down:** If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

**Action:** None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

**Special:** Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

If you have the Run feat, you get a +4 bonus on Jump checks for any jumps made after a running start.

If you have the Acrobatic feat, you get a +2 bonus on Jump checks.

**Synergy:** If you have 5 or more ranks in Tumble, you get a +2 bonus on Jump checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

### **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.

Art

Behavioral Sciences

Business

Civics

Current Events

Earth and Life Sciences

Rich and Famous

Physical Sciences

Popular Culture

Streetwise

Tactics

Technology

Theology and Philosophy

- Arcane Lore (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- 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)
- Nature (animals, plants, seasons and cycles, weather, vermin)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols)



**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).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

**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, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

**Synergy:** 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 aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

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).

### *Listen (Wis)*

**Check:** Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.

The Ref may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity.

The Ref may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.

A successful Listen check when there isn't anything to hear results in the character hearing nothing.

DC	Sound
-10	A battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level military character sneaking up on someone <sup>1</sup>
20	A tiger stalking prey <sup>1</sup>
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

<sup>1</sup> This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

**Try Again?:** A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.

**Special:** When several characters are listening to the same thing, the Ref can make a single 1d20 roll and use it for all the listeners' skill checks.

A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.

A character with the Alertness feat gets a +2 bonus on all Listen checks.

A sleeping character can make Listen checks, but takes a -10 penalty on the checks.

**Time:** A Listen check is either a reaction (if called for by the Ref) or a move action (if a character actively takes the time to try to hear something).

### *MOVE SILENTLY (DEX; ARMOR CHECK PENALTY)*

**Check:** Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

<i>Surface</i>	<i>Check Modifier</i>
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, deep snow)	-5

**Action:**None. A Move Silently check is included in your movement or other activity, so it is part of another action.

**Special:** If you have the Stealthy feat, you get a +2 bonus on Move Silently checks.

### *Navigate (Int)*

**Check:** Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, he or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The Ref may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

**Special:** A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

**Time:** A Navigate check is a full-round action.

### *PERFORM (CHA)*

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills.

You could have several Perform skills, each with its own ranks, each purchased as a separate skill. Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)

- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

**Check:** You can impress audiences with your talent and skill.

**Result**    **Performance**

- 10      Amateur performance. Audience may appreciate your performance, but isn't impressed.
- 15      Routine performance. Audience enjoys your performance, but it isn't exceptional.
- 20      Great performance. Audience highly impressed.
- 25      Memorable performance. Audience enthusiastic.
- 30      Masterful performance. Audience awed.

**Try Again?:** Not for the same performance and audience.

**Special:** A character can take 10 when making a Perform check, but can't take 20.

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the Ref's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he or she gets a +2 bonus on checks involving two Perform skills the character designates. See the feat description for more information.

**Time:** A Perform check usually requires at least several minutes to an hour or more.

### *Pilot (Dex)*

**Trained Only**

**Check:** Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space). Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

**Special:** A character can take 10 when making a Pilot check, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a -4 penalty on Drive checks.

**Time:** A Pilot check is a move action.

### *PROFESSION (WIS; TRAINED ONLY)*

Like Craft, Knowledge, and Perform, 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 money 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.

**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.

**Untrained:** Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

### *Read/Write Language (None)*

**Trained Only**

The Read/Write Language skill doesn't work like a standard skill.

- A character automatically knows how to read and write his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.



- A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or doesn't.
- To be able to speak a language that the character can read and write, he or she must take the Speak Language skill for the appropriate language.
- A character can choose any language, modern or ancient. (See below for suggestions.) The Ref might determine that a character can't learn a specific language due to the circumstances of the campaign.

### Language Groups

There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups. A language's group doesn't matter when a character is buying ranks in Speak Language or Read/Write Language. Language groups are provided because they pertain to the Smart hero's Linguist talent. This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian: Armenian.

Athabaskan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek\*, Greek.

Baltic: Latvian, Lithuanian.

Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.

Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic\*, Middle Egyptian\*.

Indic: Hindi, Punjabi, Sanskrit\*, Urdu.

Iranian: Farsi, Pashto.

Japanese: Japanese.

Korean: Korean.

Romance: French, Italian, Latin\*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)\*, Ancient Hebrew\*, Arabic, Aramaic\*, Hebrew.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Sherpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

\*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

### Repair (Int)

#### Trained Only

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the Ref. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the Ref decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Purchase      Repair

Repair Task (Example)	DC	DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.



A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the Ref may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

### *Ride (Dex)*

Animals ill suited as mounts provide a -2 penalty on their rider's Ride check.

Check: Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Guide with Knees (DC 5): The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

Cover (DC 15): The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

Soft Fall (DC 15): The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

Leap (DC 15): The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armor penalty applies): The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

Special: If the character is riding bareback, he or she takes a -5 penalty on Ride checks.

A character can take 10 when making a Ride check, but can't take 20.

A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

### *Search (Int)*

Check: The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC Task  
 10 Ransack an area to find a certain object.  
 20 Notice a typical secret compartment, a simple trap, or an obscure clue.  
 25+ Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.  
 Special: A character can take 10 or take 20 when making a Search check.  
 A character with the Meticulous feat gets a +2 bonus on all Search checks.  
 Time: A Search check is a full-round action.

### *Sense Motive (Wis)*

**Check:** A successful check allows the character to avoid being bluffed (see the Bluff skill). The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness.

In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

**Try Again?:** No, though the character may make a Sense Motive check for each bluff made on the character.

**Special:** A character can take 10 when making a Sense Motive check, but can't take 20.

A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

**Time:** A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the Ref may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

### *SLEIGHT OF HAND (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)*

**Check:** A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

<i>Sleight of Hand</i> DC	<i>Task</i>
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

**Action:** Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a -20 penalty on the check.

**Try Again:** Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

**Synergy:** If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

**Untrained:** An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

### *Speak Language (None)*

Trained Only

The Speak Language skill doesn't work like a standard skill.

- A character automatically knows how to speak his or her native language; the character does not need ranks to do so.
- Each additional language costs 1 rank. When a character adds a rank to Speak Language, he or she chooses a new language that he or she can speak.
- A character never makes Speak Language checks. A character either knows how to speak and understand a specific language or doesn't.
- To be able to read and write a language that the character can speak, he or she must take the Read/Write Language skill for the appropriate language.
- A character can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.) The Ref might determine that a character can't learn a specific language due to the circumstances of the campaign.

### *SPOT (WIS)*

**Check:** The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

Spot is also used to detect someone in disguise (see the Disguise skill), and to read lips when you can't hear or understand what someone is saying.

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

Condition	Penalt
	y
Per 10 feet of distance	-1
Spotter distracted	-5

**Read Lips:** To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

**Action:** Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can't perform any other action (other than moving at up to half speed) during this minute.

**Try Again:** Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

**Special:** A fascinated creature takes a -4 penalty on Spot checks made as reactions.

If you have the Alertness feat, you get a +2 bonus on Spot checks.

A ranger gains a bonus on Spot checks when using this skill against a favored enemy.

An elf has a +2 racial bonus on Spot checks.

A half-elf has a +1 racial bonus on Spot checks.

The master of a hawk familiar gains a +3 bonus on Spot checks in daylight or other lighted areas.

The master of an owl familiar gains a +3 bonus on Spot checks in shadowy or other darkened areas.



## *SURVIVAL (WIS)*

**Check:** You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Survival does not allow you to follow difficult tracks unless you are a ranger or have the Track feat (see the Restriction section below).

Survival DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat).

**Action:** Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

**Try Again:** Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Restriction:** While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a ranger (or a character with the Track feat) can use Survival to follow tracks when the task has a higher DC.

**Special:** If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

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

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

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 Search, you get a +2 bonus on Survival checks to find or follow tracks.

## *SWIM (STR; ARMOR CHECK PENALTY)*

**Check:** Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table below.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20 <sup>1</sup>



1 You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

**Action:** A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

**Special:** Swim checks are subject to double the normal armor check penalty and encumbrance penalty. If you have the Athletic feat, you get a +2 bonus on Swim checks.

If you have the Endurance feat, you get a +4 bonus on Swim checks made to avoid taking nonlethal damage from fatigue.

### *Treat Injury (Wis)*

Check: The DC and effect depend on the task attempted.

**Long-Term Care (DC 15):** With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as he or she has ranks in the skill. The patients need to spend all their time resting. The character needs to devote at least ½ hour of the day to each patient the character is caring for.

**Restore Hit Points (DC 15):** With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

**Revive Dazed, Stunned, or Unconscious Character (DC 15):** With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action. A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character.

**Stabilize Dying Character (DC 15):** With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.

**Surgery (DC 20):** With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen.

Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

**Treat Disease (DC 15):** A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.

**Treat Poison (DC 15):** A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.

**Try Again?:** Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill.

**Special:** The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation.

A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a -4 penalty on the check.

A character can use the Treat Injury skill on his or herself only to administer first aid, treat disease, or treat poison. The character takes a -5 penalty on your check any time he or she treats his or herself.

A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

### **TUMBLE (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)**

You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

**Check:** You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

<i>Tumble</i>	<i>Task</i>
DC	
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

<b>Surface Is . . .</b>	<b>DC Modifier</b>
Lightly obstructed (scree, light rubble, shallow bog <sup>1</sup> , undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

<sup>1</sup> Tumbling is impossible in a deep bog.

**Accelerated Tumbling:** You try to tumble past or through enemies more quickly than normal. By accepting a -10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

**Action:** Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

**Try Again:** Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances.

You can try to reduce damage from a fall as an instant reaction only once per fall.

**Special:** If you have 5 or more ranks in Tumble, you gain a +3 dodge bonus to Defense when fighting defensively instead of the usual +2 dodge bonus to Defense.

If you have 5 or more ranks in Tumble, you gain a +6 dodge bonus to Defense when executing the total defense standard action instead of the usual +4 dodge bonus to Defense.

If you have the Acrobatic feat, you get a +2 bonus on Tumble checks.

**Synergy:** If you have 5 or more ranks in Tumble, you get a +2 bonus on Balance and Jump checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

### **USE ROPE (DEX)**

**Check:** Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

Use Rope DC	Task
10	Tie a firm knot
10 <sup>1</sup>	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character

<sup>1</sup> Add 2 to the DC for every 10 feet the hook is thrown; see below.

**Secure a Grappling Hook:** Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight.

**Bind a Character:** When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check.

You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your Use Rope check until someone tries to escape.

**Action:** Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

**Special:** A silk rope gives you a +2 circumstance bonus on Use Rope checks. If you cast an *animate rope* spell on a rope, you get a +2 circumstance bonus on any Use Rope checks you make when using that rope.

These bonuses stack.

If you have the Deft Hands feat, you get a +2 bonus on Use Rope checks.

**Synergy:** If you have 5 or more ranks in Use Rope, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

If you have 5 or more ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.





## Feats

### *Acrobatic*

Benefit: The character gets a +2 bonus on all Jump checks and Tumble checks.

Special: Remember that the Tumble skill can't be used untrained.

### *Advanced Firearms Proficiency*

Prerequisite: Personal Firearms Proficiency.

Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

### *Advanced Two-Weapon Fighting*

Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

Benefit: The character gets a third attack with his or her offhand weapon, albeit at a -10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other.

### *Air Block*

Benefit: The character can perform blocking maneuvers while in mid-air.

### *Air Throw*

Benefit: The character can initiate a grapple while in mid-air, or grapple an airborne opponent.

### *Aircraft Operation*

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

Prerequisite: Pilot 4 ranks.

Benefit: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

Normal: Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

### *Alertness*

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

### *Animal Affinity*

Benefit: The character gets a +2 bonus on all Handle Animal checks and Ride checks.

Special: Remember that the Handle Animal skill can't be used untrained.

### *Archaic Weapons Proficiency*

Benefit: The character takes no penalty on attack rolls when using any kind of archaic weapon.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with archaic weapons.

### *Armor Proficiency (heavy)*

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

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

### *Armor Proficiency (light)*

Benefit: When the character wears a type of armor with which the character is proficient, the character gets to add the armor's entire equipment bonus to his or her Defense.

