

Class Free D&D

Version 2.11

Written by Mark A. Thomas

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Overview

This set of house rules attempts to provide a flexible method for developing characters with non-standard mixes of abilities while maintaining the core concepts of the D&D system. This set of rules has been inspired by many aspects of 2nd Edition AD&D, the d20 system, 3rd Edition D&D, and Pathfinder.

Character Creation and Advancement

Character creation consists of selecting a character race, choosing a name and providing some background, generating a set of attributes, and then selecting a set of skills, powers, and abilities based on player desires.

Advancement and Experience Points

Characters begin play at a level determined by the GM. Characters earn experience points (XP) by defeating foes, solving problems and resolving conflicts. When they accumulate sufficient XP, they advance to the next level. The following table outlines the XP required to reach each level.

- **Level** – The level reached.
- **XP Required** – The XP requirement of the given level.

Character Points

Characters receive 100 character points (CP) per level, which are used to purchase skills, attributes, proficiencies, powers, and abilities. The Character Point Cost of Abilities table provides a general summary of the available character features. Individual features may vary from the listed values. Further detail is provided in subsequent sections.

- **Feature** – The character feature outlined.
- **Cost** – The CP cost of the feature.
- **Description** – A brief description of the feature.
- **Limit** – The limits on purchasing the given feature:
 - **Per level** – These represent absolute limits on spending each character level. If a player chooses not to spend to the maximum, they cannot catch up the value at a later level.
 - **Capped** – Capped limits are a limit on the total value of the feature. A capped limit allows any per level expenditure provided the final value does not exceed the limit.

Level	XP Required
1 st	0
2 nd	1000
3 rd	3000
4 th	6000
5 th	10,000
6 th	15,000
7 th	21,000
8 th	28,000
9 th	36,000
10 th	45,000
11 th	55,000
12 th	66,000
13 th	78,000
14 th	91,000
15 th	105,000
16 th	120,000
17 th	136,000
18 th	153,000
19 th	171,000
20 th	190,000

Table 1 – Level Advancement

Feature	Cost	Description	Limit
Attribute	25	One point increase in one attribute	3 rd , 1 / 3 levels
Hit Point	5	One hit point	6 / level
Attack Bonus	15	One point increase in base attack bonus	Cap 3 / 2 x level
Save Bonus	8	One point increase in one saving throw	3 / level
Armor Proficiencies	10	One armor proficiency	Prerequisite
Weapon Proficiencies	10	One weapon proficiency	Prerequisite
Skill	8	Increase one skill one rank	Cap 4 x level
Power	Varies	One feat, ability or invocation	Varies
Essence	10	One power activation point	Varies

Table 2 – Character Point Cost of Abilities

First Level Bonuses

First level characters automatically receive the following character features at no cost:

- Four hit points
- Three save bonuses
- One armor or weapon proficiency **and** proficiency with simple unarmed attacks
- Five skills at rank one
- Three additional skill ranks

Free abilities **count against the limits** for the applicable character feature. For example a 1st level character could purchase two additional hit points, but no additional save bonuses.

Additional Level Bonuses

Characters automatically receive the following character features at each level beyond 1st:

- Two hit points
- One save bonus
- Two skill ranks

As with the first level free abilities, these count against the limits listed for the applicable character feature.

Characters automatically receive one free mundane power every three levels (3rd, 6th, etc.) They must meet any prerequisites for the selected power as usual.

Bonus Skills

Each level a character receives bonus skill ranks equal to their **Intelligence** attribute bonus in addition to the skills listed above. Each bonus skill rank received in this fashion must be applied to a separate skill.

Extra Character Points

If a character cannot spend all their points effectively during a single level advancement, they may carry over a maximum of ten points to the next level. The GM may also allow over-spending by a point or two, carrying over the deficit to the next level.

Character Basics

Race

Players select a race for their character based on the list of available races provided by the GM. Each has specific benefits and drawbacks which are detailed in the race descriptions. Race selection may alter initial attributes, grant additional powers or abilities, or provide skill bonuses and penalties.

Name and Background

Players select a name suitable for the campaign setting and their chosen race. They may also wish to create a brief background to flesh out their character's personality and place in the world. Backgrounds can be created as a solo effort by each character or collaboratively among all players to provide connections between group members. The GM can provide information on the campaign setting to provide each character with a sense of place and purpose.

Attributes

Spend 25 CP to improve one character attribute by one point. Attribute improvement can first be purchased at 3rd level, and every 3rd level thereafter (3rd, 6th, 9th, etc.).

Constitution increases that alter hit point bonuses per level **are** applied retroactively but other attribute changes are not.

These attributes define fundamental characteristics and provide bonuses or penalties that affect many aspects of play. The following table outlines the bonuses provided by attributes.

- **Attribute** – The value of the attribute. The normal human range is 3 to 18. Player characters often have above average attribute scores to reflect their heroic nature.
- **Bonus** – The bonus provided by the attribute. Attribute bonuses apply to attribute checks, skill checks and some power checks.
- **Maximum Power Level** – The maximum power level a character can master for the realms controlled by the attribute. This is detailed further in the discussions of individual powers.

ATTRIBUTE	BONUS	MAXIMUM POWER LEVEL
1	-5	Power Not Available
2-3	-4	Power Not Available
4-5	-3	Power Not Available
6-7	-2	Power Not Available
8-9	-1	4 th
10-11	0	5 th
12-13	+1	6 th
14-15	+2	7 th
16-17	+3	8 th
18-19	+4	9 th
20-21	+5	9 th
22-23	+6	10 th
24-25	+7	10 th

Table 3 – Attribute Properties

The Attributes

Each character has six attributes, **Strength**, **Wisdom**, **Intelligence**, **Dexterity**, **Constitution** and **Charisma**.

Strength

- Attack bonus with melee weapons
- Damage bonus with melee weapons
 - Off-hand weapons gain one-half **Strength** bonus to damage
 - Two-handed weapons gain one and one-half **Strength** bonus to damage
- **Strength** skill costs and checks

Wisdom

- **Will** saving throws
- **Wisdom** skill costs and checks
- Bonus to the spells per level cap for priests

Intelligence

- Maximum languages known
- **Intelligence** skill costs and checks
- Bonus skill ranks during level advancement
- Bonus to the spells per level cap for wizards

Dexterity

- Attack bonus with ranged weapons
- Armor class
- Initiative bonus
- **Reflex** saving throws
- **Dexterity** skill costs and checks

Constitution

- Bonus hit points per level
- Hit point recovery
- **Fortitude** saving throws
- **Constitution** skill costs and checks

Charisma

- **Charisma** skill costs and checks
- Bonus to the spells per level limit for sorcerers

Attribute Checks

Attribute checks are used to adjudicate situations that are not covered by skills or other aspects of the rules. To make an attribute check roll:

$$\text{Attribute bonus} + \text{other bonuses} + \text{d20} = \text{result}$$

If the result equals or exceeds the difficulty class (DC) the check succeeds.

Hit Points

Spend five CPs to purchase one Hit Point (HP). A maximum of six HP can be purchased each level. Bonus HP awarded by **Constitution** do not count against this total, but free HP granted each level do. For example a character with a 15 **Constitution** could buy six HP and gain two HP from **Constitution**, for a total of eight HP gained.

A character's HP total measures how much damage they can take. The more HP a character has, the more punishment they can take. Damage done to a target is subtracted from its HP total.

Non-lethal Damage

Most combat damage is lethal, but certain actions and attack forms, unarmed attacks or striking with the flats of weapons, inflict non-lethal damage. Lethal damage counts as both lethal and non-lethal. If the sum of a character's lethal and non-lethal damage exceeds their HP total, they are knocked unconscious instead of being slain. Recovery from non-lethal damage is faster than recovery from lethal damage.

Hit Point Recovery

Characters recover HP by resting or by having healing powers applied to them. Rest restores lethal damage according to the following table. **Constitution** bonuses or penalties apply to the listed recovery rate, but they can never reduce a fully resting character under medical care to a zero healing rate.

Each 24 hours	Restores
Full rest under medical care	3 HP
Full rest	2 HP
Light activity under medical care	2 HP
Light activity	1 HP

Table 4 – Lethal Hit Point Recovery

Non-lethal damage is recovered much more quickly than lethal damage, as outlined in the following table. As above, **Constitution** bonuses or penalties apply to the listed rates, but they can never reduce a fully resting character under medical care to a zero healing rate.

Each hour	Restores
Full rest under medical care	6 HP
Full rest	4 HP
Light activity under medical care	3 HP
Light activity	2 HP

Table 5 – Non-lethal Hit Point Recovery

Medical Care

To benefit from medical care a character must receive a successful **Heal** skill application once per cycle. This is a base DC 10 test with the following modifiers:

Condition	DC Modifier
Serious wounds, over 50% of the character's HP total	+2
Difficult conditions, in the field, lack of clean water, etc.	+2 per condition
Wound complications, poison, disease, etc.	+4 per condition

Temporary Hit Points

Some powers and abilities grant temporary hit points, either directly or through an increased **Constitution** bonus. Unless otherwise noted, temporary HPs are subtracted from the character's **current** HPs when the effect granting them ends. This can cause a character to fall unconscious or even die.

Death and Dying

When a creature's HP reach zero it is **dying**. A dying creature loses one HP per round on its initiative unless it succeeds at a **Constitution** check. A result of 15+ indicates they have become stable and cease to lose HP. A result of 10+ negates HP loss for the round. An ally making a successful DC 10 **Heal** check stabilizes a character, preventing further HP loss.

When a creature's HP total reaches minus one-half (rounded down) **Constitution** it is **dead**. A dead creature can only be revived via magical means.

Recovery from Death

When a dead character is restored to life by any means short of divine intervention, wish, or similar powerful effects, they suffer the following consequences from the experience:

XP loss – The character loses experience equal to one-quarter the XP required to advance from their current level to the next (i.e. a 4th level character would loses 1000 XP). This XP loss may result in a reduction in level. XP loss is permanent, but can be recovered through normal activities. When a character regains a level lost in this manner they have abilities and powers restored to their former values. It isn't a redo.

Temporary Attribute Loss – The character loses 1d4 points from each attribute (roll individually). Attribute points are recovered at the rate of one per eight hour rest period, with a maximum recovery rate of two per day. Determine recovered attributes randomly.

Base Attack Bonus

Fifteen CPs improve a character's base attack bonus (BAB) by +1. A character's BAB begins at zero and is capped at 3/2 character level, with any remainder rounded **down**. Characters with the **Multi-attack** feat have multiple BAB ratings. Each BAB rating is subject to the level cap individually, not collectively.

BAB measures a character's ability to strike or attack foes in combat. A character's BAB applies to all attack forms, subject to attribute bonuses. A character's melee and ranged attack bonuses are calculated as follows:

BAB + Strength bonus + other bonuses = Melee attack bonus

BAB + Dexterity bonus + other bonuses = Ranged attack bonus

Combat Maneuver Bonus and Defense

Combat maneuvers are special actions such as **Bull Rush**, **Trip**, or **Grapple** that are carried out in battle. These maneuvers are resolved using a character's **Combat Maneuver Bonus** (CMB) versus the target's **Combat Maneuver Defense** (CMD). These values are calculated as follows:

$$\text{BAB} + \text{Strength bonus} + \text{Size Modifier} = \text{CMB}$$

$$10 + \text{BAB} + \text{Strength bonus} + \text{Dexterity bonus} + \text{Size Modifier} = \text{CMD}$$

See **Size** for details of the **Size Modifier**. The applications of CMB and CMD are discussed in the **Combat** section under **Combat Maneuvers**.

Saving Throws

Eight CPs provide a +1 bonus to one saving throw category. A maximum of three save bonuses can be purchased each level. Purchased save bonuses can be applied to **Fortitude**, **Reflex**, or **Will** saves as the player desires. Characters begin with all saving throws at zero.

You roll a saving throw when something bad happens and you want your character to avoid the effect. Characters save versus one of three categories, **Fortitude**, **Reflex**, and **Will**. A character's save values for each category are purchased during character creation. Saving throw rolls are:

$$\text{Fortitude save value} + \text{Constitution bonus} + \text{other bonuses} + \text{d20} = \text{Fortitude save}$$

$$\text{Reflex save value} + \text{Dexterity bonus} + \text{other bonuses} + \text{d20} = \text{Reflex save}$$

$$\text{Will save value} + \text{Wisdom bonus} + \text{other bonuses} + \text{d20} = \text{Will save}$$

A roll that equals or exceeds the required DC results in a successful save. A natural roll of one is always a failure; a natural roll of 20 is always a success. The DC for a saving throw is determined by the effect being resisted. For most spells and powers the DC is:

$$10 + \text{spell or power level} + \text{caster attribute bonus} = \text{DC}$$

The GM will determine DC of non-spell and non-power effects.

Derived Character Abilities

There are a number of character abilities that are derived from their base attributes, learned skills, powers, race, and equipment being used. The following sections outline these powers.

Armor Class

AC or **Armor Class** is a rating of how hard it is to hit a character. **High** armor class is better than low. Use this formula to determine armor class:

$$10 + \text{Dexterity bonus} + \text{value of armor worn} + \text{other bonuses} = \text{AC}$$

The **Dexterity** bonus to AC can be negated by a number of situational modifiers. There are also powers that grant a **Dodge** bonus to AC. Any modifier that negates a character's **Dexterity** bonus to AC also negates their **Dodge** bonus.

Damage

Damage is a die roll based on the attack being used, generally a weapon, that determines how much damage an attack does. To calculate the damage done use this formula:

$$\text{Base damage} + \text{Strength bonus} + \text{other bonuses} = \text{Damage}$$

Weapons have damage ratings that vary depending on the size of the **wielder**. See the **Weapons** section under **Equipment** for details. **Strength** bonuses to damage only apply to melee, hurled, or, in some cases, custom-built ranged weapons.

Initiative

Initiative measures how quickly a character acts in combat situations. Initiative is based on **Dexterity** and calculated as follows:

$$\text{Dexterity bonus} + \text{other bonuses} + \text{d20} = \text{Initiative}$$

High initiative allows a character to act earlier in the combat round.

Movement

Each character has a base movement rate determined by race, armor and load. This abstract value is used to determine movement rate in combat, normal movement while exploring, and miles covered per day when on the march. Base human movement rate is 6.

Size

Size is a function of race. Size has an effect on the damage a character does, the space they take up on the battlefield, and the outcome of certain combat maneuvers. Size is defined according to the following table*

- **Size** – The descriptor used to indicate the size class
- **Space** – The space in squares a creature of this size requires on the battlefield
- **Threat** – The neighboring squares threatened by the creature in battle
- **Modifier** – The modifier applied to combat maneuvers and some skill tests
- **Example** – Sample creatures of the given size

Size	Space	Threat	Modifier	Example
Fine	50+ / square	0	-8	Insect
Diminutive	25 / square	0	-4	Toad or bat
Tiny	4 / square	0	-2	Cat or small dog
Small	1	1	-1	A very large dog to Halfling
Medium	1	1	0	An elf or human
Large	1x2, 2x2	1-2	+1	An ogre or horse
Huge	2x3, 3x3	2-3	+2	A giant or elephant
Gargantuan	3x4, 4x4	3-4	+4	A kraken or titan
Colossal	A LOT	4+	+8	Really, really big

Table 7 - Creature Size

Proficiencies

Characters gain proficiencies with armor, shields, and weapons, allowing them to be used with reduced or no penalties. Note that all proficiency penalties and bonuses are cumulative.