Normal: A character who wears armor with which he or she is not proficient takes an armor penalty on checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Also, a character who wears armor with which he or she is not proficient adds only a portion of the armor's equipment bonus to his or her Defense.

### *Armor Proficiency (medium)*

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

### *Athletic*

Benefit: The character gets a +2 bonus on all Climb checks and Swim checks.

### *Attentive*

Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

Special: Remember that the Investigate skill can't be used untrained.

### *Blind-Fight*

Benefit: In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits.

The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

### *Builder*

Benefit: Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

Special: The character can select this feat twice. The second time, the character applies it to the two skills he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

### *Burst Fire*

Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

### *Cautious*

Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.

Special: Remember that the Demolitions skill and the Disable Device skill can't be used untrained.

### *Cleave*

Prerequisites: Strength 13, Power Attack.

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The character can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

### *Combat Expertise*

Prerequisite: Intelligence 13.

Benefit: When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to -5 on his or her attack roll and add the same number (up to +5) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Defense.

### *Combat Reflexes*

Benefit: The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent.

With this feat, the character may also make attacks of opportunity when flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

### *Combat Throw*

Prerequisite: Defensive Martial Arts.

Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

### *Confident*

Benefit: The character gets a +2 bonus on all Bluff checks and Intimidate checks, and on level checks to resist intimidation.

### *Creative*

Benefit: Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

Special: A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

### *DECEITFUL [GENERAL]*

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

### *Dead Aim*

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

### *Deceptive*

Benefit: The character gets a +2 bonus on all Bluff checks and Disguise checks.

### *Defensive Roll*

Prerequisites: None

When incoming damage will reduce you to 0 hit points or lower, make a reflex save equal to the damage dealt. If the save is successful, take ½ damage. This ability does not require an action to be used. And does not count as the character's next action. Character must be able to react to the blow, they cannot be immobilized.

### *Defensive Martial Arts*

Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.



**Special:** A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

### *DILIGENT [GENERAL]*

**Benefit:** You get a +2 bonus on all Appraise checks and Decipher Script checks.

### *Dodge*

**Prerequisite:** Dexterity 13.

**Benefit:** During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

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

### *Double Tap*

**Prerequisites:** Dexterity 13, Point Blank Shot.

**Benefit:** When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

### *Drive-By Attack*

**Benefit:** The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

**Normal:** When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

### *Educated*

**Benefit:** Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

**Special:** A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

### *Elusive Target*

**Prerequisites:** Dexterity 13, Defensive Martial Arts.

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

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

### *Endurance*

**Benefit:** The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning. Also, the character may sleep in medium or light armor without becoming fatigued.

**Normal:** A character without this feat who sleeps in armor is automatically fatigued the following day.

### *Exotic Firearms Proficiency*

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

**Prerequisites:** Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** The character makes attack rolls with the weapon normally.

**Normal:** A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

**Special:** A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.



### *Exotic Melee Weapon Proficiency*

Choose one exotic melee weapon from. The character is proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

### *Far Shot*

Benefit: When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

### *Filthy Rich*

Prerequisite: May only be taken at first level.

Benefit: Items costing less than 2000 dollars (within reason, consult your Ref) can be acquired at will.

### *Focused*

Benefit: The character gets a +2 bonus on all Balance checks and Concentration checks.

### *Force Stop*

Prerequisites: Drive 4 ranks, Vehicle Expert.

Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If the character fails the check, resolve the sideswipe normally.

### *Frightful Presence*

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 +  $\frac{1}{2}$  the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours.

This feat does not affect creatures with an Intelligence of 3 or lower.

If the character has the Renown feat, the Will saving throw's DC increases by 5.

### *Gearhead*

Benefit: The character gets a +2 bonus on all Computer Use checks and Repair checks.

Special: Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.

### *Great Cleave*

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

### *Great Fortitude*

Benefit: The character gets a +2 bonus on all Fortitude saving throws.

### *GREATER TWO-WEAPON FIGHTING [GENERAL]*

**Prerequisites:** Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** You get a third attack with your off-hand weapon, albeit at a -10 penalty.

**Special:** A fighter may select Greater Two-Weapon Fighting as one of his fighter bonus feats.

An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

### *GREATER WEAPON FOCUS [GENERAL]*

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Military Level 7th.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

**Special:** You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

A fighter may select Greater Weapon Focus as one of his fighter bonus feats.

### *GREATER WEAPON SPECIALIZATION [GENERAL]*

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, Military level 10th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

### *Guide*

**Benefit:** The character gets a +2 bonus on all Navigate checks and Survival checks.

### *Heroic Blow*

<See D20 Modern Book>

### *Improved Bull Rush*

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** When the character performs a bull rush, the character does not provoke an attack of opportunity from the defender.

### *Improved Disarm*

**Prerequisites:** Intelligence 13, Combat Expertise.

**Benefit:** The character does not provoke an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent get a chance to disarm the character.

### *IMPROVED GRAPPLE [GENERAL]*

**Prerequisites:** Dex 13

**Benefit:** You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

**Normal:** Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

**Special:** A fighter may select Improved Grapple as one of his fighter bonus feats.

A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

### *Improved Initiative*

**Benefit:** The character gets a +4 circumstance bonus on initiative checks.

### *IMPROVED OVERRUN [GENERAL]*

**Prerequisites:** Str 13, Power Attack.

**Benefit:** When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

**Normal:** Without this feat, the target of an overrun can choose to avoid you or to block you.

**Special:** A fighter may select Improved Overrun as one of his fighter bonus feats.

### *IMPROVED PRECISE SHOT [GENERAL]*

**Prerequisites:** Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

**Benefit:** Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

**Normal:** See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

**Special:** A fighter may select Improved Precise Shot as one of his fighter bonus feats.

An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

### *IMPROVED SHIELD BASH [GENERAL]*

**Prerequisite:** Shield Proficiency.

**Benefit:** When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

**Normal:** Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

**Special:** A fighter may select Improved Shield Bash as one of his fighter bonus feats.

### *Improved Sunder*

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

**Normal:** A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

### *Improved Trip*

**Prerequisites:** Intelligence 13, Combat Expertise.

**Benefit:** The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.

If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

### *Improved Two-Weapon Fighting*

**Prerequisites:** Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** The character gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

**Normal:** Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

### *INVESTIGATOR [GENERAL]*

**Benefit:** You get a +2 bonus on all Gather Information checks and Search checks.

### *Iron Will*

**Benefit:** The character gets a +2 bonus on all Will saving throws.

## LEADERSHIP [GENERAL]

**Prerequisite:** Character level 6th.

**Benefits:** Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

**Leadership Modifiers:** Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Other modifiers may apply when the character tries to attract a cohort:

The Leader . . .	Modifier
Has a familiar, special mount, or animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

\* Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader . . .	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	-1
Caused the death of other followers	-1.

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2



**Leadership Score:** A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

**Cohort Level:** The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed attain the next level.

**Number of Followers by Level:** The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat. Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

### *Lightning Reflexes*

Benefit: The character gets a +2 bonus on all Reflex saving throws.

### *Master of Unlocking*

Prerequisites: Dex 13+

Benefit: You can treat common items as a lockpick

### *Medical Expert*

Benefit: The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

Special: Remember that the Craft (pharmaceutical) skill can't be used untrained.

### *Meticulous*

Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

### *Mobility*

Prerequisites: Dexterity 13, Dodge.

Benefit: The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.

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

### *Nimble*

Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Special: Remember that the Sleight of Hand skill can't be used untrained.

### *NIMBLE FINGERS [GENERAL]*

Benefit: You get a +2 bonus on all Disable Device checks and Sleight of Hand checks..

### *Personal Firearms Proficiency*

**Benefit:** The character can fire any personal firearm without penalty.

**Normal:** Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

### *Point Blank Shot*

**Benefit:** The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

### *Power Attack*

**Prerequisite:** Strength 13.

**Benefit:** On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

### *Precise Shot*

**Prerequisite:** Point Blank Shot.

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

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

### *Quick Draw*

**Prerequisite:** Base attack bonus +1.

**Benefit:** The character can draw a weapon as a free action.

A character with this feat may throw weapons at his or her full normal rate of attacks.

**Normal:** A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

### *Quick Reload*

**Prerequisite:** Base attack bonus +1.

**Benefit:** Reloading a firearm with an already filled box magazine or speed loader is a free action.

Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

**Normal:** Reloading a firearm with an already filled box magazine or speed loader is a move action.

Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

### *Quick Special Moves*

**Prerequisite:** Base attack bonus +8

**Benefit:** Special moves are now considered two attack actions instead of a full attack action. Super Moves are still considered full attack actions.

### *Rolling Sidestep*

**Benefit:** On a successful reflex save DC 13+opponent's dex modifier, your character can tumble out of the way of an incoming attack. This maneuver moves your character -away- from the opponent 5ft.

### *Run*

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

### *SELF-SUFFICIENT [GENERAL]*

**Benefit:** You get a +2 bonus on all Heal checks and Survival checks.

### *SHIELD PROFICIENCY [GENERAL]*

**Benefit:** You can use a shield and take only the standard penalties.

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

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

### *Shot on the Run*

**Prerequisites:** Dexterity 13, Point Blank Shot, Dodge, Mobility.

**Benefit:** When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed. Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

### *Skip Shot*

**Prerequisites:** Point Blank Shot, Precise Shot.

**Benefit:** If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a -2 penalty on his or her attack roll, and the character's attack deals -1 die of damage.

**Special:** The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for A character to attempt a skip shot.

### *SKILL FOCUS [GENERAL]*

Choose a skill.

**Benefit:** You get a +3 bonus on all checks involving that skill.

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

### *Spring Attack*

**Prerequisites:** Dexterity 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

### *Stealthy*

**Benefit:** The character gets a +2 bonus on all Hide checks and Move Silently checks.

### *Strafe*

**Prerequisites:** Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

**Normal:** A firearm on autofire normally affects a 10-foot-by-10-foot area.

### *Studious*

**Benefit:** The character gets a +2 bonus on all Decipher Script checks and Research checks.

### *Surface Vehicle Operation*

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

**Prerequisite:** Drive 4 ranks.

**Special:** A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

**Normal:** Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

**Benefit:** The character gains +1 hit points per character level.

If for a group of individuals, apply only the measure for the largest size category represented.



2 Apply only the largest modifier from this category.

*Trustworthy*

Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

*Two-Weapon Fighting*

Prerequisite: Dexterity 13.

Benefit: The character's penalties for fighting with two weapons are lessened by 2.

The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

*Unbalance Opponent*

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

*Vehicle Dodge*

Prerequisites: Dexterity 13, Drive 6 ranks, Vehicle Expert.

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

*Vehicle Expert*

Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

*Wall Jump*

Prerequisites: Dex 15

Character can jump twice, provided they can ricochet off a wall or another solid object.

*Weapon Finesse*

Choose one light melee weapon, a rapier (if the character can use it with one hand), or a chain.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: With the selected melee weapon, the character may use his or her Dexterity modifier instead of his or her Strength modifier on attack rolls.

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

*Weapon Focus*

Choose a specific weapon. A character can choose a combat style or grapple for your weapon for purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: The character adds +1 to all attack rolls he or she makes using the selected weapon.

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

*WEAPON SPECIALIZATION [GENERAL]*

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Military level 4th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

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

A fighter may select Weapon Specialization as one of his fighter bonus feats.

### *Whirlwind Attack*

**Prerequisites:** Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

**Benefit:** When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

## Combat Styles

### MUSCLE

These combat styles are based on overpowering your opponent

#### Wrestling

The first recorded Olympic wrestling match occurred in the Olympics in 708 BC. Wrestling was highly valued as a form of military exercise without weapons. There were two distinct versions of the game, differing according to the holds and the methods of deciding the victor. Today, wrestling is commonly known by two distinct styles: Professional wrestling – a style of sparring that is a mix between brawling and acrobatics. And Greco-Roman: the current evolution of the Olympic sport.

Prerequisites: STR 13 CON 13

Special Move Maximums: Power 4

Speed 3

Counter 4

Soul 1

Bonus: +1 Knockdown, +1 Perform: Acting or Knowledge: history

#### Brawling

<need description>

Prerequisites: None

Special Move Maximums: Power 3

Speed: 3

Counter:2

Soul: 2

Bonus: +1 Intimidate, pick one Weapon Focus (Knife, club, pipe/metal baton or Brass Knuckles)

#### Boxing

Since the dawn of time, its likely that homo sapiens have often tried to settle disputes using their fists. It wasn't until the Romans came along that they got the idea of organizing the fisticuffs by putting rules on its use, straps on the fighter's hands, and place it in an arena for others to watch it all happen. When the Roman Empire fell, organized boxing faded out of the historical eye for a few hundred years, only to have its modern root pop back up again in England in the 1600's. Since then, many man have dedicated their lives to the study of pugilism, most following the nationally accepted rules set in prizefighting matches. Streetfighters tend to develop their own rules so they can contend with the kickers and jumpers of the world who don't follow them, but maintain the spirit of letting their fists do the talking.

Prerequisites: DEX 13, CON 13

Special Move Maximums: Power 4

Speed 4

Counter 4

Soul 1

Bonus: +1 to fortitude saves based on physical injury

#### Sumo

Sumo's roots seem to come from ritualistic fighting that was first recorded in the 8th century, though probably existed long before. As the primary sport of Japan, it evolved over the years. As it became a pastime for more of the royalty of the land, it became less of a no-holds-barred match and gained rules to keep it safer for the participants. During the time of Oda Nobunaga, a famous feudal lord, it gained the ring boundaries now used in the sport. It is a fighting style based primarily on removing your opponent from the ring, or forcing some other part of their body (aside from the soles of their feet) to hit the floor. The main factor is a contest of wills, where one fighter tries to gain advantage over the other through mental warfare of staring, slapping, and general intimidation. When it comes down to getting physical, its a game of speed and leverage. While Sumo who participate in streetfighting have to bend some rules like boxers do, they hold to the religious principles inherent in the game, showing proper respect for their opponents and praying to the gods for their victory.

Prerequisites: STR 13, CON 13

Special Move Max: Power 2

Speed 4

Counter 4

Soul 2

Bonus: +1 initiative, +1 to charisma checks on first impressions





### *RefLEX*

Reaction without thought, and speed/flow of movement are the important tenants of these martial arts.

### **Capoeira**

Roughly 500 years old, Capoeira was developed in Brazil by African slaves as a martial art disguised within dancing. Although drawn its African heritage, its aesthetics are unique and it is the only surviving martial art native to the New World

Prerequisites: DEX 17, CHA 13

Special Move Max: Power 1

Speed 5

Counter 4

Soul 3

Bonus: Balance +1 Tumble +1 Bluff +1

### **Western Kick Boxing**

During the mid-seventies various American tournament karate practitioners became frustrated with the limitations of the then rather primitive competitive scoring system. They wanted to find a system within which they could apply kicks and punches to the knockout. Full contact karate was born.

Prerequisites: DEX 13, STR 15

Special Move Max: Power 3

Speed 3

Counter 4

Soul 2

Bonus: +1 Initiative

### **Muay Thai**

Derived from the older Thai fighting art Krabi Krabong, Muay Thai was used by Thai soldiers as their unarmed fighting art. Traditionally utilizing knees, elbows, low-line kicking, clinching, and various breaking techniques Muay Thai fighters are well known throughout Southeast Asia for their ferocity and fighting prowess

Prerequisites: DEX 17, CON 17

Special Move Max: Power 4

Speed 4

Counter 2

Soul 2

Bonus: +1 BAB

### **Special Forces Martial Arts**

A blend of several fighting styles, this is a direct application of techniques designed to quickly immobilize or kill an opponent when weapons are unavailable.

Prerequisites: Mil 1 or Know: Military 5

Special Move Max: Power 4

Speed 1

Counter 4

Soul 3

Bonus: +1 Style Bonus to Damage

### **Freestyle Martial Arts**

Pieced together from movies, books, and what works on the street, a Freestyle martial artist can either be an effective fighter or just a danger to themselves on the street fighting circuit.

Prerequisites: none

Special Move Max: Power 3

Speed 3

Counter 3

Soul 3

**Bonus:** Mimic Style: after observing and opponents special maneuver, make an intelligence check against a DC 20. Add a +1 to this check for each time you've seen this special move used in combat. If successful, for the remainder of this combat, you may use this special move in addition to others known.

## **DISCIPLINE**

Lifelong Training and Refinement are the key tenants to these Martial Arts

### **Ansatsuken**

Goutetsu, creator of the arts of Hado, Shoryu, Tatsumaki and Shungokusatsu, developed an offence-based form of Karate that blends elements of Judo, Koppo, and Taekwondo. Shungokusatsu, the ultimate killing technique was taught to his two students Akuma and Gouken. Gouken however, did not pass this technique to his students, believing instead that murder has no place within the art.

Prerequisites: DEX 13

Special Move Max: Power 3

Speed: 2

Counter: 2

Soul: 5

Bonus: +1 Willpower saves

### **Bushinryu Ninpo**

The roots of Bushinryu Ninpo extend back to the Heian era of Japan – well over seven hundred years ago. During a period of extreme intrigue, struggle, and revolts that extended all the way up to the Emperor, the mountainous tribes of northern Japan often found themselves at the mercy of marauding bandits or politically motivated samurai. It was also a time of the collapse of the Tang Dynasty of China, leading to a small influx of mercenaries and weary Chinese warriors fleeing the collapse of their empire, looking to find a new home. Between these foreign immigrants and some disenfranchised samurai looking to defend their people, a new form of martial arts was developed that blended the native and foreign styles, aimed at making the most of elevation and speed against a greater number of opponents. It wasn't until three hundred years after its inception that it came to be known as Bushinryu Ninpo, when its first true master emerged. Over the years, the style has evolved with each new master, but the tenets of its use against evil intentions have never changed.

Prerequisites: DEX 15, WIS 13

Special Move Max: Power 2

Speed 4

Counter 4

Soul 2

Bonus: +2 Tumble, +2 Move silently

### **Kenpo**

Kenpo is known for its approach to self-defense. It is known for its fast and powerful striking, as well as powerful kicking and vertical grappling. There are many different schools and approaches to these techniques, and the differences in the schools show through the varying paths advanced students take.

Prerequisites: None

Special Move Max: Power 3

Speed 3

Counter 3

Soul 3

Bonus: +1 Defense, +1 Sleight of hand

### **Jujitsu**

Although jujitsu means "The Gentle Art", it was a warrior's art, practiced by the Samurai of Japan. Although many consider the Samurai to have been only swordsmen, they also had to be highly skilled in unarmed combat. Their jujitsu was created by warriors and tested in life and death battles. A complete fighting system containing strikes, kicks, throws, joint locks, and strangulation holds.

Prerequisites: WIS 13

Special Move Max: Power 4

Speed 4

Counter 3

Soul 1

Bonus: +1 Disarm +1 Knockdown

### **Judo**

Although judo contains all of the techniques of jujitsu, its emphasis is placed on throwing techniques. The key to all throwing techniques is in the ability of the defender to unbalance his opponent. Another

strong point of judo is it's strong ground fighting techniques (Newaza). Atemi Waza (vital point striking) is normally only taught to black belt students.

Prerequisites: WIS 13, INT 13

Special Move Max: Power 1

Speed 3

Counter 5

Soul 3

Bonus: Improved Grapple

### **Aikido**

In countering an attack, the aikidoka goes with the force of the attack until it dissipates. He then redirects the force of the attack by applying joint locking techniques or throws. Some of the more advanced joint locks cause no pain at all, but utilize a strong application of pressure against the joint to achieve the takedown. No kicks are done, and hand strikes are more for distraction than destruction.

Prerequisites: WIS 13

Special Move Max: Power 1

Speed 3

Counter 4

Soul 4

Bonus: +1 Grapple, +1 Knockdown

### **Tae Kwan Do**

Taekwondo (Tae Kwan Do), "the way of foot and fist," is based on ancient Korean methods of self-defense. It emphasizes flexibility and kicking techniques, but hand techniques are also widely employed. This rapidly developing martial art has become a major international sport.

Prerequisites: None

Special Move Max: Power 4

Speed 3

Counter 2

Soul 3

Bonus: Knowledge (Streetwise)+1, Survival +1

### **Shotokan**

Shoto-Kan was the name of the first karate dojo in Japan. The people who practice Shotokan in Japan usually refer to their art as simply "karate". In Western nations, "Shotokan Karate" refers to more advanced schools of training that develop pre-existing knowledge of Karate into a refined combat form.

Prerequisites: STR 15, Know (Karate) 2 ranks in another form.

Special Move Max: Power 5

Speed 3

Counter 2

Soul 2

Bonus: +1 Style bonus to damage

### **Jeet Kune Do**

"Jeet Kune Do is training and discipline toward the ultimate reality in combat. The ultimate reality is simple, direct, and free. A true jeet kune do man never opposes force or gives way completely. He is pliable as a spring and complements his opponent's strength. He uses his opponent's technique to create his own. You should respond to any circumstance without prearrangement; your action should be as fast as a shadow adapting to a moving object." –Bruce Lee

Prerequisites: WIS 15

Special Move Max: Power 3

Speed 3

Counter 4

Soul 3

Bonus: +2 Sense motive

### **Tai Chi Chuan**

Tai Chi Chuan (Tai Ji Quan) is an internal martial art, a physically applied aspect of the Chinese science of Yin and Yang, or the nature of opposites. It is a fighting style that was developed after generations of scientific study in the martial arts, and is still developing today.

Prerequisites: CHA 15, DEX 13

Special Move Max: Power 1

Speed 4

Counter 3

Soul 4

Bonus: +2 Tumble, +2 Balance

### **White Crane**

Major characteristics of this system include wide-armed, wing-like movements, high kicking, and the crane's beak, a hand weapon made by joining the fingertips firmly. While in its traditional form the White Crane system is rather impractical for modern use, it has undergone various modifications throughout the centuries, and it is today one of the major schools of Kung Fu.

Prerequisites: WIS 13, STR 13

Special Move Max: Power 3

Speed 2

Counter 4

Soul 3

Bonus: Balance +1, Concentration +1

### **Southern Mantis**

Unlike the northern schools, southern mantis rarely emphasizes one type of technique; the mantis hook is employed, but so are numerous other trapping and controlling maneuvers. The typical closed fist of other styles is absent from the southern sect, which instead favors the mantis fist, a modification of the leopard punch, but concentrating all of the striking force through a single finger. Stances are low to moderate, but firmly anchored to the ground. There is tremendous use of the knees, elbows and low, powerful kicks. There are few feints or distraction strikes; everything is designed for 100% power output, and thus, potentially lethal.

Prerequisites: STR 13, DEX 13

Special Move Max: Power 5

Speed 4

Counter 2

Soul 1

Bonus: +3 Knowledge Acupuncture

### **Southern Tiger**

As a fighting art, Tiger Kung Fu traces its roots to Burma and the ancient methods of bandasilat. Among the Shaolin, tiger was a necessity for study because it encompassed all aspects of armed and unarmed combat. Tiger utilizes an external approach to combat that meets force with force and is very likely to maim or kill an opponent because of the nature of the counterattack. Its primary hand weapons are the closed fist and the tiger claw while kicking maneuvers are usually low to middle range kicks of great power.

Prerequisites: STR 15

Special Move Max: Power 5

Speed 2

Counter 4

Soul 1

Bonus: Combat Reflexes

### **Leopard**

Leopard kung fu began as a southern style that has seen some northern influence in the form of Panther. Leopard is construed as a soft subsystem and is used to develop speed and strength, for it is the fastest of the tiger family. The main weapon of Leopard is the leopard fist. The fist is formed in such a way that it can jab, rake or crush on any surface without alteration, striking soft points in the anatomy and structural weak points. Ribs are a frequent target. The back of the hand is often used in breaking while a variation with the first two fingers extended like chelicerae is used for attacks to the eyes.

Prerequisites: STR 13, DEX 13

Special Move Max: Power 4

Speed 4

Counter 2

Soul 2

Bonus: +1 style bonus to damage.