Armor

Spend ten CPs to purchase one armor proficiency. Light armor proficiency has no prerequisite. Medium armor proficiency requires Light armor proficiency, and Heavy armor proficiency requires Medium armor proficiency. The cost of armor proficiency purchases is adjusted by a character's **Strength** attribute bonus.

Armor is divided into three weight categories, Light, Medium, and Heavy. A character wearing armor without the appropriate proficiency suffers the listed skill check penalty to all attack rolls and skill checks. Those with the appropriate proficiency remove attack roll penalties and greatly reduce the skills affected by the skill check penalty. See the **Armor** section under **Equipment** for details.

Shields

Spend ten CPs to purchase shield proficiency, modified by a character's **Dexterity** attribute bonus.

Shield proficiency allows the effective use of any shield for defensive purposes. A character using a shield without this proficiency suffers the listed skill check penalty to all attack rolls and skill checks and cannot use their off-hand for anything other than equipping the shield, even if the item would normally allow other actions. Using a shield as a weapon requires both shield proficiency, and a weapon proficiency appropriate to the shield type being used. See the **Armor** section under **Equipment** for details on the weapon proficiency required for each shield type.

Weapons

Spend ten CPs to purchase one Weapon Proficiency. Melee Weapon Proficiency cost is adjusted by a character's **Strength** attribute bonus; Ranged Weapon Proficiency cost is adjusted by a character's **Dexterity** attribute bonus.

Weapons are divided into three broad schools, Simple, Martial, and Exotic, each school further divided into individual weapon class proficiencies. Using a non-proficient weapon inflicts a -4 penalty to attack rolls. Weapon proficiencies are a combination of a school and class: simple light weapons, martial one-handed weapons, and exotic ranged weapons are examples of weapons proficiencies, each covering all weapons of the given class. Full details on weapon schools and classes are found in the **Weapons** section under **Equipment**.

Skills

Spend eight CPs purchase one rank of one skill. Skill costs are reduced or increased by the controlling attribute's bonus or penalty on a one CP to one attribute bonus point basis. Individual skill levels are capped at four times character level.

Skills are a measure of a character's knowledge and learned abilities. Each skill is controlled by one of the six primary attributes which affects both skill use and purchase cost. See the **Appendix – Skills** for full descriptions of all available skills.

Skill Checks

Skills checks are rolled when characters attempt actions that require specialized knowledge or abilities. Skills are rolled as:

$$\text{Skill} + \text{attribute bonus} + \text{other bonuses} + \text{d20} = \text{result}$$

The result is compared to either a DC or an opposed skill to determine success, higher results are always better. Unlike attack rolls, skill rolls of one and 20 **do not** guarantee failure or success.

A skill's controlling attribute determines the applicable attribute bonus. Characters attempting an untrained skill check have an effective skill of -3. Some skills cannot be attempted without formal training. Armor check penalties apply to all skills if a character does not have the appropriate armor proficiency. The armor worn determines armor check penalties (See **Armor** under **Equipment**).

- **Acrobatics, Athletics, Stealth, and Sleight of Hand** skill checks always suffer armor check penalties. **Athletics** skill checks for swimming always suffer **double** the armor check penalty.

Similar Skills

The following skills are similar in nature and bear further comparison:

- **Bluff, Diplomacy and Intimidate** – Bluff confuses or deceives the opponent, diplomacy convinces or negotiates with the foe, intimidate frightens them.

Opposed Skills

Skill	Opposed By
Bluff	Sense Motive
Diplomacy	Diplomacy

Some skill checks are opposed, meaning they are tests of one character's skill against another's. The **Opposed Skills** table summarizes the skills that are most often used in opposed skill checks.

Decipher	Forgery
Disguise	Perception
Forgery	Forgery, Decipher
Stealth	Perception
Intimidate	Level check
Sense Motive	Bluff
Sleight of Hand	Perception
Perception	Disguise, Stealth, Sleight of Hand

Table 8 - Opposed Skills

Powers

Powers grant unique abilities, allowing characters to perform unique actions, cast spells, or perform miracles. Powers are broadly ranked by potency into levels (1st to 10th) and access to various power levels is determined by the path of advancement chosen. Powers are purchased during character creation and advancement. Powers are classified by **realm** and are often energized by **essence**. There are three broad categories of powers that apply across all realms:

- **Feats** – Powers that are passive in nature or which can be used without the expenditure of essence, but often have conditions for activation. Examples include enhanced senses, **Sneak Attack**, **Turn Undead**, or **Combat Reflexes**. Feats are most often associated with the mundane and physical realms. Feats are often triggered by another action.
- **Abilities** – Powers that have their use constrained by a per day limit. Abilities may or may not require an action to invoke, and may or may not use essence. Examples include a paladin's ability to lay hands or a druid's ability to summon an animal companion.
- **Invocations** – Powers that are activated by the expenditure of essence along with a specific ritual or action. Invocations always use essence and always require at least a standard action to carry out. Traditional spells are the best example of invocations.

The costs, prerequisites and limits on powers vary considerably, depending on the power involved. See the discussions on individual realms that follow.

Realms

Powers are divided into realms, each tied to a different source of power, Arcane, Divine, or Physical. The fourth realm, the Mundane, represents the collection of powers and abilities not tied to any particular power source. Each of the four realms is covered in detail in a separate section.

Essence

Essence is a measure of a character's ability to exceed normal human limits. Essence can power spells, create magic items, heal wounds, and allow physical feats beyond the norm. Essence pools are tied to specific realms of power, and can only be used with spells and feats of the appropriate realm. Not all paths to power make direct use of essence.

- **Mana** – Arcane power
- **Boon** – Divine power

- **Chi** – Physical power

The base cost for a point of essence is 10 CPs. The limits and costs of the various forms of essence are detailed in the individual realm descriptions.

Time

During play characters do things as they desire, with the GM keeping the group organized as to who does what when. Time is divided into turns of ten minutes, which the GM will use to track overall game time.

- A turn is ten minutes and provides a convenient measure of activity in non-combat situations.
- A combat round is six seconds.

Combat

Combat is carried out as a series of rounds. During each round all involved parties carry out one or more actions in an order determined by their initiative. Combat continues round by round until one side or the other is defeated or withdraws from battle. Combat is divided into a number of phases:

- Roll for Initiative
- Determine Surprise
- Carry out Surprise Actions in initiative order
- Carry out normal combat rounds until combat ends

Initiative

Each character rolls initiative to determine when they will act in each round for the remainder of the current battle. The GM will also determine the initiative(s) of the hostile force, making one or more initiative rolls as they deem appropriate. The initiative order, high to low, is recorded by the GM. A character's initiative value is determined by the following formula:

$$\text{Dexterity bonus} + \text{other bonuses} + \text{d20} = \text{Initiative}$$

All characters and foes are **flat-footed** until they take their first combat action, losing all **Dexterity** and **Strength** bonuses to AC and attack rolls.

Surprise

Determine who is surprised by their foe. The GM will make this determination based on initial conditions and the skills and abilities of the various parties involved. Generally surprise status is determined by **Perception** skill checks.

Surprise Actions

All unsurprised combatants carry out a single standard action in initiative order. Once all unsurprised combatants have acted, normal combat rounds begin. A combatant that acts during the surprise round loses their **flat-footed** status as usual.

Note that surprise actions are **not** part of the normal combat round sequence. Actions that are triggered by the end of a round are **not** triggered during the surprise phase.

The Combat Round

Each round is structured as follows:

- The round begins.
- In initiative order, each character and foe performs all their actions.
- The round ends when all combatants have acted.

Combat Actions

Actions are divided into one of four categories, **free**, **move**, **standard**, and **full**. Each round a character can carry out one **free action** plus one of the following combinations of actions:

- One **full action**.
- One **move action** and one **standard action** in any order.
- Two **move actions**.

Attacks of Opportunity

When engaging in combat some actions provoke an Attack of Opportunity (AoO). An AoO is a single free melee attack with a character's main weapon against the combatant that provoked it. Each combatant can make **one** AoO each round, though some powers grant additional AoOs. A combatant can carry out an AoO under the following conditions:

- They have an AoO available.
- They are armed.
- They threaten the square containing the combatant that provoked the AoO. Combatants threaten any square within their melee range.

The actions below indicate if they provoke an AoO.

Creatures with Threat Range of Zero

Some creatures have a threat range of zero. These creatures must move into an occupied square to attack. This movement provokes an AoO from the occupant.

Free Actions

The following are **free actions**:

- Call for aid or issue a brief warning.

- Drop an item.
- Cease concentrating on a spell.

Move Actions

The following are **move actions**:

- Move at movement rate (AoO).
- Run at double movement rate, negating **Dexterity** and shield AC bonuses (AoO).
- Climb or crawl at one-half movement rate, negating **Dexterity** and shield AC bonuses (AoO).
- Swim at one-half movement rate, negating **Dexterity** and shield AC bonuses (AoO).
- Wield or sheath one weapon or shield.
- Mount or dismount.
- Control a frightened mount (AoO).
- Stand from prone (AoO).
- Retrieve a stored item (AoO).
- Pick up a dropped item (AoO).
- Move a heavy object (AoO).
- Prepare an item (light a lantern / torch, prepare a flask for throwing) (AoO).
- Direct or redirect an active spell.
- Open or close a door.

Movement provokes an AoO when moving **out** of a threatened square. This includes moving from one threatened square to another.

Standard Actions

The following are **standard actions**:

- Carry out a single armed melee attack.
- Carry out a single unarmed melee attack (AoO).
- Carry out a touch attack or a ranged touch attack (AoO).
- Carry out a single ranged attack (AoO).
- Throw a prepared oil flask (AoO).
- Use a power with less than X prep time (AoO).
- Use a magical device, scroll or potion (AoO).
- Aid a comrade (AoO).
- Reload a hand or light crossbow (AoO).
- Withdraw one square from combat.

Full Actions

The following are **full actions**:

- Use a power with greater than X prep time (AoO).

- Carry out a full armed melee or ranged attack sequence.
- Carry out a full unarmed melee attack sequence (AoO).
- Reload a heavy crossbow (AoO).
- Examine or disable a device (trap or lock) (AoO).
- Attempt a saving throw against an ongoing effect.

Delay Action

On their initiative characters can choose to delay their action, waiting to see what other characters or foes do before acting. A character that delays their action can choose to act at any point between their initiative in the current round, and their initiative in the next round. If they do take action, their initiative for the remainder of the battle is altered to whenever they acted. If they do not act before their next initiative, they lose a round of action and resume action at their normal initiative. A delaying character cannot interrupt another combatant's action; they must act before or after other combatants.

Example: Bill the cleric is in the second rank of combatants, ready to heal whichever front line fighter requires it. He delays his initiative until after the enemy has attacked his friends so he can best judge who would benefit most from his healing spell. His initiative for the rest of the battle is adjusted to right after the enemy attacks.

Ready Action

On their initiative a character can prepare a specific standard action in response to a stated condition. This action is carried out when the stated condition is met, potentially interrupting other combatant's actions. As with a delayed action, a character's initiative is changed to whenever they took the action for the duration of the battle, and they lose their action if the trigger condition is never met.

Example: Frank the fighter has a throwing axe in hand. He declares he will throw it at any enemy within a specific area that begins spell casting. One of the enemy shaman starts to cast a spell and Frank throws the axe, potentially causing damage and forcing the spell caster to make a Concentration check. Frank's initiative is adjusted to just before the enemy spell caster (since Frank has the higher **Dexterity** bonus).

Resolving Actions

The Attack Roll

Each attempt to damage a foe requires an attack roll. The formula for this roll is:

$$\text{Ranged or Melee attack bonus} + \text{situational bonuses} + \text{d20} = \text{result}$$

If the result is equal to or greater than the target's AC, it is a successful attack and damage is computed.

Multiple Attacks

All weapons and natural attack forms have a base attack rate of one attack per round. Combatants can gain multiple attacks per round in the following ways:

- Purchasing the **Multi-attack** feat provides access to additional attacks.

- Using two weapons grants a single off-hand attack with penalties for both weapons.
- Combatants with multiple natural attacks may use multiple attacks.
- Using certain powers increases base attack rate.

Using multiple attacks requires a **full action** during the combat round. Some powers are exceptions to this rule.

Unarmed vs. Armed Attacks

Unarmed attacks differ from armed attacks in several important ways:

- Unarmed attacks provoke attacks of opportunity against the attacker.
- All damage inflicted is non-lethal.
- Unarmed combatants do not threaten nearby squares, so they cannot carry out AoOs.

Warrior's Fist causes unarmed attacks to be treated as armed attacks. Creatures with natural weaponry (claws, fangs, etc.) are generally treated as armed combatants.

Touch Attacks

Touch attacks are used by spell casters to complete certain spells. There are two types, melee, which require actually touching the target, and ranged, which require touching the target with a projection, ray, beam, or similar mechanic. Melee touch attacks automatically succeed against willing targets (allies). Melee touch attacks against foes and all ranged touch attacks require an attack roll using the appropriate attack bonus (melee or ranged). Touch attacks ignore all the target's mundane armor and shield bonuses, including natural armor, but not magical protections, **Dodge** or **Dexterity** bonuses. There is no proficiency penalty for touch attacks.

If the action that requires the touch attack does not explicitly provoke an AoO, attempting a touch attack against a hostile combatant does. Some creatures make undesirable touch attack targets.

Automatic Hits and Misses

A natural roll of 20 automatically hits the target; a natural roll of one automatically misses the target.

Critical Hits

All weapons have a **Critical Threat Range**, by default 20, which determines when a blow struck might also be a critical hit. They also have a **Critical Multiplier**, by default 2x, which determines the bonus damage done if a critical hit is achieved.

Any attack roll with a natural result within the **Critical Threat Range** of the attacking weapon might be a critical hit. Roll the attack again using the same bonuses, and if this roll is also a hit the attack is a critical. Roll the damage for the hit normally and multiply by the weapon's **Critical Multiplier**.

Powers in Combat

Individual power descriptions will indicate if they provoke AoOs. In general powers that require a standard or full action will provoke an AoO when invoked. Full action powers are started on the character's initiative and completed at the beginning of the character's next initiative.

If a power provokes AoOs make a **Concentration** skill check against each attack that does damage to continue the invocation (DC 10 + Damage). Normal attacks against a character who is invoking a full action power also require a **Concentration** skill check to continue the invocation. If any **Concentration** check fails, the invocation fails and the power is used up.

Power Duration

Some powers have **duration** specified in rounds. Powers take effect at the end of the action that invokes them and last the remainder of the current round plus **duration** additional rounds. Power effects end at the end of the combat round.