### **Snake**

The modern snake kung fu style is actually an amalgamation of older styles, which have now died out. Its range of technique reflects the influence of each of these three styles. Viper consisted of intimidating strikes that could inflict heavy psychological damage by drawing lots of blood without causing life-threatening damage. Its trademark was the tongue strike--two fingers aiming often at arteries and veins. Cobra did not emphasize highly recognizable or showy techniques but rather very serious strikes to nerves and pressure points. Its characteristic hand technique was an open hand with the thumb curled underneath in order to maintain dynamic tension.

Python relied on the leopard fist for its pinpoint strikes and included grappling.

The two universal aspects of snake techniques are pinpoint open-hand strikes and twisting arm postures to disguise one's line of attack.

Prerequisites: INT 13, WIS 13

Special Move Max: Power 2

Speed 4

Counter 3

Soul 3

Bonus: +1 Knowledge: Medicine, +1 Knowledge: Acupuncture, +1 Grapple

### **Dragon**

Dragon kung fu is an internal, ki cultivating method, but training changes with each level the disciple progresses.

In initial training, the disciple will strike, block and stomp into each position, learning the proper place to be once each movement is complete. Eventually, the method of transmitting power is retained, and the disciple is able to make transitions in a fluid, reptilian manner to disguise attacks.

On the next level of training, the disciple incorporates the deep hissing sounds to train ki flow. Inhaling is silent, but exhalation is deliberate, tense and controlled. Inhaling lightens the body for aerial maneuvers, while exhaling drives power into each technique. Blocking is dispensed with, and parries or simple strikes substituted. At this point, novice and advanced disciple show little in common.

On the highest level, evasion becomes the Dragon's key defense. Ki control is highly developed, and the degree to which the body must be moved to redirect or avoid impact is under greater control.

Prerequisites: Sense Motive: 4 Ranks, DEX 15

Special Move Max: Power 4

Speed 3

Counter 3

Soul 2

Bonus: Every 4 levels, can shift up to two points in Special Move maximums, if the new maximums cause more special moves than allowed in a category, then they may choose to drop that special move for one of an appropriate category. (Maximum of 5 in any category).



### **Special Moves**

Special moves come in four types of maneuvers, Power, Speed, Counter, and Soul. Whenever range or damage is listed with increments, example: 5/10/15 that those numbers relate to the force of the blow light/medium/hard.

## **POWER**

### **RISING Maneuvers**

Prerequisite: Str 15

Rising maneuvers are performed when the character channels all of his strength upward to launch him or her directly into the air with a mighty blow. The attack can be of any type with the standard initiative bonuses and penalties they grant. Damage die for these types of attacks are shifted to d8 and a successful hit knocks down your opponent. Some examples are: Ryu's Shoryuken (Rising Uppercut), and Guile's Flash Kick. (Rising Kick)

### **Leaping Maneuvers**

Prerequisite: Str 13

Leaping maneuvers are very similar to Rising maneuvers, except that initial burst of strength is channeled diagonally to catch retreating opponents or to simply extend the range of the attack. Damage die remains a d6, and a successful attack grants knockdown. Range of movement 5/10/15ft depending on the force of the attack. Ken's Shoryuken is a leaping uppercut.

### **Rolling Maneuvers**

Prerequisites: None

Rolling Maneuvers are similar to those here you try to tumble around your opponent. However, instead of retreating the tumble is aimed directly at your opponent and at the last minute your character unfolds to deliver an attack. Unfortunately, because of the awkward nature of this attack, it is made at -1 + opponents dex modifier. This maneuver automatically dodges any medium or high level attacks as well as projectiles.

### **Charging**

Prerequisites: None

Charging maneuvers are quite simply that, you rush towards your opponent to deliver an attack with the full force of momentum added to the blow. On a charging maneuver, character is granted up to 15ft movement, and damage die increases by one step d6 becomes d8), 2 pts bonus damage, -2 Defense, Knock back 5/10/15 Knockdown.

### **Charging tackle**

Prerequisite: 1 Power Ability

Rushing into your opponent to tackle or grab them for a secondary attack (throw, slam, bear crush) grants 5/10/15ft movement, and a grapple at +2 to touch attack roll.

Special: The super version of this maneuver grants an immediate **rag doll throw** of standard power upon the successful +2 grapple

## **SPEED**

### **DIVING Attack**

Diving attacks are either done in mid air, or the opponent does a quick leap into the air to come down with the force of gravity behind them. The difficulty is a jump check at a DC of 15 to do the quick jump or to properly redirect one's fall into a damaging strike. An extra d6 of damage is added to the attack. 5/10/15 ft movement,

### **HEAD STOMP**

Prerequisites: None

Although labeled Head Stomp, characters can spring off of their opponents using their feet, fists or knees. With a successful jump check of DC 12+opponents dex modifier, the character leaps up to make the first strike, and can continue to 'bounce' up to three times at a -3 successive penalty for light strikes or -5 penalty for medium strikes. Heavy strikes cannot be used.

### **LEAPING SIDESTEP**

Prerequisites: 2 Speed or 1 Speed + 1 Counter Ability, Dex 15

On a Reflex save of DC 15+opponents dex modifier, character leaps over the opponent and gets an immediate attack of opportunity. Note: On a Jump check DC 12+ Opponents dex modifier, you can leap over your opponent without getting a free attack.

Special: There are no super maneuvers for this technique

### **LINK**

Prerequisites: None

A link attack allows you to link up to three strikes as a special maneuver. The first strike is made at normal to hit bonus, if the first is successful a second can be made at -5, if the second is successful the third can be made at -10, if the third is successful, the opponent is knocked down. For every successful strike, the opponent is knocked back 5ft and you make one 5ft step forward. An example of a link attack is Karin's <insert name of Karin's trio here> or Fei Long's <do the same for fei long>

Special: The super version of this move allows up to six strikes at -3 after the first, any successful strikes after the third cause knockdown at the completion of the move.

### **FLURRY**

Prerequisites: None

Flurry attacks are similar to link attacks, however strength has been sacrificed for speed and accuracy.

Rapid fire attacks reduce damage die to d4, and each strike after the first is done at a stacking -3 penalty. Continue attacking until the first miss, which ends the maneuver. An example of this maneuver is Chun-Li's Hyakuretsukyaku or E.Honda's Hundred hand slap.

Special: The super version of this maneuver restores the damage die to d6

### **BLUR SIDESTEP**

Prerequisites: Dex 15, 2 Speed Abilities, 1 Counter Ability.

On a successful reflex save DC 12+Opponents Dex Modifier, character can sidestep their opponent and be in a perfect position to attack the next round. (Grants a +5 initiative bonus for the next action)

Special: The super move of this technique allows the immediate use of any special move after the successful sidestep. Using this super technique does not draw an attack of opportunity, but does count as your next action. Power of the special maneuver is equal to the power the Super Blur was performed at.

### **DASHING ATTACK**

Dashing attacks are similar to most charging maneuvers, however instead of one forceful strike, your character is attempting to follow through with secondary hits. A Dashing attack is up to 3 Strikes at a -5 penalty to hit after the first. If any strikes succeed, opponent is knocked down at the end of the maneuver. Note: unlike other attacks, missing the first hit does not end the maneuver, and only opens your character to an attack of opportunity if all three strikes have missed. Up to 15 ft of move is allowed before the first strike. An example of this kind of maneuver is Sakura's Shouoken

### **LEAPING WHIRLWIND KICK**

During a leaping Whirlwind Kick, the character can leap up towards their opponent and makes one kick at light, two at medium or three at fierce (Initiative penalties apply, but multiple kicks count as one attack roll) if the attack is successful, the opponent is knocked down. This maneuver can also be done in mid air by performing a jump check (DC 12), and this maneuver dodges projectiles. Distance of leap is 5ft for light, 10 for medium and 15 for heavy

Special: The super version of this technique is a flurry of spinning attacks as the character rapidly spins, ending the maneuver with a jumping whirlwind (high) or spinning whirlwind (low). (Character must choose leaping or spinning whirlwind super) For Jumping Whirlwind, damage die increases to D8, and additional strikes after the first set can be done at a -5 stacking penalty. For Spinning Whirlwind, damage die remains a d6, and additional strikes after the first set are done at a -3 stacking penalty. Maneuver ends after the first miss. An example of the Leaping Whirlwind kick with Jumping super is Ken's Hurricane kick, an and example of a Leaping Whirlwind kick with a Spinning super is Sakura's Shunpukyaku.

### **DASHING CLOTHESLINE**

(muscle styles only)

Prerequisites: 1 Power or 1 Counter Ability



Make an overrun attack. (For the purposes of this attack, assume you have the improved overrun feat).  
If the trip attack is successful, deal 2d4 of damage from the clothesline maneuver  
Special: The super version of this technique gets a +10 bonus to the trip and damage die increases to d6

## COUNTER

### LEAPING GRAPPLE

Prerequisites: 2 Power or 2 Counter Abilities

With a successful grapple check, make a jump check (DC 15), if successful your character can leap into the air, then then slam down on your opponent for 2D6 points of damage.

### COUNTER STRIKE

Prerequisites: 1 Speed

This maneuver is chosen during the block phase, on a successful High/Medium/Low block, the attack is immediately intercepted and countered with the same attack type and strength. This maneuver does not work for projectile or Ki strikes. This maneuver counts as your next action.

Special: The super version of this can be done only during an attack of opportunity caused by an opponent's super move. A Super Counter Strike allows character to immediately counter an incoming super move with one of their own of equal or lesser strength. If opponent is not within range of a possible counterattack, spend one level of groove to shield/cancel the incoming super.

### BLOCK COUNTER

Prerequisites: None

Character makes a fortitude save (DC15). If unsuccessful, merely a block occurs. If successful, character can immediately make a light, strong, or fierce counterattack. This attack cannot be blocked or dodged by any means.

### RAGDOLL THROW (muscle styles only)

Prerequisites: Improved Grapple, 2 Power or 2 Counter Abilities

Attacker may move up to 10ft to initiate a grapple. If grapple is successful, attacker throws the opponent up to 30 ft. opponent takes 2d6 damage on impact.

Special: The Super version of this maneuver can either throw the opponent 60ft for normal damage, or throw 30ft after first slamming them to the ground before throwing again for a total of 12 + 2d6 damage. The super version requires the opponent to make a fortitude save (DC 15) or be stunned for one round.

Damage: 2d6

### COUNTER THROW

Prerequisite: None

Character makes a fortitude save (DC15+Opponents Dex modifier). If unsuccessful, merely a block occurs. If successful, make a trip attack. This attack does not provoke an attack of opportunity from your opponent.

Special – This maneuver does not have a super version

### COUNTER THROW II

Prerequisite: Counter Throw I

As counter throw I, but if trip attack is successful, character can make a free light attack.

Special: This maneuver can be done as a super move. The super version of the throw allows a light special move to be substituted for the free attack upon success. The super version however, does provoke an attack of opportunity.

### SIDESTEP THROW

Prerequisite: Any Speed Ability

Character makes a reflex save (DC15+Opponents Dex modifier). If unsuccessful, the attack is cancelled and you take the full force of the attack. If successful, make a trip attack. This attack does not provoke an attack of opportunity from your opponent.

Special – This maneuver does not have a super version

### SIDESTEP THROW II

Prerequisite: Sidestep Throw I

As sidestep throw I, but if trip attack is successful, character can make a free light attack.

Special: This maneuver can be done as a super move. The super version of the throw allows a light special move to be substituted for the free attack upon success. The super version however, does provoke an attack of opportunity.

### **SPINNING CLOTHESLINE**

(muscle styles only)

Prerequisites: None

The character extends their fists and spins in place, striking anyone within a 5 foot radius once, or a single target up to three times. If desired, a character can move up to 10ft. This attack also dodges projectile attacks until our next action.

### **SIDESTEP STRIKE**

Prerequisites: None

When an opponent attacks you, you may choose to make a reflex save at DC 15+opponents DEX modifier instead of a block. If the save is successful you completely dodge the opponents blow and may make a light or medium attack in retaliation. This counterstrike counts as your next action.

Special: There is no super version of this maneuver

### **SPINNING GRAPPLE**

(muscle styles only)

Prerequisites: 2 Power or 2 Counter Abilities

With a successful grapple check, make a jump check (DC 15), if successful your character can leap into the air, spinning to disorient them, then slam down on your opponent for 2D8 points of damage.

Opponent must make a successful fortitude save (DC 15) or be stunned the next round.

## **SOUL**

### **KI PROJECTILE**

Prerequisites: None

Characters can channel their Ki into a projectile blast that can travel up to 50ft. Counts as a ranged attack. Note: Ki Projectiles are considered Elemental: Soul damage.

Follows normal light/strong/fierce rules for attacks.

Damage: 1d4/1d6/1d8

### **KI PROJECTILE II**

Prerequisite: **KI PROJECTILE I**

Characters can channel their Ki projectile, charging it to do greater damage at a shorter range. Charge I adds an extra die of damage, reduces the initiative by five and the range by 20ft. Charge II increases damage die to total of 3 dice, decreases the initiative by a total of 10, and decreases the range by a total of 40ft.

Damage: Depends on charge.

### **ELEMENTAL PROJECTILE**

Prerequisite: **KI PROJECTILE**

Characters can add elemental damage to their Ki projectile. The type of damage must be chosen when this special move is taken. (Fire, Water/Ice, Earth, Electricity) Note: Ki Projectiles with this ability are considered both the Soul Element and the Chosen Element. Element must be chosen when this Ability is taken.

Damage: +1d4 elemental damage

### **KI SHIELD**

Prerequisites: None

On a successful reflex save (DC 15) character counters an incoming ki-based projectile with a short-range (2ft) ki blast of their own. If done as a counter, this shield is considered your next action. This attack can also be used as a very short-range Ki Projectile with the same rules. Follows normal light/strong/fierce rules for attacks. Cannot be combined with Reflect Ki

Damage: d4/d6/d8

Special: The super version of this technique increases the range of the ki-blast to that of a standard ki projectile.

## **RefLECT KI**

Prerequisite: Ki Blast

On a successful reflex save (DC 15), character can bounce back any ki based projectile upon it's originator. Make a ranged attack roll to hit them. This reflection is considered your next action. Cannot be combined with Ki Shield

Damage: None

Special – The super version of this technique does not reflect ki, it absorbs an amount of groove equal to the damage that would normally be dealt multiplied by the level of the super move. This Super move is considered your next action.

## **SIPHON POWER**

Prerequisite: 2 Soul Abilities

On a successful touch attack, 1d4 plus the attacker's charisma modifier in damage is dealt to the opponent, ½ that damage (round down) is added to the attackers hit points. If this puts them over maximum, the overage is considered temporary hit points.

Damage: 1d4 + Charisma Modifier

## **FLYING ATTACK**

When this Ability is chosen, choose one type of attack. (Kicking, Tackling etc) This move requires a jump 15 check, if successful the character can strike their opponent if they are within your base move +10. This attack gets a +2 bonus to strike. Cannot be combined with any other special move.

Damage: Depending on maneuver

## **FLYING WHIRLWIND KICK (reflex or discipline styles only)**

Prerequisites: 1 Soul Ability, 1 Speed Ability

During a Flying Whirlwind Kick, the character can make a normal move in any direction. During this maneuver, the character can make one kick at light, two at medium or three at fierce (Initiative penalties apply) if the attack is successful, the opponent is knocked down. This maneuver can also be done in mid air by performing a jump check (DC 12), and this maneuver dodges projectiles and can be ducked under.

Special: The super version of this is a stationary, but due to the speed of the whirlwind opponents within 10ft are drawn into striking range and double the amount of kicks are made.

## **ELEMENTAL BREATH I**

Prerequisites: None

Character can spit a gout of elemental ki at an opponent similar to a ki projectile at a maximum range of 50ft. This element can be Electricity, Earth, Fire or Water/Ice.

Damage: 1d4, Knockdown+10

## **ELEMENTAL BREATH II**

Prerequisites: Elemental Breath I

Character can breathe a gust of elemental ki in a 10ft long and 15ft wide cone. Characters may save for ½ damage but still check for knockdown.

Damage: 1d6, Knockdown+10

## **TRUE TELEPORTATION**

Prerequisite: 3 Soul Abilities, WIS 16

Character can disappear and reappear up to 25ft away in any direction. This maneuver causes your opponent to be considered flat footed until their next action. Unlike blur sidestep and blink, where the character moves so fast they can appear to be invisible, True Teleportation is literally that. A character may use this to move through barriers, walls, etc. (If the teleportation would cause the character to materialize inside a solid object, he instead exits at the shortest point from the desired materialization point)

## **RESTORE LIFE**

Prerequisites: Any Soul Ability

On a successful concentration check heal 10 hit points plus level immediately.

## **RESTORE KI**

Prerequisites: Any Soul Ability

If you have taken any damage this round, this maneuver fails. If you have taken no damage, a concentration check at DC15 fills groove to maximum.

## **ENLONGATE LIMBS**

Prerequisites: 2 Soul Abilities

Through a lifetime of training and meditation, character can extend their arms or legs 25ft for a moment. This ability does not require any concentration or a full round action, and all attacks from an elongated limb are considered at -4 STR and have a -5 Initiative penalty. This ability can also be used to give a +4 to climbing checks. (the threat radius of characters with the elongate limbs ability is still considered 5 ft for purposes of Attacks of opportunity and whirlwind attacks)

## **Ki Whirlwind**

Prerequisites: 1 Power Ability, 1 Speed Ability

Character makes a ranged touch attack with a maximum range of 10ft. If successful, a whirlwind of force erupts from the ground and strikes the opponent like an uppercut, causing 20ft of knock back and 2d6 points of damage.

## **Elemental Burst**

Prerequisites: None

This is an elemental area-effect attack, range is 10ft around the character. (Character is only immune to his or her elemental burst) Like all special moves, this attack is a full round action but the character cannot make any movement whatsoever. If the opponent is within the radius, they may save for half damage. Must choose which element: Fire, Water/Ice, Electricity, Soul/Ki when taking this Ability.

Damage: 1d4 per every 2 levels (round down - Minimum 1D4)

# **SUPER MOVES**

Every third character level, in addition to a general feat, characters can select one super move. If the super move is based on an existing maneuver, then the special move does not count towards the maximum abilities a martial arts style gives. If the super move is not based on an existing maneuver, the super move does count towards the maximums as a special of that type.

## **TYPES OF SUPER MOVES**

Characters (and game masters) are encouraged to design and describe the effects of the super.

Mechanically, super moves come in two types:

### **Extra Damage**

Damage is doubled and opponent is knocked down and back. Knock back distance is 5/10/15 depending on light/medium/fierce attacks.

### **Additional Hits**

Additional hits can be made with any super move with the additional hits modifier. Every hit after the first is made at an additional -5 penalty (stacking) and ends upon the first miss. Opponent is knocked down and back 5ft for every successful strike.

### **Special**

Some special moves have a pre-designated super effect. To take a different effect, the Super move costs 1 towards style maximums of that type. Super move effects cannot be combined.



## Combat

### *Team Attack*

Prerequisite: Teammate

Benefit: As a full attack action, use one level of groove meter. This attack begins with a touch attack roll. If successful, the opponent is knocked back five feet and stunned. Based on the team feat, you either deal double damage from the special attack or your teammate applies a healing special move to your character.

### *Double Team Attack*

Prerequisite: Teammate

Benefit: Your teammates leap into the fray with you, dealing extravagant amounts of damage. This attack always deals damage to the opponent regardless of the individual team feat selected. As a full attack action, use three level of Groove meter. This attack begins with a touch attack roll. If successful, the opponent is knocked back five feet and stunned. You then deal your standard unarmed damage + 10 points.

### *Groove Meter*

A successful attack on an opponent grants you groove points equal to half the damage dealt. A successful block will grant you groove points equal to the damage blocked. A groove meter is divided into three levels, each section being twenty points. Some special attacks and moves use groove meter levels.

Standard Battlefield is 50 feet by 50 feet

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## COMBAT

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Combat usually runs in the following way.

1. Each combatant starts the battle flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. The Ref determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware don't get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

### *Combat Statistics*

This section summarizes the fundamental combat statistics.

#### Attack Roll

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, he or she rolls 1d20 and adds his or her attack bonus. If the result equals or beats the target's Defense, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat—a possible critical hit.

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

Please note that the attack roll does not represent a single punch or stab in a melee exchange. It represents a flurry of attacks, ripostes, counters, dodges, minor feints and thrusts all combined into one simplified roll.

### Attack Bonus

A character's attack bonus with a melee weapon is:  
Base attack bonus + Strength modifier + size modifier

With a ranged weapon, a character's attack bonus is:  
Base attack bonus + Dexterity modifier + range penalty + size modifier

### Strength Modifier

Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to melee attack rolls.

### Size Modifier

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Defense against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes. In the Capcom universe, all humanoid combatants are Medium size.

Table: Size Modifiers

Size (Example)	Modifier	Size
Colossal (blue whale [90 ft. long])	-8	
Gargantuan (gray whale [40 ft. long])	-4	
Huge (elephant)	-2	
Large (lion)		-1
Medium-size (human)		+0
Small (German shepherd)	+1	
Tiny (housecat)	+2	
Diminutive (rat)	+4	
Fine (horsefly)		+8

### Dexterity Modifier

Dexterity measures coordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a ranged weapon.

### Range Penalty

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see Table: Ranged Weapons and Table: Melee Weapons). Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Please note that the maximum range described above for thrown weapons is for the ability to accurately hit and damage your target. Ranged weapons that fire projectiles can shoot up to ten increments.

### Damage

When a character hits with a weapon or an unarmed strike, he or she deals damage according to the type of weapon (unarmed strikes are considered bludgeoning weapons). Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures. Damage is deducted from the target's current hit points.

### Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

### Strength Bonus

When a character hits with a melee weapon or thrown weapon, add his or her Strength modifier to the damage.

Off-Hand Weapon: When a character deals damage with a weapon in his or her off hand, add only half of the character's Strength bonus.

Wielding a Weapon Two-Handed: When a character deals damage with a weapon that he or she is wielding two-handed, add 1.5 times the character's Strength bonus. However, the character doesn't get

this higher Strength bonus when using a light weapon two-handed; in such a case, only the character's normal Strength bonus applies to the damage roll.

#### Multiplying Damage

Sometimes damage is multiplied by some factor. Roll the damage (with all modifiers) multiple times and total the results.

Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

#### Critical Hits

When a character makes an attack roll and gets a natural 20 (the d20 shows 20), the character hits regardless of the target's Defense, and the character has scored a threat of a critical hit. To find out if it is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, the attack is a critical hit. (The second roll just needs to hit to confirm a critical hit; the character doesn't need to roll a second 20.) If the second roll is a miss, then the attack just deals the damage of a regular hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2. (It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical column on Table: Ranged Weapons and Table: Melee Weapons indicates the threat range for each weapon on the tables.

Bonus damage represented as extra dice is not multiplied when a character scores a critical hit.

#### Defense

A character's Defense represents how hard it is for opponents to land a solid, damaging blow on the character. It's the attack roll result that an opponent needs to achieve to hit the character. The average, unarmored civilian has a Defense of 10. A character's Defense is equal to:

10 + Dexterity modifier + class bonus + equipment bonus + size modifier

#### Dexterity Modifier

If a character's Dexterity is high, he or she is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he or she is particularly inept at it. Characters apply their Dexterity modifier to Defense.

Sometimes a character can't use his or her Dexterity bonus. If a character can't react to a blow, that character can't use his or her Dexterity bonus to Defense.

#### Class Bonus

A character's class and level grant the character an innate bonus to Defense. This bonus applies in all situations, even when the character is flat-footed or when the character would lose his or her Dexterity bonus for some other reason.

#### Equipment Bonus

If a character wears armor, it provides a bonus to his or her Defense. This bonus represents the armor's ability to protect the character from blows.

Armor provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Defense.

Sometimes a character can't use his or her equipment bonus to Defense. If an attack will damage the character just by touching him or her, that character can't add his or her equipment bonus (see Touch Attacks, below).

#### Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on Table: Size Modifiers.

#### Other Modifiers

Other factors can add to a character's Defense.

Feats: Some feats give a bonus to a character's Defense.

Natural Armor: Some creatures have natural armor, which usually consists of scales, fur, or layers of thick muscle.