Combat Movement

Normal movement in combat is one five-foot square per point of movement rate. A vertical or horizontal move between squares costs **one** movement point. Diagonal moves cost 1 ½ points per square, counted as one movement point for the first such move in a round, two for the second, one for the third, and so forth. Characters can run double this rate and swim, crawl or climb one-half this rate. All normal forms of movement provoke AoOs. Running, swimming, crawling and climbing also negate **Dexterity** and shield bonuses to AC. A crawling character is treated as if they are **prone**.

The Five-Foot Step

If a character does not move during their normal action sequence, they may take a **five-foot step** before, during or after their other actions. The **five-foot step** allows a character to move into any unoccupied neighboring square. This move does not provoke an AoO. A character cannot take a **five-foot step** into or out of **difficult terrain**.

Difficult Terrain

Rough or broken ground, a fiery chasm, and a beam across a pit are all considered **difficult terrain**. The GM will indicate these features on the battle mat during combat. **Difficult terrain** prevents the **five-foot step** and **Charge**. It may inflict a movement cost penalty depending on the terrain. Difficult terrain may require a skill test to cross without incident.

Combat Maneuvers

Combat maneuvers are actions carried out during combat that don't fit the standard attack versus AC model. Many combat maneuvers use a basic test of **Combat Maneuver Bonus** (CMB) versus **Combat Maneuver Defense** (CMD) to resolve the outcome of the action. Combat maneuvers are relatively difficult, particularly when your target is trying to cut your head off with an axe. Some have mundane feats available that improve a character's odds of success. The following sections detail the various combat maneuvers and their effects.

The Combat Maneuver Test

The basic combat maneuver test is:

Attacker CMB + situational bonus + d20 vs. Defender CMD

If the attacker's result equals or exceeds the defender CMD the maneuver succeeds. Unless otherwise stated, combat maneuvers require a standard action.

Bull Rush

As a standard action **Bull Rush** an adjacent foe, attempting to shove them back.

- Provoke an AoO. Any AoO against the **Bull Rush** attacker has a 25% chance of striking the defender. The defender does not suffer this penalty.
- Perform **combat maneuver test** at a -4 penalty. **Bull Rush** can be combined with **Charge** to grant a +2 bonus to this check.
 - If the attacker succeeds, the defender is pushed back one square and the attacker moves into their former square.
 - If the attacker fails both parties remain where they were.

The attacker can opt to push the defender one additional square per point of success in the combat maneuver test, advancing into the vacated square as they do. Note that the resulting movement by attacker and defender may allow AoOs if the area they move through is threatened.

See also: **Improved Bull Rush**.

Charge

As a full round action, a character can charge a foe, moving at least two squares and up to twice their base movement, carrying out a single attack at the end of the round. Charge does **not** allow AoOs, but movement is constrained to a straight line between the attacker's starting position and the nearest position next to the target that allows an attack. This path cannot cross difficult terrain or be blocked in any way by obstacles or other characters. At the end of the **Charge** the character carries out a single melee attack with a +2 attack bonus or executes a **Bull Rush** with a +2 bonus to the combat maneuver test.

Disarm

As a standard action a character can attempt to **Disarm** a foe.

- Provoke an AoO from the defender. If it inflicts any damage, the **Disarm** attempt fails.
- Perform a **combat maneuver test** at a -4 penalty.
 - If the attacker succeeds the defender is disarmed and drops their weapon.
 - If the defender wins they retain their weapon.

See also: **Improved Disarm**.

Grapple

As a standard action a character can attempt to **Grapple** a foe.

- Provoke an AoO from the defender. If it inflicts any damage, the **Grapple** attempt fails.
- Perform a **combat maneuver test** at a -4 penalty. A humanoid attacker takes an additional -4 penalty if they do not have both hands free while attempting to **Grapple**.
 - If the attacker succeeds both attacker and defender are **grappled** and the attacker has the advantage.
 - If the attacker fails the **Grapple** attempt fails.

See the section on **Combat Status Effects** for details on the **grappled** condition.

See also: **Improved Grapple**.

Parry

As a full action a character may fight in a fully defensive manner. While parrying character gains double benefits from shield, **Dodge** and **Dexterity** bonuses to AC. **Parry** status lasts until the beginning of the character's next action.

Sunder

As a standard action a character can attempt to strike an item held by a foe with the intent of breaking or destroying it. Only crushing or slashing weapons can be used to make **Sunder** attempts.

- Provoke an AoO from the defender. If it inflicts any damage, the **Sunder** attempt fails.
- Perform a **combat maneuver test** at a -4 penalty. Apply a +2 bonus for using a two-handed weapon and a -2 penalty for using a light weapon.

If the attacker wins they have struck a solid blow on the target item. Roll damage and apply it as if breaking an item. See the **Equipment** section for details on breaking items.

See also: **Improved Sunder**.

Trip

As a standard action a character may attempt to **Trip** a defender which knocks them **prone**. **Trip** can only be carried out while unarmed or with weapons that specifically allow it.

- Provoke an AoO from the defender. If it inflicts any damage, the **Trip** attempt fails.
- Perform a **combat maneuver test** at a -4 penalty.
 - If the attacker succeeds the defender is knocked **prone**.
 - If the attacker fails the defender may immediately attempt to **Trip** the attacker without provoking an AoO.

Certain weapons allow trip attempts while armed. These weapons negate AoOs.

See also: **Improved Trip**.

Withdraw

As a standard action the character can move one square in any direction, negating any AoOs this move would ordinarily provoke.

Action Penalty

Many combat status effects, spell effects, and situational modifiers apply an **action penalty**. This penalty affects **attack rolls, skill checks, combat maneuver tests, attribute checks, and saving throws**.

Combat Status Effects

Combat is chaotic and characters are not always at their best during the fight. The following table summarizes some of the situations a character can get into and the effects thereof. All combat status effects begin immediately. Effects with duration end on the same initiative they started in the ending round.

Situation	Effects
Blind	Cannot see at all: target loses Dexterity and Strength bonuses and suffers an additional -4 action penalty . Cannot use skills or powers that require sight. Movement rate halved.
Flanked	Caught between two foes. Melee attackers gain a +2 attack bonus.
Flat-footed	Caught unaware: target loses Dexterity and Strength bonuses. Automatically recovered at initiative.
Grappled	See below.
Helpless	Magically held or unconscious. No actions are possible. Automatically hit for full damage.
Immobilized	Cannot move: target loses Dexterity and Strength bonuses and suffers a -4 action penalty . Foes gain a +2 attack bonus.
Prone (tripped)	Fallen flat: target loses Dexterity and Strength bonuses and suffers an additional -2 action penalty . Move action to recover.
Stunned	Seeing stars: target loses Dexterity and Strength bonuses and suffers an additional -2 action penalty . Target can only take a five-foot step or use powers or skills that specifically state they can be used while stunned.

Table 9 – Combat Status Effects

Grappled

Grappled creatures are held in place by their foe(s). One side, usually the attacker, is said to have the advantage in the grapple. All grapplers suffer certain penalties:

- A -4 penalty to attack rolls and **combat maneuver tests** against ungrappled opponents.
- Spell casting requires a **Concentration** check vs. a **DC 10 + opponent's CMB + spell level**.
- Cannot use two-handed weapons or carry out any action requiring both hands, including shield use and two-weapon fighting.
- Cannot use **Stealth**. Invisibility grants a +2 CMD bonus versus grappled opponents.

Having the advantage in the grapple has the following benefits and options:

- Gain a +2 bonus to all attack rolls and **combat maneuver tests** against grappled opponents.
- Break from the grapple as a free action.
- Pin your foe with a successful **combat maneuver test**. A pinned foe is treated as **immobilized**. Escaping a pin requires a successful **combat maneuver test**.
- Move your foe up to one-half your movement rate as a full round action with a successful **combat maneuver test**. The foe gains a +2 bonus to their CBD if this move places them in immediate danger from an external source.

The disadvantaged side in the grapple has the following penalties and options:

- Suffer a -2 penalty to all attack rolls and **combat maneuver tests** against grappled opponents.
- Break from the grapple with a successful **combat maneuver test**.
- Reverse the grapple, gaining the advantage, with a successful **combat maneuver test**.

Ending Combat

When one side or the other is defeated or retreats and breaks contact the combat is over. Note that pursuit can extend combat even when one side is retreating.

Equipment

Armor

The following table outlines the various properties of armor. Note that it is assumed all forms of body armor include a helm of some sort where appropriate. Armor is divided into Light, Medium and Heavy categories, with Shields forming a fourth group.

- **Armor** – The base type of armor described.
- **Cost** – The base value of the armor in gold pieces.
- **AC** – The AC bonus provided by the armor.
- **Dexterity Limit** – The maximum **Dexterity** bonus that can be applied in this form of armor. A character with a higher bonus loses some of the benefit if wearing heavier armor. The lowest **Dexterity** limit applies.
- **Check Penalty** – A penalty applied to all attack rolls and skill checks when wearing this form of armor. A character with the appropriate armor proficiency removes this penalty except for **Acrobatics, Athletics, Stealth, and Sleight of Hand**. **Athletics** skill checks involving swimming suffer **double** the listed penalty. All penalties are cumulative.
- **Arcane Failure** – The chance that a power based on the arcane realm will fail when wearing this armor. Roll a d20, a result less than or equal to the given value results in a spell fizzle. Mana or spell slots used to cast the spell are lost. Arcane failure penalties are cumulative, for example using both padded armor and a buckler results in a 2 in 20 chance of failure.
- **Speed Penalty** – The movement penalty inflicted by this armor.

- **Weight** – The armor’s weight in pounds.

Armor	Cost	AC	Dexterity Limit	Check Penalty	Arcane Failure	Speed Penalty	Weight
Light Armor							
Padded	5	1	8	0	1	0	10
Leather	10	2	6	0	2	0	15
Studded Leather	25	3	5	-1	3	0	20
Chain Shirt	100	4	4	-2	4	1	25
Medium Armor							
Hide	15	3	4	-3	4	1	25
Scale	50	4	3	-4	5	2	30
Chainmail	150	5	2	-5	6	2	40
Breastplate	200	5	3	-4	5	2	30
Heavy Armor							
Splint	200	6	0	-7	8	2	45
Banded	250	6	1	-6	7	2	35
Half-plate	600	7	0	-7	8	2	50
Full-plate	1500	8	1	-6	7	2	50
Shields							
Buckler	15	1	--	-1	1	0	5
Light wooden	3	1	--	-1	1	0	5
Light steel	9	1	--	-1	1	0	6
Heavy wooden	7	2	--	-2	3	0	10
Heavy steel	20	2	--	-2	3	0	15
Tower	30	4	2	-10	10	1	45

Table 10 – Armor

Armor Notes

Buckler – A character using a buckler can also use two-handed weapons, fight with two weapons, or fire a bow or crossbow. All attacks made while using the off-hand incur a -1 attack penalty due to the buckler. Off-hand attacks negate the shield’s AC bonus until the character’s next initiative. A buckler cannot be used as a weapon.

Light Shields – Light shields allow characters to carry small objects in their off-hand, but weapon use is disallowed. A light shield can be used as an off-hand weapon, subject to the usual rules of attacking with two weapons. A light shield is considered a martial light weapon for proficiency purposes when used in this manner. Using a shield for a melee attack negates its AC bonus until the character’s next initiative.

Heavy Shields – Heavy shields prevent any further use of a character’s off-hand. Heavy shields can be used as a weapon via a shield bash, subject to the usual rules of attacking with two weapons. A heavy shield is considered a martial one-handed weapon for proficiency purposes when used in this manner. Using a shield for a melee attack negates its AC bonus until the character’s next initiative.

Tower Shields – Tower shields are massive enough that they prevent any divine or arcane spell casting when one is used. When used in combat a tower shield causes a -2 penalty to all attack rolls. A tower shield can be used as full cover at the expense of giving up all attacks until the character's next action.

Donning / Removing Armor

Putting on or taking off armor takes a number of rounds equal to its armor check penalty. Any shield other than a tower shield may be wielded or slung as a move action. A tower shield takes a full action to prepare and is always carried in one hand.

Weapons

The following table outlines the properties of various weapons. As mentioned in the **Proficiencies** section weapons are divided by school and class. Each table lists one school of weaponry. Each entry details the following features and values.

- **Weapon** – The name of the weapon described.
- **Class** – The class of the weapon for proficiency purposes. The various classes are:
 - **UA** – Unarmed
 - **LW** – Light melee weapons
 - **1H** – One-handed melee weapons
 - **2H** – Two-handed melee weapons
 - **RA** – Ranged weapons
- **GP** – The base price of the weapon in gold pieces.
- **Dm (S)** – The damage done by the weapon when wielded by a small character.
- **Dm (M)** – The damage done by the weapon when wielded by a medium character.
- **Crit** – The **Critical Threat Range** and **Critical Multiplier** for the weapon.
- **Rn (Range)** – The base un-penalized range of the weapon in squares. Each full range increment imposes a cumulative -2 attack penalty on any use of the weapon.
- **Wt** – The weight of the weapon in pounds.
- **Type** – The type of damage inflicted by the weapon, one of:
 - **C** – Crushing
 - **P** – Piercing
 - **S** – Slashing

Simple Weapons								
Weapon	Class	GP	Dm (S)	Dm (M)	Crit	Rn	Wt	Type
Gauntlet	UA	2	1d3	1d4	20 / 2x		1	C
Unarmed Fist	UA	0	1d2	1d3	20 / 2x		0	C
Kick	UA	0	1d3	1d4	20 / 2x		0	C
Dagger	LW	2	1d3	1d4	19-20 / 2x		1	P,S
Mace, Light	LW	5	1d4	1d6	20 / 2x		4	C
Sickle	LW	6	1d4	1d6	20 / 2x		2	S
Club	1H	0	1d4	1d6	20 / 2x	2	3	C
Mace, Heavy	1H	12	1d6	1d8	20 / 2x		8	C
Morningstar	1H	8	1d6	1d8	20 / 2x		6	C,P
Short Spear	1H	1	1d4	1d6	20 / 2x	4	3	P
Long Spear	2H	5	1d6	1d8	20 / 3x		9	P
Quarterstaff	2H	0	1d4	1d6	20 / 2x		4	C
Spear	2H	2	1d6	1d8	20 / 3x	4	6	P
Crossbow, Heavy	RA	50	1d8	1d10	19-20 / 2x	24	8	P
Crossbow, Light	RA	35	1d6	1d8	19-20 / 2x	16	4	P
Dart	RA	1	1d3	1d4	20 / 2x	4	1	P
Javelin	RA	1	1d4	1d6	20 / 2x	6	2	P
Sling	RA	1	1d3	1d4	20 / 2x	10	0	C

Table 11 – Simple Weapons

Simple Weapon Notes

Gauntlet – Gauntlets are generally worn as part of medium or heavy armor. They provide no additional armor protection.

Short Spear – This weapon is short and light enough to use one-handed. It can also be thrown.

Long Spear – This weapon has reach, allowing it to attack targets in non-adjacent squares. It is too long to use against closer opponents, and too heavy to throw. It inflicts double damage against charging foes when set against a charge.

Spear – The standard spear is a two-handed weapon that can be wielded normally or thrown. It inflicts double damage against charging foes when set against a charge.

Crossbows – Crossbows generally require two hands to fire. Firing a heavy crossbow with one hand incurs a -4 attack penalty, firing a light crossbow with one hand incurs a -2 attack penalty.

Dart – Listed cost and weight are for a pair of darts.

Martial Weapons								
Weapon	Class	GP	Dm (S)	Dm (M)	Crit	Rn	Wt	Type
Axe, Throwing	LW	8	1d4	1d6	20 / 2x	2	2	S
Hammer, Light	LW	1	1d3	1d4	20 / 2x	4	2	C
Handaxe	LW	6	1d4	1d6	20 / 3x		3	S
Long Knife	LW	8	1d3	1d4	19-20 / 2x		2	S
Pick, Light	LW	4	1d3	1d4	4x		3	P
Sap	LW	1	1d4	1d6	20 / 2x		2	C
Shield, Light	LW	*	1d2	1d3	20 / 2x		*	C
Spiked Shield, Light	LW	*	1d3	1d4	20 / 2x		*	P
Sword, Short	LW	10	1d4	1d6	19-20 / 2x		2	P
Battle Axe	1H	10	1d6	1d8	20 / 3x		6	S
Flail	1H	8	1d6	1d8	20 / 2x		5	C
Pick, Heavy	1H	8	1d4	1d6	20 / 4x		6	P
Rapier	1H	20	1d4	1d6	18-20 / 2x		2	P
Scimitar	1H	15	1d4	1d6	18-20 / 2x		4	S
Shield, Heavy	1H	*	1d3	1d4	20 / 2x		*	C
Spiked Shield, Heavy	1H	*	1d4	1d6	20 / 2x		*	P
Sword, Long	1H	15	1d6	1d8	19-20 / 2x		4	S
Trident	1H	15	1d6	1d8	20 / 2x	2	4	P
War Hammer	1H	12	1d6	1d8	20 / 3x		5	C
Falchion	2H	50	1d6	2d4	18-20 / 2x		8	S
Flail, Heavy	2H	15	1d8	1d10	19-20 / 2x		10	C
Glaive	2H	8	1d8	1d10	20 / 3x		10	S
Great Axe	2H	20	1d10	1d12	20 / 3x		12	S
Great Club	2H	5	1d8	1d10	20 / 2x		8	C
Guisarme	2H	9	1d6	2d4	20 / 3x		12	S
Halberd	2H	10	1d8	1d10	20 / 3x		12	P,S
Lance	2H	10	1d6	1d8	20 / 3x		10	P
Ranseur	2H	10	1d6	2d4	20 / 3x		12	P
Scythe	2H	18	1d6	2d4	20 / 4x		10	P,S
Sword, Great	2H	50	1d10	2d6	19-20 / 2x		8	S
Long Bow	RA	75	1d6	1d8	20 / 3x	20	3	P
L. Bow, Composite	RA	100	1d6	1d8	20 / 3x	22	3	P
Short Bow	RA	30	1d4	1d6	20 / 3x	12	2	P
S. Bow, Composite	RA	75	1d4	1d6	20 / 3x	14	2	P

Table 12 – Martial Weapons

Martial Weapons Notes

Bows – All bows require two hands to use. Long bows are too unwieldy to use while mounted. Composite bows can be custom-made to allow application of **Strength** bonuses to damage.

Flails – These weapons allow armed **Trip** attempts, negating AoOs, and providing a +2 bonus to the required combat maneuver roll.

Glaive – This weapon has reach, allowing it to attack targets in non-adjacent squares. It is too long to use against closer opponents.

Guisarme – This weapon has reach, allowing it to attack targets in non-adjacent squares. It is too long to use against closer opponents. A guisarme’s curved blade allows it to be used to **Trip** foes, negating AoOs.

Halberd – This weapon has a spiked head which can be set against charging foes, inflicting double damage. A halberd’s curved blade allows it to be used to **Trip** foes, negating AoOs.

Ranseur - This weapon has reach, allowing it to attack targets in non-adjacent squares. It is too long to use against closer opponents. The weapon’s pronged head grants a +2 bonus to the combat maneuver roll for **Disarm** attempts.

Sap – This weapon does non-lethal damage.

Scythe – This weapon’s unique blade shape allows it to be used to **Trip** foes, negating AoOs.

Shields – Shield costs are listed under Armor.

Exotic Weapons								
Weapon	Class	GP	Dm (S)	Dm (M)	Crit	Rn	Wt	Type
Kama	LW	2	1d4	1d6	20 / 2x		2	S
Nunchaku	LW	2	1d4	1d6	20 / 2x		2	C
Sai	LW	1	1d3	1d4	20 / 2x	2	1	P
Sword, Bastard	1H	35	1d8	1d10	19-20 / 2x		6	S
War Axe, Dwarven	1H	30	1d8	1d10	20 / 3x		8	S
Whip	1H	1	1d2	1d3	20 / 2x		2	S
Bolas	RA	5	1d3	1d4	20 / 2x	2	2	C
Crossbow, Hand	RA	100	1d3	1d4	19-20 / 2x	6	2	P
Crossbow, Rpt. Heavy	RA	400	1d8	1d10	19-20 / 2x	24	12	P
Crossbow, Rpt. Light	RA	250	1d6	1d8	19-20 / 2x	16	6	P
Net	RA	20			--	2	6	
Shuriken	RA	1	1	1d2	20 / 2x	2	1	P

Table 13 – Exotic Weapons

Exotic Weapon Notes

Kama – This weapon can be used to make **Trip** attacks, negating AoOs.

Nunchuku – This weapon provides a +2 bonus to the combat maneuver roll for **Disarm** attempts.

Sai – This weapon provides a +4 bonus to the attack roll for **Disarm** attempts.

Sword, Bastard – This weapon can be wielded two-handed as a martial school weapon. One-handed use is treated as an exotic school weapon. Base damage is the same in either case.

War Axe, Dwarven – This weapon can be wielded two-handed as a martial school weapon. One-handed use is treated as an exotic school weapon. Base damage is the same in either case.

Whip – This weapon deals non-lethal damage. It does no damage to foes with at least +1 armor bonus. It has reach and can also strike foes in adjacent squares. It can be used to make **Trip** attempts, negating AoOs. A whip grants a +2 bonus to combat maneuver rolls for **Disarm** attempts.

Bolas – This weapon can be used to make a ranged **Trip** attack, negating AoOs.

Net – A net has a maximum range of 2 squares, and a net attack is treated as a ranged touch attack. A target struck by a net takes no damage, but is entangled, suffering a -2 attack penalty, and a -4 **Dexterity** penalty. Refolding a net takes two full actions in combat. Using an unprepared net applies a -4 penalty to attack rolls.

Shuriken – The cost and weight entries for this weapon are for 5 items.

Repeating Crossbows – Repeating crossbows require two hands. Firing them one-handed suffers the same -4 for heavy, -2 for light penalty as regular crossbows. Repeating crossbows have a magazine of 5 bolts. Reloading the magazine takes two full actions. Re-cocking a repeating crossbow is a free action.

Hand Crossbows – These weapons can be fired one-handed. You can use two hand crossbows at once, subject to the usual penalties for fighting with two weapons.

Destroying Items

To destroy an object a character must inflict damage in one or more attack actions using a crushing or slashing weapon. Successful attacks against an item held by a foe in combat are made via **Sunder** attempts (see **Combat Maneuvers** in the **Combat** section). Attacks against other objects are made versus the object's AC, which is determined as follows:

$$10 + \text{size modifier} + \text{dexterity modifier} = \text{object AC}$$

Most objects have a **Dexterity** of zero (-5 penalty to AC). Inanimate objects suffer a further -2 penalty. If a character takes a full round action to aim, they automatically hit with a melee weapon and gain a +5 bonus to their attack roll with ranged weapons. Once a successful attack is made damage is applied.

Some attack forms do reduced damage to objects. Generally electrical and fire attacks do half damage and cold does one-quarter damage when used against items. Ranged weapons usually do half damage. The GM may rule some weapons ineffective (clubbing a rope for example). Items are immune to critical hits and non-lethal damage.

All items have a **hardness** rating, which measures their resistance to damage. The adjusted damage made by a successful attack is first reduced by the item's hardness, with any remaining damage applied to the object's hit points. An object is destroyed when its hit points are reduced to zero.

Breaking through Objects

Rather than destroying objects like doors, bars or ropes, a character may choose to break through instead, leaving the object mostly intact. To break through an object make a **Strength** check versus a DC determined by the object's size and structure.

The characteristics of some typical objects are outlined in the following table.

Object	Hardness	HP	DC to break
Light weapon	10	2	--
One-handed weapon	10	5	--
Two-handed weapon	10	10	--
Light wooden shield	5	7	--
Heavy wooden shield	5	15	--
Light metal shield	10	10	--
Heavy metal shield	10	20	--
Rope	0	2	23
Simple wooden door	5	10	13
Good wooden door	5	15	18
Iron door	10	60	28
Small chest	5	1	17
Large chest	5	15	23
Masonry wall (1' thick)	8	90	35
Hewn stone (3' thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26

Table 14 – Object Breakage Characteristics

The Mundane Realm

Powers of the mundane realm are not tied to any source of magical power. They are feats and abilities that are determined by race or available to anyone, requiring no essence. The following sections provide summary tables for combat and non-combat powers and detailed descriptions of each power.

Mundane Combat Powers

The table below summarizes the combat-based powers of the mundane realm.

Power	Cost	Category	Prerequisite
Blind Fighting	8	Combat	BAB 1+
Reduce penalties for fighting while blind.			
Combat Reflexes	12	Combat	BAB 2+, Dexterity 12+
Allows an additional Attack of Opportunity			
Dodge	12	Combat	Dexterity 12+
Provides a +2 Dodge bonus to AC versus a designated target			
Improved Bull Rush	12	Combat	Strength 12+
Improved skill at making / resisting Bull Rush			
Improved Disarm	12	Combat	Dexterity 12+
Improved skill at making / resisting disarm attempts			
Improved Grapple	12	Combat	Strength 12+
Improved skill at grappling			
Improved Sunder	12	Combat	Strength 12+
Improved skill at sundering objects			
Improved Trip	12	Combat	Strength 12+
Improved skill at trip attempts			
Multi-Attack	12	Combat	BAB 6+, Special
Allows additional attacks when using a full action to attack			
Point Blank Shot	8	Combat	BAB 1+, one ranged weapon proficiency
Grants an attack and damage bonus to throwing and ranged attacks at close range			
Shield Mastery	12	Combat	Shield proficiency
Retain AC bonus when using a shield as a weapon			
Sneak Attack	12	Combat	Dexterity 12+
Provides attack and damage bonuses to unexpected attacks			
Two-Weapon Fighting	12	Combat	BAB 1+, Dexterity 12+
Allows use of two weapons simultaneously			
Weapon Focus	12	Combat	BAB 1+, weapon proficiency with chosen weapon
Provides an attack bonus with the chosen weapon			
Weapon Specialist	12	Combat	BAB 2+, Weapon Focus with chosen weapon
Provides a damage bonus with the chosen weapon			

Table 15 - Combat Mundane Realm Powers

Mundane Non-Combat Powers

The table below summarizes the non-combat powers of the mundane realm.

Power	Cost	Category	Prerequisite
Great Fortitude	12	Save	Constitution 12+
Provides a +2 Fortitude saving throw bonus			
Iron Will	12	Save	Wisdom 12+
Provides a +2 Will saving throw bonus			
Lightning Reflexes	12	Save	Dexterity 12+
Provides a +2 Reflex saving throw bonus			
Linguist	8	Learning	Intelligence 12+
Character is proficient with languages			
Natural Athlete	12	Skills	Special
Provides bonuses to specific skills			
Sensitive Nature	12	Skills	Special
Provides bonuses to specific skills			
Sharp Witted	12	Skills	Special
Provides bonuses to specific skills			
Tracking	8	Skills	Survival 3+
Allows tracking in wilderness settings			

Table 16 – Non-Combat Mundane Realm Powers

Mundane Power Descriptions

This section provides full details on all mundane realm powers. Powers are listed in alphabetic order.

Blind Fighting (8 CP)

- Category: Combat
- Prerequisite: BAB 1+

Blind Fighting reduces the penalties suffered while fighting blind, allowing the application of **Dexterity** and **Strength** bonuses and reducing attack roll and AC penalties to -2. Skill use and movement speed are still affected by blindness as usual.

Combat Reflexes (12 CP)

- **Category: Combat**
- **Prerequisite: BAB 2+, Dexterity 12+**

Combat Reflexes allows a combatant to carry out an additional Attack of Opportunity each round. Normally combatants are limited to one Attack of Opportunity per round. This power can only be purchased once.

Dodge (12 CP)

- **Category: Combat**
- **Prerequisite: Dexterity 10+**

Dodge grants a +2 AC bonus versus a designated target. By default this bonus is applied to the combatant's target, but the benefit can be assigned to any foe during a character's normal initiative. Any condition or attack that negates **Dexterity** bonuses to AC also negates the benefit of Dodge. This power can only be purchased once.

Great Fortitude (12 CP)

- Category: Save
- Prerequisite: **Constitution 12+**

This feat grants the character a +2 **Fortitude** saving throw bonus.

Improved Bull Rush (12 CP)

- Category: Combat
- Prerequisite: **Strength 12+**

Improved Bull Rush allows a character to make a **Bull Rush** attempt against a foe without provoking an AoO and negates the usual -4 **combat maneuver test** penalty. When they are defending against a **Bull Rush** their foe suffers an additional -4 penalty.

Improved Disarm (12 CP)

- Category: Combat
- Prerequisite: **Dexterity 12+**

Improved Disarm allows a character to make a **Disarm** attempt against a foe without provoking an AoO and negates the usual -4 **combat maneuver test** penalty. When they are defending against a **Disarm** their foe suffers an additional -4 penalty. If a **Disarm** attempt fails against a defender with this feat, they may make an immediate **Disarm** attempt against the attacker as a free action.

Improved Grapple (12 CP)

- Category: Combat
- Prerequisite: **Strength 12+**

Improved Grapple allows a character to make a **Grapple** attempt against a foe without provoking an AoO and negates the usual -4 **combat maneuver test** penalty. If a **Grapple** attempt fails against a defender with this feat, they may make an immediate **Grapple** attempt against the attacker as a free action. This feat also grants a +2 bonus to **combat maneuver tests** to reverse, pin or move an opponent while engaged in a grapple.

Improved Sunder (12 CP)

- Category: Combat
- Prerequisite: **Strength 12+**

Improved Sunder allows a character to make a **Sunder** attempt against a held item without provoking an AoO and negates the usual -4 **combat maneuver test** penalty. When they are defending against a **Sunder** attempt made against an item they hold the attacker suffers an additional -4 penalty.

Improved Trip (12 CP)

- Category: Combat
- Prerequisite: **Strength 12+**

Improved Trip allows a character to make a **Trip** attempt without provoking an AoO and negates the usual -4 **combat maneuver test** penalty. When they are defending against a **Trip** their foe suffers an additional -4 penalty. If an attacker with this feat succeeds at a **Trip** attempt, they may follow up with a single melee attack as a free action.