**Dodge Bonuses:** Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character his or her Dexterity bonus also denies his or her dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

**Magical Effects:** Some campaigns may include magic. Some magical effects offer enhancement bonuses to armor (making it more effective) or deflection bonuses that ward off attacks.

#### **Touch Attacks**

Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his or her attack roll as normal, but a character's Defense does not include any equipment bonus or armor bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

#### **Hit Points**

A character's hit points tell how much punishment he or she can take before dropping. Hit points are based on the character's class and level, and the character's Constitution modifier applies.

When a character's hit point total drops to 0, he or she is disabled. When it drops to -1, he or she is dying. When it drops to -10, the character is dead.

#### **Speed**

A character's speed tells how far he or she can move in a move action. Humans normally move 30 feet, but some creatures move faster or slower. Wearing armor can slow a character down.

A character normally moves as a move action, leaving an attack action to attack. The character can, however, use his or her attack action as a second move action. This could let the character move again, for a total movement of up to double his or her normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his or her normal speed, but a character can only run all out in a straight line, and doing so affects the character's Defense (see Run).

#### **Saving Throws**

Generally, when a character is subject to an unusual or magical attack, he or she gets a saving throw to avoid or reduce the effect. A saving throw is a 1d20 roll plus a bonus based on the character's class and level (the character's base save bonus) and an ability modifier.

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

A character's saving throw bonus is:

Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack itself.

#### **Saving Throw Types**

The three different kinds of saving throws are:

**Fortitude:** These saves measure a character's ability to stand up to massive physical punishment or attacks against his or her vitality and health such as poison and paralysis. Apply a character's Constitution modifier to his or her Fortitude saving throws.

**Reflex:** These saves test a character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, a character gets to make a Reflex save to take only half damage.)

Apply the character's Dexterity modifier to his or her Reflex saving throws.

**Will:** These saves reflect a character's resistance to mental influence and domination. Apply the character's Wisdom modifier to his or her Will saving throws.

#### **Initiative**

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

#### **Initiative Checks**

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The Ref finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.



**Flat-Footed:** At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the initiative order), the character is flat-footed. A character can't use his or her Dexterity bonus to Defense while flat-footed.

#### Joining a Battle

If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

#### Surprise

When a combat starts, if a character was not aware of his or her enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his or her enemies if the character knows about them before they're aware of the character.

#### The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

#### Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defense.

#### Actions in Combat

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialized options are touched on in Table: Actions in Combat, and covered in Special Initiative Actions and Special Attacks.

#### The Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a seReferent of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round.

Effects that last a certain number of rounds end just before the same initiative count that they began on.

Table: Actions in Combat

<i>Attack Actions</i>	<i>Attack of Opportunity<sup>1</sup></i>
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe <sup>2</sup>
Total defense	No
Start/complete full-round action	Varies
Use a skill that takes an attack action	Usually

#### Move Actions

#### Attack of Opportunity<sup>1</sup>

Move your speed	Yes	
Use a piece of equipment	No	
Climb (one-quarter speed)	No	
Climb, accelerated (one-half speed)		No
Crawl		No
Draw a weapon <sup>3</sup>	No	
Holster a weapon		Yes
Move a heavy object		Yes
Open a door		No
Pick up an object	Yes	
Reload a firearm with a box magazine or speed loader	Yes	
Retrieve a stored object	Yes	
Stand up from prone, sitting, or kneeling	No	
Swim		No
Use a skill that takes a move action	Usually	
<i>Full-Round Actions</i>	<i>Attack of Opportunity<sup>1</sup></i>	
Bull rush (charge)		No
Charge		No
Coup de grace	Yes	
Full attack		No
Special Move		No
Super Move		Yes
Overrun (charge)	No	
Run		Yes
Withdraw		No
Extinguish flames		No
Use a skill that takes a full round	Usually	
Reload a firearm with an internal magazine	Yes	
<i>Free Actions</i>	<i>Attack of Opportunity<sup>1</sup></i>	
Drop an object		No
Drop to prone, sitting, or kneeling	No	
Speak		No
<i>Action Type Varies</i>	<i>Attack of Opportunity<sup>1</sup></i>	
Disarm <sup>4</sup>	Yes	
Grapple <sup>4</sup>	Yes	
Load a weapon	Yes	
Trip an opponent <sup>4</sup>		No
Use a feat <sup>5</sup>		Varies
<i>No Action</i>	<i>Attack of Opportunity<sup>1</sup></i>	
Delay		No
5-foot step		No

<sup>1</sup> Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

<sup>2</sup> If the object is being held, carried, or worn by a creature, yes. If not, no.

<sup>3</sup> If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.

<sup>4</sup> These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

<sup>5</sup> The description of a feat defines its effect.

#### *Action Types*

The four types of actions are attack actions, move actions, full-round actions, and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a

character can always take a move action in place of an attack action), or a character can perform a full-round action. A character can also perform as many free actions as the Ref allows.

In some situations a character may be limited to taking only a single attack or move action.

#### Attack Action

An attack action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, a character can take an attack action and a move action. A character can take a move action before or after performing an attack action.

#### Move Action

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

A character can take a move action in the place of an attack action.

If a character moves no actual distance in a round, that character can take one 5-foot step before, during, or after the action.

#### Full-Round Action

A full-round action consumes all a character's effort during a round. The only movement the character can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions do not allow a character to take a 5-foot step. A character can also perform free actions (see below) as the Ref allows.

#### Free Action

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. A character can perform one or more free actions while taking another action normally. However, the Ref puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell (if magic is available in the campaign) are all free actions.

#### Attack Actions

Most common attack actions are described below. More specialized attack actions are mentioned in Table: Actions in Combat, and covered in Special Attacks.

#### Melee Attacks

With a normal melee weapon, a character can strike any enemy within 5 feet. (Enemies within 5 feet are considered adjacent to the character.)

A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

**Fighting Defensively:** A character can choose to fight defensively while making a melee attack. If the character does so, he or she takes a -4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

#### Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except that an unarmed attack deals non-lethal damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

**"Armed" Unarmed Attacks:** Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. Being armed counts for both offense and defense.

**Unarmed Strike Damage:** An unarmed strike from a Medium-size character deals 1d6 points (plus the character's Strength modifier, as normal) of damage.

#### Ranged Attacks

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between



the character and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles, it is ten range increments.

A character capable of making more than one ranged attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

**Shooting or Throwing into a Melee:** If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, the character takes a -4 penalty on his or her attack roll because the character has to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless he or she is actually being attacked.)

If the target is so big that part of it is 10 feet or farther from the nearest ally, the character can avoid the -4 penalty, even if it's engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

**Fighting Defensively:** A character can choose to fight defensively while making a ranged attack. If the character does so, he or she takes a -4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

#### Total Defense

Instead of attacking, a character can use his or her attack action simply to defend. This is called a total defense action. The character doesn't get to attack or perform any other activity, but does get a +4 dodge bonus to his or her Defense for 1 round. The character's Defense improves at the start of this action, so it helps against any attacks of opportunity the character is subject to while performing his or her move action.

#### Start/Complete Full-Round Action

The "start/complete full-round action" attack action lets a character start undertaking a full-round action (such as those listed on Table: Actions in Combat) at the end of his or her turn, or complete a full-round action by using an attack action at the beginning of his or her turn in the round following the round when the character started the full-round action.

If the character starts a full-round action at the end of his or her turn, the next action that character takes must be to complete the full-round action.

#### Move Actions

With the exception of specific movement-related skills, most move actions don't require a check. In some cases, ability checks might be required.

#### Movement

The simplest move action is moving the character's speed. If a character takes this kind of move action during his or her turn, the character cannot also take a 5-foot step.

Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), crawling (up to 5 feet), and entering a vehicle.

#### Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door.

If the character has a base attack bonus of +1 or higher, he or she can draw a weapon as part of his or her normal movement.

#### Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten the character.

#### Full-Round Actions

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, a character can combine it with a 5-foot step.

#### Charge

Charging is a special full-round action that allows a character to move more than his or her speed and attack during the action. However, there are tight restrictions on how and when a character can charge.



**Movement during a Charge:** The character must move before his or her attack, not after. The character must move at least 10 feet and may move up to twice his or her speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he or she is within striking range of his or her target (the character can't run past the target and attack from another direction). A character can't take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his or her turn) the character can still use the charge action, but he or she is only allowed to move up to his or her speed (instead of up to twice his or her speed).

**Attacking after a Charge:** After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a -2 penalty to his or her Defense for 1 round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge.

Instead of attacking the target, a character can attempt to push the target back. See Bull Rush.

### Full Attack

If a character gets more than one attack per action because his or her base attack bonus is high enough, because he or she fights with two weapons, because he or she is using a double weapon, or for some special reason, the character must use the full attack action to get his or her additional attacks. The character does not need to specify the targets of his or her attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after, or between the attacks.

If a character gets multiple attacks based on his or her base attack bonus, the character must make the attacks in order from highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

**Committing to a Full Attack Action:** A character doesn't have to commit to a full attack until after the first attack. The character can then decide whether to make his or her remaining attacks or to take a move action. Of course, if the character has already taken a 5-foot step, he or she can't use his or her move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions, above).

**Fighting Defensively:** A character can choose to fight defensively when taking a full attack action. If the character does so, he or she takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense in the same round.

**Attacking with Two Weapons:** If the character wields a second weapon in his or her off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however—the character takes a -6 penalty on the regular attack or attacks with his or her primary hand and a -10 penalty on the attack with his or her off hand. A character can reduce these penalties in two ways.

1. If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
  2. The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.
- Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

**Double Weapons:** A character can use a double weapon to make an extra attack as if he or she were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Table: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

**Special Move:** A character can utilize their special moves in an attempt to significantly damage their opponent. Using a special move is considered a Full Attack action. A character using a special move must make a Concentration check (DC 15 + amount of damage taken since the character's last action). If the check is successful, then the special move goes off as desired. If the check is not successful, the special move does not go off and the character is considered Flat-Footed until the start of their next

action. Also, if the special move goes off, but the attack associated with the special move misses, the character is considered Flat-Footed until the start of their next action.

**Super Move:** A character can utilize their super moves to greatly damage their opponent. A character using a super move must spend Groove in the following fashion: Light Super – 1 bar, Strong Super – 2 bars, Fierce Super – 3 bars. The character must also make a Concentration check (DC 10 + amount of damage taken since the character's last action). If the check is successful, then the super move goes off as desired. If the check fails, the groove bar is still spent, the super move fails to go off, and the character is considered Flat-Footed until the start of their next action. Also, if the super move goes off, but the associated attack roll misses, the character is considered Flat-Footed until the start of their next action.

#### Run

A character can run all out as a full-round action. When a character runs, he or she can move up to four times his or her speed in a straight line. (The character does not get a 5-foot step.) The character loses any Dexterity bonus to Defense since he or she can't avoid attacks. However, the character gets a +2 bonus to Defense against ranged attacks while running.

A character can run for a number of rounds equal to his or her Constitution score, but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he or she continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he or she must stop running. A character who has run to his or her limit must rest for 1 minute (10 rounds) before running again.

During a rest period, a character can move normally, but can't run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

#### Withdraw

Withdrawing from melee combat is a full-round action. When a character withdraws, he or she can move up to twice his or her speed. (The character doesn't also get a 5-foot step.) The square the character starts from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity against the character when he or she move from that square.

If while withdrawing, the character moves through another threatened square (other than the one started in) without stopping, enemies get attacks of opportunity as normal.

Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

#### Miscellaneous Actions

Some actions don't fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the Ref determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

#### Use Feat, Skill, or Talent

Certain feats, let a character take special actions in combat. Other feats are not actions in themselves, but they give a character a bonus when attempting something he or she can already do. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell a character what he or she needs to know about them.

Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

#### Attacks of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks. A player doesn't have to declare anything special for his or her character to be on the defensive. Sometimes, however, a combatant in a melee lets his or her guard down, and doesn't maintain a defensive posture as usual. In this case, combatants near him or her can take advantage of this lapse in defense to attack for free.

These attacks are called attacks of opportunity.