Iron Will (12 CP)

- Category: Save
- Prerequisite: **Wisdom 12+**

This feat grants the character a +2 **Will** saving throw bonus.

Lightning Reflexes (12 CP)

- Category: Save
- Prerequisite: **Dexterity 12+**

This feat grants the character a +2 **Reflex** saving throw bonus.

Linguist (8 CP)

- Category: Learning
- Prerequisite: **Intelligence 12+**

The Linguist feat allows a character to learn additional languages with ease. Characters with this feat may learn two additional languages beyond those allowed by their **Intelligence** bonus. They also pay reduced costs for Language skill ranks. Reduce skill costs by three CP for the first, two CP for the second, and one CP for the third rank of any language learned with this feat. The minimum cost of any Language skill rank is one CP. This feat can only be taken once.

Multi-Attack (12 CP)

- Category: Combat
- Prerequisite: BAB 6+ and see below

Multi-Attack allows a combatant one additional attack with a single weapon when they use a full action to attack. When Multi-Attack is first purchased, the attack bonus for the extra attack is +1. Additional attack bonus ranks can be purchased at the normal cost. The attack bonus for additional attacks can never exceed the character's BAB or previously purchased Multi-Attack feats. Multi-Attack can be purchased more than once. Purchases beyond the first have the additional requirement that all previously purchased Multi-Attack feats have a BAB of 6+.

Natural Athlete (12 CP)

- Category: Skills

Natural Athlete grants four skill ranks to a character, which can be spent on a combination of the following skills. The character must have at least one rank in the chosen skill(s) and no more than two skill ranks can be applied to any individual skill. This feat can only be taken once. The applicable skills are: **Acrobatics, Athletics, Manipulate Device, Ride, and Stealth.**

Point Blank Shot (8 CP)

- Category: Combat
- Prerequisite: BAB 1+, one ranged weapon proficiency

When firing or throwing a ranged weapon at very close targets the combatant with **Point Blank Shot** gains a +1 bonus to their attack roll and any damage inflicted. Very close is defined as one range increment or 6 squares, whichever is shorter. This power can only be taken once.

Sensitive Nature (12 CP)

- Category: Skills
- Prerequisite: See below

Sensitive Nature grants four skill ranks to a character, which can be spent on a combination of the following skills. The character must have at least one rank in the chosen skill(s) and no more than two skill ranks can be applied to any individual skill. This feat can only be taken once. The applicable skills are: **Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate, and Sense Motive.**

Sharp Witted (12 CP)

- Category: Skills
- Prerequisite: See below

Sharp Witted grants four skill ranks to a character, which can be spent on a combination of the following skills. The character must have at least one rank in the chosen skill(s) and no more than two skill ranks can be applied to any individual skill. This feat can only be taken once. The applicable skills are: **Appraise, Craft / Profession, Decipher, Disguise, Forgery, Knowledge, and Survival.**

Shield Mastery (12 CP)

- Category: Combat
- Prerequisite: Shield proficiency

A character with this proficiency can use a shield as a weapon without suffering the usual penalties to AC when doing so. The shield wielded by a character with this ability has a +3 bonus to hardness versus sunder attempts.

Sneak Attack (12 CP)

- Category: Combat
- Prerequisite: **Dexterity 12+**

A character with this feat gains a +2 attack bonus and inflicts maximum damage with attacks when they attack a flat-footed, unaware, or flanked target. This attack bonus is in addition to any situational attack bonus. Only the weapon’s base damage roll is maximized, not any additional magical bonuses or power invocations. A **Sneak Attack** combined with **Deadly Blows** does not maximize the **Deadly Blows** damage for example.

Tracking (8 CP)

- Category: Skills
- Prerequisite: **Survival** 3+

A character with this feat can track creatures in the wilderness using their survival skill. The **Tracking** feat provides a +2 bonus to survival checks made in tracking attempts. Characters without the tracking skill suffer a -6 penalty on survival checks when attempting to track. This feat can be taken multiple times. Its effects are cumulative.

Two-Weapon Fighting (12 CP)

- Category: Combat
- Prerequisite: BAB 1+, **Dexterity** 12+

Two-Weapon Fighting reduces the penalties for wielding two melee weapons simultaneously. Wielding two weapons allows a single attack with the off-hand weapon when the main-hand weapon is used for attack as a

Circumstance	Main	Off
Normal penalties	-6	-8
Off-hand weapon is light	-4	-6
Two-Weapon Fighting	-4	-4
Two-Weapon Fighting with light off-hand	-2	-2

Table 17 – Two-Weapon Fighting

standard or full action. This power can only be taken once. A character with this feat may also choose to use their off-hand weapon instead of their main-hand weapon for an AoO without penalty. Fighting with two weapons normally incurs significant penalties, which this feat greatly reduces. See the table for a summary of these penalties.

Weapon Focus (12 CP)

- Category: Combat
- Prerequisite: BAB 1+, weapon proficiency

Weapon Focus allows a character to choose one weapon proficiency category as a focus of their martial training. This power grants a +1 attack bonus when using the any weapon in the chosen category. This power can only be taken once per proficiency, but can be applied to different proficiencies as many times as desired.

Weapon Specialist (12 CP)

- Category: Combat
- Prerequisite: BAB 2+, Weapon Focus

Weapon Specialist is an improvement upon Weapon Focus. It grants a +2 damage bonus when using weapons of the chosen proficiency. This power can only be taken once per proficiency, but can be applied to different proficiencies as many times as desired.

The Arcane Realm

Mana flows through all creation, providing power to wizards and sorcerers. Arcane power can affect almost any sort of target, small or large areas, individual or multiple creatures, or the caster himself. The effects generated can be very potent. Arcane power lacks healing powers. Arcane power's chief drawbacks are its requirement for formal invocation and the dampening effect metal has on the flow of arcane energies. These two drawbacks make it very difficult to use arcane powers while wearing armor. There are two mutually exclusive paths to power in the arcane realm, wizardry and sorcery.

Sorcery

Sorcery is the natural adept's path. Sorcerers use ego and desire to drive the very specific powers that call to their nature, making **Charisma** is the basis of a Sorcerer's arcane powers. Sorcerers learn individual spells rather than broad areas of magic. They have great flexibility when it comes to learning individual spells, but each spell learned costs them greater effort. Sorcerers gain no benefit from following a particular sphere of magic or path of study. Sorcerers **only** learn spells via advancement; they cannot learn spells from arcane tomes or scrolls. Sorcerers manipulate raw mana to cast their spells and must purchase this access as part of their character advancement.

Sorcery Spell Use

A sorcerer can cast any spell he knows provided he has the mana available to cast it. They may cast any combination of known spells in any order.

Wizardry

Wizardry is the scholarly path of study and memorization. Wizards learn to use arcane power by careful research, long hours of practice, memorization, and detailed planning. They use **Intelligence** as the basis of their arcane knowledge. Wizards focus on the various spheres of arcane magic, their progression dictated by the organization and structure of the arcane realm. Wizards have broader knowledge of particular areas of magic than their sorcerer counterparts, but can only learn spells from spheres they have studied in detail. Wizards gain spells by learning spheres of magic level by level. They can also learn spells from arcane tomes or scrolls.

Wizardry Spell Use

Wizards have large repertoires of spells, but must prepare and memorize those they wish to cast using the **Wizard Spell** defined matrix of spell slots. The memorized spell encodes and captures the mana required to cast it. Wizards do not purchase mana via character creation. Once a wizard casts a spell it is forgotten until they rest and memorize it anew.

Arcane Caster Level

Many spells have variable effects based on caster level. An arcane caster's level is calculated as follows:

2 * Sorcerer Adept + Charisma Bonus = Sorcerer Caster Level

2 * Wizard Adept + Intelligence Bonus = Wizard Caster Level

Spell Comprehension Checks

Both sorcerers and wizards must make a comprehension check when attempting to learn a new spell. Wizards make this check whenever they purchase a new sphere and level or attempt to learn a spell from a scroll or book. Sorcerers make this check each time they purchase a new spell. A comprehension check is made via the following formula:

$$\text{Adept Level} + \text{Attribute Bonus} + \text{Skill Modifier} + \text{d20} \geq 10 + \text{Spell Level}$$

Adept level is the character's rank of **Sorcerer Adept** or **Wizard Adept**. Wizards use **Intelligence** for their attribute bonus and gain a +1 bonus for each level their adjusted **Spellcraft** skill exceeds the spell's level. Sorcerers use **Charisma** for their attribute bonus and gain a +1 bonus for each level their adjusted **Concentration** skill exceeds the spell's level.

Tomes and Scrolls

A wizard may learn a spell from a tome or scroll provided they have at least one rank of **Wizard Lore** in the appropriate sphere. Learning a spell in this manner requires a normal spell comprehension check. Spells recorded on scrolls are destroyed when an attempt is made to learn them in this manner. Sorcerers **cannot** learn spells in this manner.

Mana and Spell Recovery

Arcane adepts recover mana or restore memorized spells through meditation. They must be well rested, requiring at least eight hours sleep or quiet activity prior to beginning their meditation, which takes one hour of uninterrupted quiet to restore all mana or rememorize spells.

The Powers

The table below summarizes the powers of the arcane realm. Full descriptions follow.

Power	Cost	Prerequisite	Description
Mana Point	10	Sorcerer Adept	One point of arcane essence
Sorcerer Adept	20	Charisma 11+	Basic sorcerer ability
Sorcerer Spell	20	Sorcerer Adept, Special	One sorcerer spell
Wizard Adept	25	Intelligence 11+	Basic wizard training
Wizard Lore	15	Wizard Adept, Special	One wizard sphere and level
Wizard Spell	10	Wizard Adept, Special	One wizard spell slot
Arcane Distant Casting	12	Sorcerer or Wizard Adept	Range enhancement
Arcane Empower Spell	12	Sorcerer or Wizard Adept	Power enhancement
Arcane Enduring Spell	12	Sorcerer or Wizard Adept	Duration enhancement
Arcane Silent Casting	12	Sorcerer or Wizard Adept	Cast spell silently
Arcane Still Casting	12	Sorcerer or Wizard Adept	Cast spell without gestures
Arcane Flows	12	Sorcerer or Wizard Adept	Reduce armor effects
Arcane Familiar	12	Sorcerer or Wizard Adept	Gain a familiar

Table 18 – Arcane Realm Powers

Mana Point (10 CP)

- Prerequisite: Sorcerer Adept

Mana Point provides a sorcerer with one point of mana. Casting an arcane realm spell costs a sorcerer one mana point per spell level. This power can be purchased multiple times.

Sorcerer Adept (20 CP)

- Prerequisite: **Charisma** 11+

Sorcerer Adept is the feat required to unlock the sorcerer path of the arcane realm. It represents the extensive training required to understand the capabilities of the realm and measures a character's advancement toward the heights of magical power. Each level of **Sorcerer Adept** purchased allows access to another level of spells and grants the sorcerer one spell of the newly acquired level. The new spell is subject to the same limits as a spell learned via **Sorcerer Spell**. The maximum level of **Sorcerer Adept** a character can learn is equal to $(\text{character level} + 1) / 2$, rounded down.

Sorcerer Spell (20 CP)

- Prerequisite: Sorcerer Adept, see below

Sorcerer's Spell provides the character with access to a single spell from any arcane sphere. This power may be taken multiple times. When this power is purchased the character selects a spell to learn and makes a comprehension check. If the check succeeds, they learn the spell. If the check fails they must select a different spell and make another check. This process continues until the sorcerer successfully learns a spell. If a sorcerer fails to learn all available spells of the appropriate level, they may restart with their initial selection. Multiple spell slots learned during a single advancement phase are all subject to this restriction.

A sorcerer may never learn a spell of higher level than their **Sorcerer Adept** level. The number spells per level a sorcerer can know is limited as follows:

- The maximum is 2 + **Charisma** bonus.
- The total for any level cannot exceed that of the next lower level.

This limit applies to all spells known, whether obtained via **Sorcerer Adept** or **Sorcerer Spell**.

Example – Zilne is a sorceress who has just reached 4th level. She has chosen to purchase two 2nd level sorcerer spells. She already knows three 1st level spells and 2nd level is equal to her 2nd **Sorcerer Adept** level, so she meets the restrictions. For her first spell she attempts to learn *Invisibility*, but fails the comprehension check. Next she attempts to learn *Strength* and succeeds. For her second spell she cannot attempt to learn *Invisibility* since her first attempt failed, and learning *Strength* would be pointless since she already knows it. She chooses to learn *Blur* and succeeds at her **Concentration** check. Her two new spells are *Strength* and *Blur*. When she reaches 5th level she may purchase another 2nd level sorcerer spell and attempt to learn *Invisibility* once again, assuming she meets the other requirements.

Wizard Adept (25 CP)

- Prerequisite: **Intelligence 11+**

Wizard Adept represents the core knowledge required to advance along the wizardry path of the arcane realm. Each level of **Wizard Adept** purchased allows access to another level of spells, via **Wizard Lore**. The maximum level of **Wizard Adept** a character can learn is equal to $(\text{character level} + 1) / 2$, rounded down.

Wizard Lore (15 CP)

- Prerequisite: Wizard Adept, see below

Wizard's Lore grants the character access to one level of one sphere of the arcane realm. This power can be taken multiple times. The player chooses the sphere and level of the new rank when it is purchased. Each level of a sphere must be learned in order. The maximum level of any sphere a character can learn is equal to their **Wizard Adept** level.

When this power is learned the character also gains access to one or more spells from the appropriate sphere. The character makes a number of learning attempts equal to one plus their **Intelligence** bonus. They may only make one attempt to learn each spell in a single advancement phase. If a wizard runs out of spells but not learning attempts they may re-try any failed learning attempts. If a wizard fails all spell learning attempts in a single advancement phase they may continue to try until they learn one spell.

Example – Ixie the wizard knows 1st to 3rd level abjuration magic. He takes 4th level abjuration as part of his character advancement. He can attempt to learn up to three (one plus his +2 **Intelligence** bonus) Abjuration spells. He chooses *Remove Curse*, *Fire Trap*, and *Dispel Magic*, even though *Dispel Magic* is only 3rd level it is still part of the Abjuration sphere.

Wizard Spell (10 CP)

- Prerequisite: Wizard Adept, see below

Wizard Spell allows a wizard to memorize and cast one spell from their repertoire. This power can be taken multiple times, each additional purchase allowing the memorization of an additional spell. When a **Wizard Spell** is purchased, the wizard determines the level of the spell it allows, up to their level in **Wizard Adept**, and this choice is **permanent**. The number spells a wizard may assign to any level is limited as follows:

- The maximum is 3 + **Intelligence** bonus.
- The total for any level cannot exceed that of the next lower level.

Arcane Meta-Magic

The following powers all fall under the category of meta-magic, powers that alter the fundamental nature of arcane spells. Each power allows the adept to alter the spells they cast by changing one of its attributes or characteristics. Multiple meta-magic powers can be used on a single spell, but the costs are cumulative. Each meta-magic power used increases the effective level of the spell by one. For wizards

this means they must dedicate a spell slot of the new level to memorize the spell in its meta form. For sorcerers the spells final effective level cannot exceed their level in **Sorcerer Adept** and they must expend additional mana to cast it. Meta-magic powers can only be used to enhance an adept's personal spells, not spells cast by items, allies or other sources. There are arcane and divine versions of each meta-magic power. The two are not interchangeable. A mixed divine and arcane caster cannot use an arcane meta-magic feat to enhance a divine spell.

Arcane Distant Casting (12 CP)

- Prerequisite: Sorcerer or Wizard Adept

This power allows the adept to double the maximum range of any spell cast.

Arcane Empower Spell (12 CP)

- Prerequisite: Sorcerer or Wizard Adept

This power increases the variable numeric effects of a spell by 50%. Calculate any numeric result normally then multiply by 1.5 and round normally to determine the new result. Note that this meta-magic feat only affects the results of the spell, not the range or duration.

Arcane Enduring Spell (12 CP)

- Prerequisite: Sorcerer or Wizard Adept

This power doubles the duration of the enhanced spell.

Arcane Silent Casting (12 CP)

- Prerequisite: Sorcerer or Wizard Adept

The adept casts the enhance spell without using verbal components.

Arcane Still Casting (12 CP)

- Prerequisite: Sorcerer or Wizard Adept

The adept casts the enhanced spell without using somatic components.

Other Arcane Feats

The following are additional feats available only to arcane adepts.

Arcane Flows (12 CP)

- Prerequisite: Sorcerer or Wizard Adept

The adept has mastered the fundamental nature of arcane energy. They suffer a reduced chance of arcane spell failure when wearing armor. This feat reduces the total chance of arcane spell failure by two. It can only be taken once.

Arcane Familiar (12 CP)

- Prerequisite: Sorcerer or Wizard Adept

The adept gains a familiar, a magical animal companion with unique abilities and powers. The adept selects the familiar from the listings below. This feat can only be taken once.

Familiar	Ability
Bat	+3 Perception checks under night skies
Cat	+3 Stealth checks
Hawk	+3 Perception checks in daylight
Lizard	+3 Athletics checks
Owl	+3 Perception checks under shadowy conditions
Rat	+2 Fortitude saves
Raven	+3 Appraise checks
Snake	+3 Bluff checks
Toad	+3 Hit Points
Weasel	+2 Reflex saves

Table 19 - Arcane Familiars

All familiars share the following characteristics and abilities:

- **Hit Points** – A familiar has HP equal to one-half its master’s HP total (two minimum). A familiar’s hit dice are equivalent to its master’s level.
- **Attacks** – A familiar uses its master’s BAB and does damage equal to a mundane creature of the appropriate type.
- **Saving Throws** – A familiar uses the higher of its own base saves (**Fortitude** +2, **Reflex** +2, **Will** +0) or its master’s base saving throws.
- **Armor Class** – A familiar has a base armor class of the appropriate natural creature and gains a 1+1 per three character levels bonus as its master advances.
- **Skills** – A familiar uses the higher of its own skill ratings or those of its master, though it is limited to skills which a normal creature of its type can use.
- **Alertness** – When the familiar is touching its master, the master gains a +2 bonus to **Perception** checks (this bonus is in addition to any other familiar bonus to these abilities).
- **Shared Spell** – The adept may choose to have any spell they cast upon themselves also affect their familiar, so long as it is within one square. This sharing ends if the familiar moves out of the five-foot range. The adept may also cast any spell that has a target of self upon their familiar.
- **Deliver Spell** – At 4th caster level, the adept may choose to have their familiar deliver any touch spell for them, provided the familiar is touching the caster when the spell is prepared. The spell dissipates as usual if the caster prepares another before the touch is delivered.
- **Empathic Link** – The master can sense the general emotional status of its familiar at a range of up to one mile. They can also issue basic commands (circle, return, follow) through this link. They cannot see through the familiar’s eyes, but they can get a general sense of what they’re experiencing (fear, curiosity, hunger).

- **Speak with Master** – At 6th caster level the familiar and master can communicate verbally in a private language. The language is audible to others, but incomprehensible without magical aid.
- **Scry** – At 10th caster level, the master can scry their familiar once per day, seeing and hearing whatever the familiar senses for up to 10 minutes.

Should the familiar be dismissed or slain, the master **immediately suffers the loss of 100 XP per character level**. A slain familiar can be raised from the dead by normal means or a new familiar summoned, but the XP loss is permanent. If the adept wishes to summon a new familiar, the GM can provide details on how soon this process can occur. There are limits on how often new familiars are available.

Cantrips (12 CP)

- Prerequisite: Sorcerer or Wizard Adept

The arcane adept with this power can invoke minor spells and enchantments (cantrips / zero level spells). They can use one zero level spell per caster level per day, choosing freely from the available cantrips. This power can only be taken once.

The Divine Realm

The divine realm is driven by power from the gods and other supernatural beings, the primary source of magical energy for priests, druids and shaman. Divine power provides less offensive options than arcane, but offers many options for healing wounds and enhancing abilities. Divine spells affect individuals, groups, or the caster more often than large areas. They are not affected by metal, though they still require formal invocation. Divine powers are divided into two mutually exclusive methodologies, priests and animists.

Priests

Priests serve as a conduit for the power of a greater supernatural being, guided by its will and nature and using the powers granted to reinforce and expand their deity's influence in the mundane world. Priests face limits defined by their deity, and can suffer negative consequences when they stray from the path dictated by their beliefs. Priests learn spells based on the spheres granted by their deity, in a realm by realm, level by level manner, much like wizards learn arcane spells. Priests use boon points, divine energy granted by the gods, to power their spells.

Priest Spell Use

Priests can cast any spell they have prayed for and been granted by their divine source. They must also have sufficient boon points to cast the granted spell. Unlike wizards, a priest's granted spells are not used up when cast. They can recast any granted spell so long as they have boon points available.

Priest Boon Recovery

Priests recover boon points via rest and prayer. They must be well rested, requiring at least eight hours sleep or quiet activity prior to beginning their prayer, which takes one hour of uninterrupted quiet to fully restore all boon points.

Animists

Animists use ritual and power to bind into service supernatural beings. The Animist does not memorize spells or manipulate divine energies directly; instead they invoke spirits to generate the desired end. Animists often have a broader range of powers available, but face serious consequences if their bindings go astray. Animists do not use boon points directly; instead their bound spirits use their own boons to power animist-directed spells.

Animist Spell Use

Animists do not directly cast spells. They invoke the powers gained via **Spirit Tap** using the boon points controlled by the spirit being tapped. The boon points controlled by each spirit cannot be shared between spirits. Each invocation of a power via **Spirit Tap** requires a spirit control test to successfully call forth the power desired. A failed test may result in no invocation, a different power being called, or a temporary loss of control of the spirit being tapped.

Spirit Control Tests

Animists must control spirits to make use of their powers. An adept's control is tested in three situations:

- They want to compel a service from an uncontrolled spirit.
- They are establishing a **Spirit Binding** or a new **Spirit Tap**.
- They are invoking a power from a bound spirit via **Spirit Tap**.

Control is resolved via a spirit control test, which is based on the following formula:

$$\text{Animist Caster Level} + \text{Modifiers} + \text{d20} - \text{Spirit Power Rating} = \text{Control result}$$

A d20 roll of one is an automatic failure; a 20 is an automatic success. A control result of one or greater is a success, zero is a neutral result, and less than zero is a failure. Further information on success and failure is found below.

When engaging in a control test the following bonuses and penalties apply:

Binding Object (+5)

The Animist may use a properly prepared binding object against the target spirit. The creation of a binding object requires an investment of time, skill and materials on the part of the Animist, first to determine the appropriate binding materials then assemble and charge the object via ritual. A binding object is **required** for a **Spirit Binding**.

Binding Rite (+2)

The Animist may make a ritual agreement with a spirit to enhance their control. The Animist agrees to exchange a specific currency (blood, magic item, XP, etc.) or carry out a specific action (pursue a specific goal, visit a specific locale, etc.) in exchange for the spirit's cooperation.

Hostile Action (-5)

Hostile action by the Animist or their allies against any spirit applies an automatic penalty against any control attempts. This applies against both controlled and uncontrolled spirits.

Opposed Nature (-3)

All spirits have a driving purpose that provides their very reason for existence. Forcing a spirit to act against their nature suffers a significant penalty.

Social Test (+1 / -1)

Both the Animist and the spirit involved in the test may attempt **Bluff**, **Diplomacy**, or **Intimidate** tests against their opponent to increase the strength of their position in the control test. These tests do not count as hostile actions.

Spirit Tap Ability (+3)

Using a previously established **Spirit Tap** provides a static bonus to the control test.

Control Success or Failure

The results of a spirit control test are determined by the table below:

Control	Result
-10 or lower	Critical failure, spirit becomes hostile, lose all test modifiers
-6 to -9	Failure, spirit carries out negative action, lose temporary test modifiers
-3 to -5	Failure, spirit refuses request, lose temporary test modifiers
-1 to -2	Failure, spirit refuses request, temporary test modifiers retained
0	No result, temporary test modifiers retained
+1 to +2	Success, spirit is unfriendly to Animist
+3 to +5	Success, spirit is neutral to Animist, +1 success
+6 to +9	Success, spirit is friendly to Animist, +2 success
+10 or higher	Success, spirit is very friendly to Animist, +3 success

Table 20 - Spirit Control Results

A failure indicates the desired effect is not achieved. A success indicates that it is. The degree of success indicated on the table

Binding Objects and Rites

Animists can use their knowledge of spirits and spellcraft to construct a binding object for a particular spirit. Binding objects are **required** for a long term **Spirit Binding**. Successful creation of a binding object is based on the result of one or more tests of knowledge to determine the object requirements, and a spellcraft test to determine success at creating the appropriate object. There may also be material costs, depending on the spirit involved.

A binding rite is a magically sealed agreement between the Animist and a spirit. The Animist offers something of value to the spirit in exchange for service. The agreed upon price can be a onetime payment or an ongoing cost. The exact nature of the binding rite is a negotiation between the spirit and the Animist.

Animist Boon Recovery

Animists do not use boon points but their bound spirits do. Spirits must be dismissed to recover their energies. Dismissed spirits are not released from their servitude, but they cannot be awakened until their energies are fully restored, a process which takes eight hours.

Divine Caster Level

Many divine powers have variable effects based on the caster's level. A divine caster's level is calculated as follows:

$$2 * \text{Priesthood Level} + \text{Wisdom Bonus} = \text{Priest Caster Level}$$

$$2 * \text{Animist Level} + \text{Charisma Bonus} = \text{Animist Caster Level}$$

The Powers

The table below summarizes the powers of the divine realm. Full descriptions follow.

Power	Cost	Prerequisite	Description
Animist	15	Charisma 11+	Animist path to divine power
Spirit Binding	20	Animist	Bind a spirit to service
Spirit Tap	10	Animist, Spirit Binding	Unlock one power from a bound spirit
Boon Point	10	Priesthood	One point of divine essence
Priesthood	15	Wisdom 11+	Priest path to divine power
Divine Lore	5	Priesthood	Priest spell access
Divine Spell	5	Priesthood	One priest spell slot
Divine Distant Casting	12	Priesthood	Range enhancement
Divine Empower Spell	12	Priesthood	Power enhancement
Divine Enduring Spell	12	Priesthood	Duration enhancement
Divine Silent Casting	12	Priesthood	Cast spell silently
Divine Still Casting	12	Priesthood	Cast spell without gestures
Loyal Spirits	12	Animist	Extra control against bound spirits
Spirit Friend	12	Animist	Extra control against compelled spirits
Spirit Pet	12	Animist	Gain a friendly spirit pet
Turn Undead	10	Priesthood	Grants the ability to repel undead

Table 21 – Divine Realm Powers

Animist (15 CP)

- Prerequisite: **Charisma** 11+

Animist is the core knowledge required to advance along the animist path of the divine realm. Each level of **Animist** taken grants access to higher level powers offered by bound spirits via **Spirit Tap**, and allows additional spirits to be bound via **Spirit Binding**. The maximum level of **Animist** a character can learn is equal to $(\text{character level} + 1) / 2$, rounded down.

Spirit Binding (20 CP)

- Prerequisite: Animist

Each rank of **Spirit Binding** purchased allows the binding of one additional spirit by the animist. To successfully bind a spirit the animist must find and challenge the spirit, then establish control via a spirit control test. **Spirit Binding** requires the creation of a binding object appropriate to the spirit being bound. The maximum ranks of **Spirit Binding** a character can learn is equal to their known ranks of **Animist**.

An Animist can use the powers of a bound spirit as follows:

- Some bound spirits have passive benefits to the controlling Animist
- A power made available via **Spirit Tap** can be used with a control test

Note that an animist need not bind a spirit immediately when purchasing a rank of **Spirit Binding**. An animist may always attempt to bind another spirit if the total number of spirits they control is less than their ranks of **Spirit Binding**.

Spirit Tap (10 CP)

- Prerequisite: Animist, Spirit Binding

Spirit Tap unlocks a single power from a bound spirit. Each **Spirit Tap** applied to a spirit unlocks its powers in order from lowest to highest level. The maximum level power a **Spirit Tap** can unlock is equal to the level of **Animist** known by the character. Applying a **Spirit Tap** requires a successful spirit control test.

Like **Spirit Binding**, **Spirit Tap** can remain unused until an appropriate spirit comes under control. Should an animist lose a controlled spirit with tapped powers, they recover the associated **Spirit Tap** slots.

Boon Point (10 CP)

- Prerequisite: Priesthood

Boon Point provides a priest with one boon point. Priests must spend one boon point per spell level to cast a spell. This power can be purchased multiple times.

Priesthood (15 CP)

- Prerequisite: **Wisdom** 11+

Priesthood is the core knowledge required to advance along the priest path of the divine realm. Each level of **Priesthood** purchased allows access to another level of spells via **Divine Lore**. It also grants one **Divine Spell** per plus of the character's **Wisdom** attribute bonus. These spells must be assigned a level and are subject to the same limits as spells purchased via **Divine Spell**. The maximum level of **Priesthood** a character can learn is equal to $(\text{character level} + 1) / 2$, rounded down.

Divine Lore (5 CP)

- Prerequisite: Priesthood, see below

Divine Lore grants the character access to one level of one sphere of the divine realm. This power can be taken multiple times. The player chooses the sphere and level of the new rank when it is purchased, subject to the limitations of their religious order. Levels in any one sphere must be learned in order. A character may pray for any spell that falls within a known sphere, though their deity has final say on spells granted. The maximum level of any sphere learned via **Divine Lore** is equal to their ranks in **Priesthood**.