#### Weapon Type

A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make

attacks of opportunity with unarmed attacks if the character's unarmed attacks count as armed (see "Armed" Unarmed Attacks).

#### Threatened Squares

A character threatens the squares into which he or she can make a melee attack, even when it is not the character's action. Generally, that's all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

#### Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts from defending and lets the character's guard down.

**Moving out of a Threatened Square:** When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character doesn't provoke an attack of opportunity if all he or she moves is a 5-foot step, or if the character withdraws.

If the character doesn't start in a threatened square, but moves into one, the character has to stop there, or else he or she provokes an attack of opportunity as he or she leaves that square.

**Performing an Action that Distracts the Character:** Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his or her attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. Table: Actions in Combat notes many additional actions that provoke attacks of opportunity.

#### Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. A character does not have to make an attack of opportunity if he or she doesn't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. A character makes his or her attack of opportunity, however, at his or her normal attack bonus—even if the character has already attacked in this round.

#### Movement and Position

When using a grid to represent character's movement, the standard scale equates 1 inch (or a 1 inch square) to 5 feet in the game world.

#### Standard Scale

One inch (or one square) = 5 feet

"Next to" or "adjacent" = 1 inch (5 feet) away  
(or in adjacent square)

30mm figure = A human-size creature

A human-size creature occupies an area 1 inch (5 feet) across (or one square)

One round = 6 seconds

#### Tactical Movement

Where can a character move, how long it takes to get there, and whether he or she is vulnerable to attacks of opportunity while moving are key questions in combat.

#### How Far Can a Character Move?

Humans normally move 30 feet, although armor can slow a character down. Some creatures move faster or slower. A character's speed when unarmored is sometimes called base speed.

**Encumbrance:** A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal.

**Movement in Combat:** Generally, a character can move his or her speed as a move action. If a character uses his or her attack action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out, he or she can move up to four times his or her normal speed. If a character does something that requires a full round, he or she can only take a 5-foot step.

**Movement in Darkness:** If a character moves when he or she can't see, such as in total darkness, his or her speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

#### Passing Through

Sometimes a character can pass through an area occupied by another character or creature.



**Friendly Character:** A character can move through a square occupied by a friendly character.

**Unfriendly Character:** There are two ways to move through a square occupied by a resisting enemy. The character can attempt an overrun. Or the character can attempt to tumble through a square occupied by an enemy (if the character has ranks in the Tumble skill; see the skill description).

A character can move through a square occupied by an unfriendly character who doesn't resist as if the character was friendly.

**Square Occupied by Creature Three Sizes Larger or Smaller:** Any creature can move through a square occupied by a creature three size categories larger or three categories smaller than it is.

### Flanking

If a character is making a melee attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and his or her ally flank the opponent. The character gains a +2 bonus on his or her attack roll. The ally must be on the other side of the opponent so that the opponent is directly between the character and the ally.

A character doesn't gain a bonus for flanking when making a ranged attack.

### Combat Modifiers

This section covers offensive and defensive modifiers provided by position.

#### Favorable and Unfavorable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. The Ref judges what bonuses and penalties apply, using Table: Defense Modifiers and Table: Attack Roll Modifiers as guides.

Table: Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	+2 <sup>1</sup>
Defender prone	-4	+4 <sup>1</sup>
Defender stunned or cowering	-2 <sup>2</sup>	-2 <sup>2</sup>
Defender climbing	-2 <sup>2</sup>	-2 <sup>2</sup>
Defender flat-footed	+0 <sup>2</sup>	+0 <sup>2</sup>
Defender running	+0 <sup>2</sup>	+2 <sup>2</sup>
Defender grappling (attacker not)	+0 <sup>2</sup>	+0 <sup>3</sup>
Defender pinned	-4 <sup>4</sup>	+0 <sup>4</sup>
Defender helpless (such as paralyzed, sleeping, or bound)	+0 <sup>2</sup>	+0 <sup>2</sup>
Defender has cover	— See Cover —	
Defender concealed or invisible	— See Concealment —	

<sup>1</sup> May instead improve bonus to Defense granted by cover. See Cover, below.

<sup>2</sup> The defender loses any Dexterity bonus to Defense.

<sup>3</sup> Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defense.

<sup>4</sup> Treat the defender's Dexterity as 0 (-5 modifier).

Table: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender <sup>1</sup>	+2	—
Attacker on higher ground	+1	+0
Attacker prone	-4	-2
Attacker invisible	+2 <sup>3</sup>	+2 <sup>3</sup>

<sup>1</sup> A character flanks a defender when he or she has an ally on the opposite side of the defender threatening the defender.

<sup>2</sup> Some ranged weapons can't be used while the attacker is prone.

<sup>3</sup> The defender loses any Dexterity bonus to Defense.

### Cover

Cover provides a bonus to Defense. The more cover a character has, the bigger the bonus. In a melee, if a character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it's easy to have better cover than the opponent.

The Ref may impose other penalties or restrictions on attacks depending on the details of the cover.



### Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers. The Ref determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his or her body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

### Cover Defense Bonus

Table: Cover gives the Defense bonuses for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus overlaps (does not stack) with certain other bonuses.

### Cover Reflex Save Bonus

Table: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

### Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the Ref should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his or her Dexterity bonus to Defense and/or his or her dodge bonus, if the character so desires.

Table: Cover

Degree of Cover (Example)	Defense	Cover Bonus to Reflex Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4 <sup>1</sup>
Total (on the other side of a solid wall)	—	—

<sup>1</sup> Half damage if save is failed; no damage if successful.

### Concealment

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

### Degree of Concealment

Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in Table: Concealment. Concealment always depends on the point of view of the attacker.

### Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

## Table: Concealment

Concealment (Example)	Chance	Miss
One-quarter (light fog; light foliage)		10%
One-half (shadows; dense fog at 5 ft.)	20%	
Three-quarters (dense foliage)	30%	
Nine-tenths (near total darkness)	40%	
Total (attacker blind; total darkness; smoke grenade; dense fog at 10 ft.)		50% and must guess target's location

## Helpless Defenders

A helpless foe—one who is bound, sleeping, unconscious, or otherwise at the attacker's mercy—is an easy target. A character can sometimes approach a target who is unaware of his or her presence, get adjacent to the target, and treat him or her as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his or her Dexterity bonus to Defense, then that target can't be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his or her back to a wall, or being able to make Spot checks, also precludes catching that target unaware and helpless.

## Regular Attack

A helpless defender has an effective Defense of  $5 +$  his or her size modifier. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full-round action to make the attack, and gain a  $+5$  bonus on the attack roll. If the character is attacking with a melee weapon, or with a ranged weapon from an adjacent square, the character can use a full-round action to deliver a coup de grace.

## Coup de Grace

As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and scores a critical hit. If the defender survives the damage, he or she still must make a Fortitude save ( $DC 10 +$  damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a coup de grace against a creature that is immune to critical hits.

## Knockout Blow

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals non-lethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a  $-4$  penalty on any attempt to deal non-lethal damage with the weapon. The target has an effective Defense of  $5 +$  his or her size modifier. If the character hits, he or she automatically scores a critical hit (see Non-lethal Damage).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can't deliver a knockout blow against a creature that is immune to critical hits.

## Special Initiative Actions

Usually a character acts as soon as he or she can in combat, but sometimes a character wants to act later, at a better time, or in response to the actions of someone else.

## Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays, he or she voluntarily reduces his or her own initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at that point.

A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

## Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round. If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

#### Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his or her action, taking the move action on the character's initiative count and the attack action at a later point. On the character's turn, he or she prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action.

Readying does not provoke an attack of opportunity. (The character's move action, and the attack action he or she readies, may both provoke attacks of opportunity normally.)

#### Readying an Action

A character can ready an attack action or a move action. To do so, the character specifies the action he or she will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his or her actions once the readied action is completed.

The character's initiative count changes. For the rest of the encounter, it is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his or her readied action, but only if the character didn't otherwise move any distance during the round.

If the character comes to his or her next action and has not yet performed the readied action, the character doesn't get to take the readied action (though the character can ready the same action again). If the character takes his or her readied action in the next round, before his or her regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he or she does not get your regular action that round.

#### Special Attacks

This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks.

#### Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against Defense 10. If the character succeeds, he or she doesn't actually damage the opponent—but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (aiding character's choice) on the friend's next turn.

#### Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Personal Firearms Proficiency feat allows a character to make this sort of attack without penalty. If a character isn't proficient in personal firearms, he or she takes a -4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character doesn't have those feats, he or she can still fire more than one bullet—but the extra bullets don't have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.



Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

#### Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a -4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it. Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it's treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted. Some firearms—particularly machine guns—only have autofire settings and can't normally fire single shots.

#### Grenades and Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.

Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

#### Thrown Explosives

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character doesn't take the -4 nonproficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to. If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8.

Roll on d8	Location Struck
1	upper left corner, one square beyond target
2	upper right corner, one square beyond target
3	upper right corner, one square right of target
4	lower right corner, one square right of target
5	lower right corner, one square short of target
6	lower left corner, one square short of target
7	lower left corner, one square left of target
8	upper left corner, one square left of target

For ranges of up to five range increments (31 to 50 feet), roll 1d12.

Roll on d12	Location Struck
1	upper left corner, two squares beyond target
2	upper right corner, two squares beyond target
3	upper right corner, one square beyond and right of target
4	upper right corner, two squares right of target
5	lower right corner, two squares right of target
6	lower right corner, one square short and right of target
7	lower right corner, two squares short of target



8	lower left corner, two squares short of target
9	lower left corner, one square short and left of target
10	lower left corner, two squares left of target
11	upper left corner, two squares left of target
12	upper left corner, one square beyond and left of target

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

#### Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off. When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

#### Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don't take the -4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

A character can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5 feet.

#### Attack an Object

Sometimes a character needs to attack or break an object

#### Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

**Object Defense and Bonuses to Attack:** Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defense of objects is shown on Table: Size and Defense of Objects.

Table: Size and Defense of Objects

Size (Example)	Defense
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the Sunder feat, he or she doesn't incur an attack of opportunity for making the attempt.)

**Hardness:** Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

**Hit Points:** An object's hit point total depends on what it is made of or how big it is (see Table Substance Hardness and Hit Points and Table Object Hardness and Hit Points).

Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic 1		2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

Table: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects <sup>1</sup>			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

<sup>1</sup>Figures for manufactured objects are minimum values. The Ref may adjust these upward to account for objects with more strength and durability.

**Energy Attacks:** Acid and sonic attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

**Ineffective Weapons:** The Ref may determine that certain weapons just can't deal damage effectively to certain objects.

**Immunities:** Objects are immune to nonlethal damage and to critical hits.

**Saving Throws:** Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

### *Breaking Objects*

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

### *Repairing Objects*

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

### *Bull Rush*

A character can attempt a bull rush as an attack action made during his or her move action, or as part of a charge. (In general, a character can't make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the bull rush attempt. When the character bull rushes, he or she attempts to push an opponent straight back instead of attacking the opponent. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller.

#### *Initiating a Bull Rush*

First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the target.

Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he or she was charging. The target gets a +4 stability bonus if he or she has more than two legs or is otherwise exceptionally stable.

#### *Bull Rush Results*

If the character beats the target's Strength check, the character pushes the opponent back 5 feet. The character can push the target back an additional 5 feet for every 5 points by which the character exceeded the target's check result, provided the character moves with the target. A character can't, however, exceed his or her normal movement for that action. (The target provokes attacks of opportunity if moved. So does the character, if he or she moves with the target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.)

If the character fails to beat the target's Strength check, the character moves 5 feet straight back to where the character was before the character moved into the opponents square. If that square is occupied, the character falls prone in the square.

### *Overrun*

A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponents area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action. First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his or her opponent, the character can continue his or her movement as normal.

If the character fails and are tripped in turn, the character falls prone in the target's square. If the character fails but are not tripped, the character has to move 5 feet back the way he or she came, ending his or her movement there. If that square is occupied, the character falls prone in the square.

### *Trip*

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

#### *Making a Trip Attack*



Make an unarmed melee touch attack against the target. Doing this incurs an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs or is otherwise exceptionally stable. If the character wins, he or she trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

#### Being Tripped (Prone)

A tripped character is prone (see Table: Defense Modifiers). Standing up from a prone position is a move action.