Divine Spell (5 CP)

- Prerequisite: Priesthood, see below

Divine Spell allows a priest to pray for and cast one spell from those made available via **Divine Lore**. This power can be taken multiple times, each additional purchase allowing an additional spell. When **Divine**

Spell is purchased, the priest determines the level of spell it allows, and this choice is **permanent**. A purchased **Divine Spell** can be assigned to any level up to and including their ranks of **Priesthood**. The number spells a priest may assign to any level is limited as follows:

- The maximum is 3 + **Wisdom** bonus.
- The total for any level cannot exceed that of the next lower level.

Divine Meta-Magic

The following powers all fall under the category of meta-magic, powers that alter the fundamental nature of divine spells. Divine meta-magic is only available to priests. Each power allows the priest to alter the spells they cast on the fly by changing one of its attributes or characteristics. Multiple meta-magic powers can be used on a single spell, but the costs are cumulative. Each meta-magic power used increases the level of the spell by one and costs one additional boon point. The maximum level spell a priest can cast is still limited by their ranks of **Priesthood**. Meta-magic powers can only be used to enhance a priest's personal spell repertoire, not spells cast by items, allies or other sources. There are arcane and divine versions of each meta-magic power. The two are not interchangeable. A mixed divine and arcane caster cannot use an arcane meta-magic feat to enhance a divine spell.

Distant Casting (12 CP)

- Prerequisite: Priesthood

This power allows the adept to double the maximum range of any spell cast.

Empower Spell (12 CP)

- Prerequisite: Priesthood

This power increases the variable numeric effects of a spell by 50%. Calculate any numeric result normally then multiply by 1.5 and round normally to determine the new result. Note that this meta-magic feat only affects the results of the spell, not the range or duration.

Enduring Spell (12 CP)

- Prerequisite: Priesthood

This power doubles the duration of the enhanced spell.

Silent Casting (12 CP)

- Prerequisite: Priesthood

The adept casts the enhance spell without using verbal components.

Still Casting (12 CP)

- Prerequisite: Priesthood

The adept casts the enhanced spell without using somatic components.

Other Divine Powers

The following powers are available only to divine adepts.

Loyal Spirits (12 CP)

- Prerequisite: Animist

The animist is especially good at staying on good terms with bound spirits. They gain a +2 bonus to all control tests when tapping or compelling their own bound spirits.

Minor Prayers (12 CP)

- Prerequisite: Priesthood

The priest with this power can invoke minor blessings and prayers (orisons / zero level spells). They can use one zero level spell per caster level per day choosing freely from all available orisons. This power can only be taken once.

Spirit Friend (12 CP)

- Prerequisite: Animist

The animist is especially good at communicating with uncontrolled spirits. They gain a +2 bonus to all control tests when attempting to compel an unbound spirit.

Spirit Pet (12 CP)

- Prerequisite: Animist

The animist gains an invisible, insubstantial companion spirit, equivalent to an *Unseen Servant*. This spirit will provide the animist with up to an hour of service each day.

Turn Undead (8 CP)

- Prerequisite: Priesthood

Turn Undead allows a priest to repel or control undead. This power can be purchased once. A priest can attempt to turn undead once per day per priest caster level. Turn attempts affect all undead within a 30 foot radius of the priest. The turn value of a **Turn Undead** attempt is:

Turn Value	Level Affected
4 or less	None
5-10	Up to priest caster level minus two
11-15	Up to priest caster level
16-20	Up to priest caster level plus two
21+	Up to priest caster level plus four

Table 22 - Turn Undead

$$\text{Priest Caster Level} + d20 = \text{Turn Value}$$

Consult the **Turn Undead** table to determine the highest level of undead affected by the turn attempt. To determine the number of undead affected, use this formula:

$$\text{Priest Caster Level} + 2d6 = \text{Hit Dice of Undead Affected}$$

Undead are affected in order from weakest to strongest, nearest to furthest. Undead with one-half the hit dice of the maximum level affected are destroyed. Undead between one-half and the maximum hit dice flee the turner at maximum speed. The turn effect is broken if the affected undead are attacked, otherwise it lasts for one turn. Intelligent undead who are turned gain a **Will** save every five rounds to end the turning effect.

The Physical Realm

This realm represents the energy inherent in all living beings, the realm of martial artists and combat masters. Physical adepts use their power to enhance their own body and channel its energy into potent offensive, defensive, and tactical capabilities. The primary drawback of physical realm powers is an extremely limited range. Most affect only the adept, their weapon, and those they attack. Unlike adepts of other realms, the physical adept does not recover the essence they use through rest or meditation. Instead they generate it in the heat of battle, building up a charge of personal energy in combat; then releasing it through the many kata at their disposal.

Each physical adept has a chi pool, which measures the total charge they can build during a fight. Normally this pool is empty, but at the end of each combat round the adept is active in they gain a point of chi, up to the limit of their pool. This chi can be expended via kata, the powers of the physical realm. If the adept is knocked unconscious or the battle ends their pool quickly empties as the will needed to maintain it slips away. Certain kata can also alter the flow of chi through the adept.

The physical adept improves their mastery of the physical realm by purchasing ranks of **Martial Adept**, the fundamental training required to master this realm. They also purchase **Chi Points**, which determine the maximum size of their chi pool.

Kata

Each time the adept gains a rank of **Martial Adept** they also learn kata, the powers of the martial realm. Kata have a **Martial Adept** level requirement, and are arranged in linked groups representing training paths. Some training paths may have proficiencies or mundane feats as prerequisites. The adept is free to choose any kata provided they follow the progression required and they have sufficient levels of **Martial Adept** trained. Kata training is limited as follows:

- The total kata known at any level cannot exceed that of the next lower level.

Some kata scale in power as the adept becomes more proficient with them. A physical adept's **power level** equal to their ranks of **Martial Adept**.

The Powers

The table below summarizes the base powers of the physical realm. Full descriptions follow. See **Appendix – Martial Kata** for details on individual kata and the relationships between them.

Power	Cost	Prerequisite	Description
Martial Adept	15	Str 11+, BAB 1+	Base access to physical realm
Chi Point	10	Martial Adept	One point of physical essence

Table 23 – Physical Realm Powers

Martial Adept (15 CP)

- Prerequisite: **Strength** 11+, BAB 1+

Martial Adept is the base feat required to unlock the physical realm. It represents the extensive training required to understand the capabilities of the realm as a whole and is a prerequisite for all other physical realm powers. This power can be purchased more than once. A character's **Martial Adept** level cannot exceed their primary BAB or their character level.

Each time **Martial Adept** is purchased the character may select two kata to learn, provided they meet the level requirements and prerequisites.

Chi Point (10 CP)

- Prerequisite: Martial Adept

Chi Point increases a character's chi pool by one point. Chi is used to invoke physical realm powers. This power can be purchased multiple times. The maximum number of **chi points** that can be purchased is equal to the character's **Martial Adept** level plus the highest of their **Strength**, **Dexterity** or **Constitution** bonuses.

Appendix – Skills

The following table summarizes all available skills. Full descriptions of each skill follow.

Skill	Attribute	Armor Check	Trained	Description
Acrobatics	Dex	Y	N	Balance, flexibility, and tumbling
Appraise	Int	N	N	Evaluate the quality of goods
Athletics	Str	Y	N	Climbing, swimming, and jumping
Bluff	Cha	N	N	Lie / fake effectively
Concentration	Con	N	N	Focus on the task at hand
Craft/Profession	Int / Wis	N	Special	Job / career type skills
Decipher	Int	N	Y	Decipher unknown text
Diplomacy	Cha	N	N	Social graces and negotiation
Disguise	Cha	N	N	Alter appearance
Forgery	Int	N	N	Fake documents
Gather Information	Cha	N	N	Hear rumor and gossip
Handle Animal	Cha	N	Y	Train beasts
Heal	Wis	N	N	Tend the wounded
Intimidate	Cha	N	N	Instill fear
Knowledge	Int	N	Y	Accumulated lore
Language	Int	N	Y	Learn a new language
Manipulate Device	Dex	N	Y	Manipulate mechanical devices
Perception	Wis	N	N	Notice the hidden
Perform	Cha	N	N	Artistic skill
Ride	Dex	N	N	Ride a mount
Sense Motive	Wis	N	N	Discern creature motives
Sleight of Hand	Dex	Y	Y	Pick pockets or palm objects
Spellcraft	Int	N	Y	Discern magical effects
Stealth	Dex	Y	N	Avoid being seen and heard
Survival	Wis	N	N	Survive in the wilds
Use Magical Device	Cha	N	Y	Use magic items without training

Table 24 – Skill Summary

Acrobatics

- **Dexterity**, armor check penalty always applies

This skill measures a character’s balance, flexibility, and tumbling ability. Use this skill to traverse a narrow or precarious surface, squeeze through a tight opening, escape bonds or grapples, dive past foes in combat, or perform minor feats of entertainment to earn a small amount of coin. Typical applications of **Acrobatics** include:

- Crossing a narrow beam over a chasm. Success allows movement at one-half normal movement rate. Failure means no movement or a fall.

- Escape a grapple. Substitute an **Acrobatics** check for a **combat maneuver test** to escape a grapple when your foe has the advantage.
- Escape bonds. Twist free from ropes or manacles.
- Break your fall. Reduce or avoid damage from a short fall with a successful skill check.
- Move through combat. Tumble past foes at one-half normal movement rate avoiding AoOs.
- Move through an enemy square. Tumble through a foe's location, moving one-half normal movement rate, subject to AoOs.

Appraise

- **Intelligence**

Use this skill to determine the quality of goods including workmanship, functionality, artistic merit, and quality of materials used. A successful check allows a character to determine the approximate value of the item appraised.

Athletics

- **Strength**, armor check penalty always applies

Use **Athletics** to climb vertical surfaces, leap over obstacles, or swim through deep water. Using this skill a character can:

- As a move action climb a near vertical surface at one-half their normal movement rate. Climbing requires both hands free. If a skill check fails, the degree of failure will indicate if the character is simply stuck or falls.
- As a move action jump across pits and chasms or vault over low obstacles. The distance traversed and space available for a running approach determines the difficulty of this maneuver.
- As a move action swim across deep water or navigate underwater obstacles. The character can swim up to one-half their normal movement speed. A character that fails a skill check while swimming begins to drown. Extended swimming may result in non-lethal damage due to fatigue. Swimming suffers **double** the normal armor check penalty.

Bluff

- **Charisma**

Using this skill a character can make the outrageous or untrue seem plausible or use doublespeak and innuendo to deliver a message to another character. It encompasses acting, conning, fast talk, misdirection and misleading body language. Bluff checks are opposed by the target's Sense Motive skill.

Concentration

- **Constitution**

A character with this skill is particularly good at focusing their mind on whatever task is at hand. Make a **Concentration** skill check whenever a character is distracted or takes damage while performing an action that requires their full attention. Typical actions include using powers, casting or controlling

spells, or skill checks. Most actions that provoke AoOs require a **Concentration** skill check if the character takes damage. The difficulty of the skill check is based upon the distraction that must be ignored. Sorcerers gain a bonus to spell comprehension checks from the **Concentration** skill.

Craft / Profession

- **Intelligence / Wisdom**, attribute may vary depending on specialty

The Craft and Profession skills are the general category for multiple skills. Rather than a single specific skill, craft and profession skills are made up of several lesser skills, each associated with a job or type of work. Craft skills involve making or creating something, while profession skills are more service oriented. There are many craft and profession skills available. Players and GMs should work together to outline the exact nature of each sub-skill. Craft and Profession skill checks are used when carrying out a task associated with the skill. These skills may allow a character to earn a mundane living. Note that the various Craft and Profession skills are treated separately for skill checks and advancement purposes. Three levels of Craft: Alchemy provide no advancement or skill check benefit to a character's Craft: Bowyer skill. Craft and Profession skills suffer double the normal untrained proficiency (-4).

Decipher

- **Intelligence**, requires training

The Decipher skill allows a character to piece together the meaning of archaic writings, unknown runes or strange symbols. Decipher checks allow a character to pick up the general gist of unknown writings or languages, though details may prove elusive. Decipher checks are made in secret by the GM, and significant failures may result in a false interpretation of the script being deciphered. Decipher skill checks cannot be attempted untrained.

Diplomacy

- **Charisma**

Diplomacy is the art of formal etiquette and social grace. Diplomacy checks can be used to negotiate with or influence others when bluffs or intimidation are not appropriate. Diplomacy is particularly important in civil society where the rules of etiquette and social tact prevail.

Disguise

- **Charisma**

A character can use the **Disguise** skill to alter their own or someone else's appearance. Using this skill requires the use of props, makeup and other minor items. A character can alter apparent height and weight by up to 10% using this skill. They can attempt to imitate either a specific person or a type of person. **Disguise** checks are opposed by an observer's **Perception** skill and altered by their knowledge of the target appearance. A character attempting to pass themselves off as a tired farmer to sneak past the gate guards would have an easier time of it than someone trying to imitate a famous wizard trying to pass his own guards.

Forgery

- **Intelligence**

Characters use the Forgery skill to create false documents or papers. Using this skill requires appropriate materials be at hand, and that the character has a place to work undisturbed for several minutes. Forgery skill checks are done in secret by the GM, and tested each time the document is scrutinized, using the reader's Forgery skill modified by their familiarity with the document. In some cases Decipher may oppose forgery.

Gather Information

- **Charisma**

Characters use this skill to gain general information via rumor and gossip. Gather Information checks usually involve conversations with local residents, buying a round of drinks at the bar, or small talk with shop keepers as one makes minor purchases. A typical Gather Information check might take several hours and cost a few gold pieces in small purchases. Characters attempting Gather Information checks must be able to communicate with the local populace.

Handle Animal

- **Charisma**, requires training

Handle Animal allows a character to drive a team of horses, rear and domesticate a wild beast, or train mundane beasts with simple tricks and commands. It is not a substitute for the Ride skill, but does allow a character to teach a beast how to obey a rider's commands. The difficulty of the Handle Animal skill check is dependent on the task at hand. Handle Animal cannot be used by an untrained character.

Heal

- **Wisdom**

The Heal skill allows a character to tend a fallen comrade and stabilize them, preventing further HP loss. It also allows a character to provide long term care for others, accelerating the healing process. Heal checks can also be used to reduce the effects of poison and disease.

Intimidate

- **Charisma**

Using the Intimidate skill a character bullies or frightens their opponent into submission for at least a short time. Intimidate checks are opposed by a level check by the target, modified by **Wisdom** and any fear resistance they may have (level + 1d20 + **Wisdom** bonus + any fear resistance). Non-intelligent creature or creatures immune to fear are immune to Intimidate.

Knowledge

- **Intelligence**, requires training

Knowledge is a collection of skills, much like Craft / Profession. Each area of Knowledge represents specialized knowledge of a particular body of lore or area of scholarly research. As with Craft /

Profession the player and GM should work together to outline the exact area the desired Knowledge specialization covers. Each Knowledge specialization is treated as a separate skill for purposes of advancement or skill checks. Knowledge checks cannot be attempted by untrained characters.

Language

- **Intelligence**

The Language skill allows a character to learn additional languages. When purchased the character chooses the language they want to learn. This skill can be purchased multiple times with differing effects depending on its use.