#### Tripping with a Weapon

Some weapons, such as the chain and the whip, can be used to make trip attacks. A character doesn't incur an attack of opportunity when doing so. If the character is tripped during his or her own trip attempt, the character can drop the weapon to avoid being tripped.

#### Disarm

As a melee attack, a character may attempt to disarm his or her opponent. If the character does so with a weapon, he or she knocks the opponent's weapon out of his or her hands and to the ground. If the character attempts the disarm while unarmed, the character ends up with the weapon in his or her hand. If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

Step One: The character provokes an attack of opportunity from the target he or she is trying to disarm.

Step Two: The character and the target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he or she gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step Three: If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action unarmed, he or she now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet.

If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

#### Ranged Weapons

To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attack an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him or her.

#### Grabbing Objects

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following.

Attack of Opportunity: If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.

Modifiers: If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

Failed Attempts: Failing an attempt to grab an object doesn't allow the target to attempt to disarm the character.

#### Grapple

Grappling means wrestling and struggling hand-to-hand.

There are three stages to grappling: grabbing, holding, and pinning.

#### Grabbing



Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character doesn't actually start a grapple. However, sometimes all a character wants to do is grab the target.

#### Holding

Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character can't get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character—so while a character can't initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.)

#### Pinning

Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

#### Grapple Checks

When a character is involved in a grapple, he or she will need to make opposed grapple checks against an opponent—often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

#### Grapple Modifier

A creature's size works in its favor when grappling, if that creature is Large or larger in size.

Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from Table: Grapple Modifiers.

Table: Grapple Modifiers

Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (gray whale [40 ft. long])	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (human)	+0
Small (German shepherd)	-4
Tiny (housecat)	-8
Diminutive (rat)	-12
Fine (horsefly)	-16

#### Starting a Grapple

To start a grapple, a character first needs to grab and hold his or her target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he or she can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.

1. **Attack of Opportunity:** A character provokes an attack of opportunity from the target he or she is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step 2.
2. **Grab:** The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step 3.
3. **Hold:** Make an opposed grapple check. (This is a free action.) If the character succeeds, the character has started the grapple, and deals damage to the target as if with an unarmed strike. If the character loses, he or she fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all he or she wants to do).
4. **Maintain the Grapple:** To maintain the grapple for later rounds, the character must move into the target's square. (This movement is free and doesn't count as part of the character's movement for the round movement.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling.

If the character can't move into the target's square, the character can't maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

#### Grappling Consequences

While a character is grappling, his or her ability to attack others and defend him or herself is limited.

**No Threatened Squares:** A character doesn't threaten any squares while grappling.

**No Dexterity Bonus:** A character loses his or her Dexterity bonus to Defense (if the character has one) against opponents the character isn't grappling. (The character can still use it against opponents he or she is grappling.)

**No Movement:** A character cannot move while held in a grapple.

**If the Character is Grappling**

When a character is grappling (regardless of who started the grapple), he or she can attempt any of several actions on his or her turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets more than one attack per attack action, he or she can attempt as many of these options as he or she has attacks available, using his or her successively lower attack bonus for each roll.) The character is limited to these options only; he or she cannot take any other actions.

**Damage the Opponent:** Make an opposed grapple check; if the character succeeds, he or she deals damage as with an unarmed strike.

**Pin:** Make an opposed grapple check; if the character succeeds, he or she holds the opponent immobile for 1 round. The opponent takes a -4 penalty to Defense against all attacks from other people (but not from the character); however, the opponent is not considered helpless.

A character can't use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first.

A pinned character can't take any action except to attempt to escape from the pin.

**Escape from Grapple:** Make an opposed grapple check. If the character succeeds, he or she can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a character if they don't want to.) Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his or her move action for the round, the character may do so after escaping the grapple.

**Escape from Pin:** Make an opposed grapple check. If the character succeeds, he or she can escape from being pinned. (Opponents don't have to try to keep the character pinned if they don't want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

**Break Another's Pin:** Make an opposed grapple check; if the character succeeds, he or she can break the hold that an opponent has over an ally.

**Draw a Light Weapon:** A character can draw a light weapon as a move action.

**Attack with a Light Weapon:** A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

**If the Character is Pinned**

When an opponent has pinned the character, he or she is held immobile (but not helpless) for 1 round. (the character can't attempt any other action.) On the character's turn, he or she can attempt to escape from the pin. If the character succeeds, he or she is still grappling.

**Joining a Grapple**

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

**Multiple Grapplers**

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all opponents.

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### **SHOWDOWN COMBAT**

Showdown Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Showdown Combat is identical to normal combat, with the following exceptions:

1. In Showdown Combat, each combatant does NOT start out flat-footed.
2. All combatants are considered aware of each other.
3. All combatants are now ready to begin their first regular round.
4. Every round, initiative is rolled. Remember to add any modifiers for your planned actions this round. Make note of your planned movement (whether or not you wish to move more than 5'), planned attack maneuver, and planned block region. The Staredown is then performed.
5. Combatants act in order from highest initiative to lowest initiative. Repeat steps 4 and 5 as necessary.

#### *Damage*

Damage from unarmed strikes in Tournament Battles (Tournament Battles are special kinds of Showdown Combat where combat is not meant to be lethal) is considered non-lethal damage. Keep track of non-lethal damage and lethal damage separately. If at any time your total non-lethal damage taken is greater than your remaining hit points, you are rendered unconscious at the end of that round (this usually ends the combat in Tournament Battles).

#### *Hit Points*

A character's hit points tell how much punishment he or she can take before dropping. Hit points are based on the character's class and level, and the character's Constitution modifier applies.

When a character's hit point total drops to 0, he or she is disabled. When it drops to -1, he or she is dying. When it drops to -10, the character is dead.

#### *Initiative*

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

#### *Initiative Checks*

At the start of each round, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. In addition, any penalties or bonuses from a combatant's planned actions for the round are applied. The Ref finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

**Flat-Footed:** A character can't use his or her Dexterity bonus to Defense (nor their Dodge bonus) while flat-footed, but they *can* block.

#### *Actions in Combat*

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialized options are touched on in Table: Actions in Combat, and covered in Special Initiative Actions and Special Attacks.

#### *The Combat Round*

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character writing down their planned actions for the round (Whether or not they intend to move more than 5', their attack action, and their block stance). After the planned actions are recorded, Initiative is rolled, and the character with the highest initiative result resolves their actions. Actions then proceed, in initiative order, from there. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)



For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a seReferent of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

#### Table: Actions in Combat

<i>Attack Actions</i>	<i>Attack of Opportunity<sup>1</sup></i>
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	No
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe <sup>2</sup>
Total defense	No
Start/complete full-round action	Varies
Use a skill that takes an attack action	Usually

<i>Move Actions</i>	<i>Attack of Opportunity<sup>1</sup></i>
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon <sup>3</sup>	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	No
Swim	No
Use a skill that takes a move action	Usually

<i>Full-Round Actions</i>	<i>Attack of Opportunity<sup>1</sup></i>
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Special Move	No
Super Move	Yes
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes

<i>Free Actions</i>	<i>Attack of Opportunity<sup>1</sup></i>
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No

<i>Action Type Varies</i>	<i>Attack of Opportunity<sup>1</sup></i>
Disarm <sup>4</sup>	Yes



Grapple <sup>4</sup>	Yes
Load a weapon	Yes
Trip an opponent <sup>4</sup>	No
Use a feat <sup>5</sup>	Varies

#### No Action

Delay  
5-foot step

#### Attack of Opportunity<sup>1</sup>

No  
No

<sup>1</sup> Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

<sup>2</sup> If the object is being held, carried, or worn by a creature, yes. If not, no.

<sup>3</sup> If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.

<sup>4</sup> These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

<sup>5</sup> The description of a feat defines its effect.

### Attack Actions

#### Attack Area:

In Showdown Combat, characters declare (usually in writing, to keep it secret from their opponent), as a part of the start of each round, what attack they intend to make, and what region (Low, Middle, and Air/High) they intend to attack.

#### Unarmed Attacks

Unarmed Strike Damage: In Showdown Combat, characters making an unarmed strike must declare their round's attack(s) as Light, Strong, or Fierce. Light attacks deal 1d6-2 points (plus the character's Strength modifier, as normal) of damage, but have a +5 bonus to initiative for the round. Strong attacks deal 1d6 points (plus the character's Strength modifier, as normal) of damage, with no modifier to initiative. Fierce attacks deal 1d6+2 points (plus the character's Strength modifier, as normal) of damage, with a -5 bonus to initiative for the round.

#### Start/Complete Full-Round Action

The "start/complete full-round action" attack action lets a character start undertaking a full-round action (such as those listed on Table: Actions in Combat) at the end of his or her turn, or complete a full-round action by using an attack action at the beginning of his or her turn in the round following the round when the character started the full-round action.

If the character starts a full-round action at the end of his or her turn, the next action that character takes must be to complete the full-round action.

### Full-Round Actions

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, a character can combine it with a 5-foot step.

#### Full Attack

If a character gets more than one attack per action because his or her base attack bonus is high enough, because he or she fights with two weapons, because he or she is using a double weapon, or for some special reason, the character must use the full attack action to get his or her additional attacks. The character does not need to specify the targets of his or her attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after, or between the attacks.

If a character gets multiple attacks based on his or her base attack bonus, the character must make the attacks in order from highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

**Committing to a Full Attack Action:** A character doesn't have to commit to a full attack until after the first attack. The character can then decide whether to make his or her remaining attacks or to take a move action. Of course, if the character has already taken a 5-foot step, he or she can't use his or her move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions, above).

**Fighting Defensively:** A character can choose to fight defensively when taking a full attack action. If the character does so, he or she takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense in the same round.

**Attacking with Two Weapons:** If the character wields a second weapon in his or her off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however—the character takes a -6 penalty on the regular attack or attacks with his or her primary hand and a -10 penalty on the attack with his or her off hand. A character can reduce these penalties in two ways.

1. If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
  2. The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.
- Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

**Double Weapons:** A character can use a double weapon to make an extra attack as if he or she were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Table: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

**Special Move:** A character can utilize their special moves in an attempt to significantly damage their opponent. This is considered a Full Attack action. A character using a special move must make a Concentration check (DC 10 + amount of damage taken since the character's last action). If the check is successful, then the special move goes off as desired. If the check is not successful, the special move does not go off and the character is considered Flat-Footed until the start of their next action. Also, if the special move goes off, but the attack associated with the special move misses, the character is considered Flat-Footed until the start of their next action.

**Super Move:** A character can utilize their super moves to greatly damage their opponent. A character using a super move must spend Groove in the following fashion: Light Super - 1 bar, Strong Super - 2 bars, Fierce Super - 3 bars. The character must also make a Concentration check (DC 5 + amount of damage taken since the character's last action). If the check is successful, then the super move goes off as desired. If the check fails, the groove bar is still spent, the super move fails to go off, and the character is considered Flat-Footed until the start of their next action. Also, if the super move goes off, but the associated attack roll misses, the character is considered Flat-Footed until the start of their next action.

**Blocking and the Block Gauge:** Blocking is declared at the start of the round; either as high/air, middle or low. If your block region matches your opponent's attack region, you successfully block your opponent's attack and take only half damage. Your character has a block gauge equal to their level plus their Con bonus. On any round where you do not block an attack AND you are not hit, your Block Gauge regenerates 3 points (up to its maximum). Every successful block in succession after the first lowers this gauge by one. When this gauge reaches zero, your character will block the last attack, then they will be stunned for one full round. Once you have recovered from this 'guard break', your block gauge is reset to half its original value. If it is emptied again, it is not reset and your character may no longer block for the course of this combat. Choosing not to block in a round grants you a +2 initiative bonus. In addition, in the round that you attempt a Super Move, you can not block.

#### Groove Meter:

Every character has a Groove Meter that keeps track of their Groove. Groove is used to make Super Moves and Team Attacks. A character starts a Showdown Combat with 1 level of Groove. Each Groove level is 20 groove points. The Groove Meter's maximum is 3 levels (60 points). Groove points are earned through blocking and attacking. Successfully attacking your opponent (hitting your opponent