A character can choose to apply multiple ranks to a single language. The first rank grants conversational ability and some minor ability to make out written text, but it will be clear that the character is not a native speaker. The second rank grants fluency with both written and spoken usage, and the character might be mistaken for a native speaker from a different locale. The third rank grants scholarly knowledge of the language, including archaic forms or various dialects and variants of the tongue. Ranks beyond the third provide no additional benefit.

A character can also choose to purchase additional languages, each treated as a separate skill for purposes of advancement. The total number of additional languages a character can learn is equal to twice their **Intelligence** bonus.

Note that a character's native language ability is determined by their race and cultural background. A character always has rank three speaking ability in their native tongue, but they may not be able to read and write. An illiterate character can learn to read and write their native tongue by purchasing one rank of this skill.

Manipulate Device

- **Dexterity**, requires training

This skill is used to neutralize, operate, or disable traps, locks, or other mechanical devices. A **Manipulate Device** check takes a full action and allows a character to affect one device as desired. Failure may have undesirable consequences. Multiple attempts can be made to manipulate a single device. The GM will make **Manipulate Device** checks in secret and convey the results. This skill cannot be attempted by an untrained character. **Manipulate Device** attempts suffer a -8 penalty if attempted without appropriate tools, -4 if improvised tools, a fishhook straightened into a lock pick for example, are available.

Perception

- **Wisdom**

Perception measures a character's ability to notice hidden detail, spot obscured objects or hear faint noises. This skill can be used to spot hidden openings, notice **Stealth** attempts, avoid **Surprise**, search an area, overhear a conversation, or see through illusions.

Perform

- **Charisma**

A character with the Perform skill is trained in a form of artistic expression. Like Craft / Profession, there are many Perform specialties, each treated as a separate skill for purposes of tests and advancement. Characters can attempt to use Perform skills to impress strangers or earn a mundane living.

Ride

- **Dexterity**

A character can use the Ride skill to use a trained creature as a mount. Very basic ride actions do not require Ride skill checks, but using a mount in combat, controlling it without using one's hands, or fighting with a war-trained mount do. Riding assumes appropriate saddle and harness, riding bareback incurs a -5 penalty on all skill checks.

Sense Motive

- **Wisdom**

This skill is used to discern doubletalk or hidden communications in conversations. It opposes Bluff skill checks. It can also be used to get a 'gut read' on social situations or alert a character to the fact that something is going on that they're not aware of.

Sleight of Hand

- **Dexterity**, requires training, armor check penalty always applies

This skill allows a character to pick a pocket, cut a purse, or palm a small object without being detected. If **Sleight of Hand** tricks are attempted while under direct observation they are opposed by the observer's **Perception** skill. **Sleight of Hand** can also be used to conceal a small weapon or other object in a character's clothing or elsewhere on their person.

Spellcraft

- **Intelligence**, requires training

This skill allows a character to identify spells as they are cast, determine the nature of existing enchantments, and identify magically created items as such. Spellcraft specifically does not allow the identification of magical items, but can enhance the information obtained from an identify spell. Spellcraft also provides a bonus to wizards when they make spell comprehension checks. Spellcraft cannot be used untrained.

Stealth

- **Dexterity**, armor check penalty always applies

This skill measures a character's ability to hide in the shadows, tail someone without being seen, or move silently. A character moving under the cover of **Stealth** moves at one-half their normal movement rate. **Stealth** attempts are greatly affected by conditions. Generally some cover or distraction must be available for a **Stealth** attempt to work. **Stealth** is opposed by **Perception**.

Survival

- **Wisdom**

This skill is used to survive in wilderness situations, hunt game, avoid natural hazards, predict weather, and forage for food. Survival skill checks also prevent getting lost when navigating in the wild.

Characters with the Tracking feat can use Survival checks to follow tracks.

Use Magic Device

- **Charisma**, requires training

This skill allows a character to use a triggered magical device that they would ordinarily not be able to use. Most magical devices have an activation requirement (generally attunement to one of the magical realms described under powers) which must be met before they can be used. This skill allows a character to bypass that requirement. Note that failing a Use Magical Device skill check usually results in a backfire, often with unpleasant results. This skill cannot be used by untrained characters.

Appendix – Martial Kata

Each kata listing uses the following format:

<p>Name (Level)</p> <ul style="list-style-type: none">• Use: Chi Cost, Invocation• Duration: Duration• Prerequisites: Required kata or powers <p>Description</p>

The meaning of the various entries is outlined below:

- Name – The name of the kata
- Level – The kata’s **Martial Adept** level requirement
- Use – The Chi cost for using the kata and how it is invoked, as follows:
 - **Passive** – The kata is always active, requiring no invocation or chi.
 - **Declared** – Announced and Chi expended prior to an attack roll.
 - **Triggered** – Triggered by a combat situation.
 - **Free, Move, Standard, Full** – Invoked using the appropriate combat action.
 - **Attuned** – Requires an **Attuned Weapon**.
- Duration – How long the kata lasts, as follows:
 - **Instant** – No duration.
 - **Current Attack** - If the attack fails the kata is lost and Chi expended.
 - **X Attacks** – Affects next X attacks.
 - **Combat** – The kata lasts for the remainder of current battle.
- Prerequisites – Any required kata, skill, proficiency or power needed to learn this kata.
- Description – The general description of the kata, including its specific effects and any additional conditions on its use. Specific terms include:
 - **An attack** – An attack (declared, triggered, current, or otherwise) **is one attack roll**.
 - **Power level** – The levels of **Martial Adept** known by the character.

Martial kata never provoke AoOs when used. Only one kata can be declared per attack, but multiple declared kata can be used if the attacker has multiple attacks and enough Chi to power them. Declared kata must be announced and the appropriate Chi expended before the attack roll is made. Individual kata effects **do not stack** unless specifically noted, but multiple different katas can affect a target.

Ardent Defense (3rd)

- Use: 3 Chi, Move
- Duration: Combat
- Prerequisites: My Armor Is My Skin

The adept using **Ardent Defense** sacrifices offense for defense. When this power is invoked they declare the penalty that applies to their attack rolls for the remainder of the battle. The adept and all allies gain

a bonus to their AC equal to this penalty +1 per three power levels, provided they are within 1+1 per three power levels squares of the adept when attacks are carried out against them. The adept may end the **Ardent Defense** effect as a free action during their initiative.

Attuned Weapon (1st)

- Use: 1 Chi, Special
- Duration: Until severed
- Prerequisites: Weapon Specialist

The adept uses **Attuned Weapon** to form a lasting bond between themselves and a specific, chosen weapon. This link enables certain powers of the physical realm, and allows the adept to sense the weapon's direction and distance should it be lost or stolen.

The attuning process involves several hours of ritualized practice with the chosen weapon, and the dedication of one chi point from the adept's pool, which is lost until the attunement is broken. An adept can attune one weapon per power level, each additional attunement costing another chi point. The link between adept and weapon is broken by the destruction of the weapon, by certain spells or powers, or by the desire of the adept. The chi pool used in the attunement process is returned once the link is severed.

Battle Ready (2nd)

- Use: Passive
- Duration: N/A
- Prerequisites: Power Surge

The **Battle Ready** adept has Chi available even when they are not in combat; they begin combat with 1 Chi per two power levels.

Bloodlust (3rd)

- Use: 3 Chi, Move
- Duration: Combat
- Prerequisites: Enrage

Bloodlust allows the adept to draw energy and rage from their successful attacks. Any attack carried out by the adept that inflicts damage grants a cumulative +1 bonus to attack and damage rolls. The cumulative bonus lasts for the remainder of combat. The adept may end **Bloodlust** as a free action.

While affected by **Bloodlust** the adept can only engage in combat actions, they cannot activate item powers, cast spells, or using non-offensive powers.

Bludgeon (1st)

- Use: 1 Chi, Move
- Duration: 1 attack per power level
- Prerequisites: Weapon Specialist

Bludgeon allows the adept to inflict a stunning blow. This kata requires the use of a crushing class weapon. When active any successful attack requires the target make a **Fortitude** saving throw or be stunned for 1+1 per two power levels rounds. A successful **Fortitude** saving throw versus **10 + damage** ends the stun effect. **Bludgeon** can be used with ranged weapons that fire crushing missiles.

Boomerang (2nd)

- Use: Passive, Attuned
- Duration: N/A
- Prerequisites: Call Weapon

Any **Attuned** hurled weapon used by the adept with this power automatically returns to their hand at the end of the attack if desired. If the adept has the **Multi-attack** feat this power allows a weapon to be hurled more than once in a full round action, subject to the usual rules of **Multi-attack**.

Call Weapon (1st)

- Use: 1 Chi, Free, Attuned
- Duration: Instant
- Prerequisites: Attuned Weapon

The adept can use **Call Weapon** to instantly retrieve their weapon from anywhere within 2+1 per power level squares. The weapon cannot be held or restrained in any way and there must be a clear path between weapon and adept for the call to succeed.

Cat-like Readiness (2nd)

- Use: Passive
- Duration: N/A
- Prerequisites: Uncanny Awareness

The adept with **Cat-like Readiness** gains a +4 bonus to initiative checks.

Cheat Death (4th)

- Use: Passive
- Duration: N/A
- Prerequisites: Evasion

Cheat Death triggers a **Reflex** saving throw versus **10 + damage** whenever the adept would be knocked unconscious by a melee or ranged attack. If the saving throw succeeds the damage from the attack is halved (minimum one point of damage). Note that the revised attack might still result in unconsciousness. **Cheat Death** can be triggered a maximum of 1+1 per three power levels per round.

Cleave (1st)

- Use: 0 Chi, Triggered
- Duration: Instant
- Prerequisites: Weapon Specialist

Any time a character with the **Cleave** feat drops a foe with a melee attack they gain a free attack against another foe in melee range. This second attack uses the same attack bonus as the previous attack. A **Cleave** can trigger additional **Cleave** attacks up to a maximum of 1 per power level per original attack.

Close Combat (2nd)

- Use: 2 Chi, Declared
- Duration: Current Attack, Special
- Prerequisites: Combat Finesse

The adept uses their attack to create opportunities for their allies. When using **Close Combat** the adept declares a penalty on their attack bonus. If the attack succeeds, all allies attacking the same target gain an attack and damage bonus equal the declared penalty +1 per three power levels. This effect lasts until the adept's next initiative action. The adept may reduce their attack bonus by 1+1 per two power levels. They may not reduce their BAB below +1, and the adjustment affects all attacks.

Cold Blood (2nd)

- Use: 2 Chi, Declared
- Duration: Current Attack
- Prerequisites: Sneak Attack

Cold Blood grants the adept a 1+1 per two power level attack bonus versus a wounded target. If the attack succeeds it does maximum damage. If **Cold Blood** is used against an **immobilized** or **helpless** target it hits automatically and the target must make a **Fortitude** save versus **10 + damage** or be **slain**.

Combat Finesse (1st)

- Use Passive
- Duration: N/A
- Prerequisites: None

The character with **Combat Finesse** is skilled at unusual battle maneuvers. The adept selects one of the following benefits every two power levels:

- **Improved Bull Rush** – See the mundane feat of the same name.
- **Improved Disarm** – See the mundane feat of the same name.
- **Improved Grapple** – See the mundane feat of the same name.
- **Improved Sunder** – See the mundane feat of the same name.
- **Improved Trip** - See the mundane feat of the same name.

Counterstrike (2nd)

- Use: 2 Chi, Triggered
- Duration: Current Attack
- Prerequisites: Opportunistic Strike

The adept may carry out a single melee attack against an attacker as a free action whenever they take damage from an AoO. Counterstrike may be used a maximum of 1+1 per three power levels per round.

Crippling Blow (2nd)

- Use: 2 Chi, Declared
- Duration: Current Attack
- Prerequisites: Deadly Blows

The target of a successful **Crippling Blow** suffers a 1+1 per two power levels penalty to attack rolls and AC, and moves at one-half their normal rate for the remainder of the battle due to the crippling nature of this attack. A successful **Fortitude** saving throw versus **10 + damage** ends the **Crippling Blow** effect.

Deadeye (2nd)

- Use: 2 Chi, Move
- Duration: 2+1 per two power level attacks
- Prerequisites: Far Shot

After invoking **Deadeye**, the adept gains a +2 attack roll bonus and does maximum damage plus the adept's **Dexterity** bonus for the next 2+1 per power level ranged attacks.

Deadly Blows (1st)

- Use: 1 Chi, Declared
- Duration: Current Attack
- Prerequisites: Sneak Attack

Deadly Blows allows an attacker to inflict additional damage when they make a successful **Sneak Attack**. The extra damage inflicted is 1d6+1d6 per two power levels.

Death Grip (2nd)

- Use: 2 Chi, Move
- Duration: 1 attack per two power levels
- Prerequisites: Harmonic Fist

Death Grip is a paralyzing unarmed melee strike that does maximum damage and immobilizes the target when it succeeds. A successful **Fortitude** saving throw versus **10 + damage** ends **Death Grip's** immobilizing effect.

Deep Cuts (1st)

- Use: 1 Chi, Move
- Duration: 1 attack per power level
- Prerequisites: Weapon Specialist

Deep Cuts allows the adept to inflict a bleeding wound. This kata requires the use of a slashing class weapon. When active any successful attack inflicts normal damage and causes 1+1 per two power levels

bleeding damage each round. Bleeding can be stopped by any application of healing magic or a successful application of the **Heal** skill. Multiple **Deep Cuts** can affect a single target.

Diehard (1st)

- Use: Passive
- Duration: N/A
- Prerequisites: **Great Fortitude**

An adept with **Diehard** begins **dying** at minus one-half **Constitution** and is **dead** at minus **Constitution**. They gain a bonus of 2+1 per three power levels on **Constitution** rolls made to avoid **dying** HP loss.

Disengage (2nd)

- Use: Passive
- Duration: N/A
- Prerequisites: **Dodge**

The **Disengage** power allows an adept to avoid AoOs with a successful **Reflex** save vs. the attack roll. The adept can make a maximum of 1+1 per two power levels save attempts per round.

Draining Touch (4th)

- Use: 4 Chi, Move
- Duration: 1 attack per four power levels
- Prerequisites: Death Grip

When the adept succeeds at an unarmed melee attack with **Draining Touch** active they channel life and essence from the target into themselves. This power drains 2+2 per four power levels HP and essence from the target to the adept. Any form of essence (boon, mana, chi) can be channeled via this power. All drained essence is converted to chi. A target must have essence available for essence drain to take place. See also: **Power Drain**

Elemental Manifestation (2nd)

- Use: 2 Chi, Move, Attuned
- Duration: Combat
- Prerequisites: Attuned Weapon

Using **Elemental Manifestation** the adept imbues their **attuned** weapon with chi then forces it into a manifestation of elemental energy. The weapon begins to radiate one of the following elemental attributes:

- **Fire** – Flames play along the weapon's length, inflicting 1d6 additional fire damage to any target struck. The weapon also provides light equivalent to a torch, and can be used to set alight flammable objects. A character carrying a flaming weapon cannot use **Stealth** effectively.
- **Sound** – A constant reverberation runs through the weapon, generating a discordant hum. Any target struck by a weapon manifesting sound is stunned for 1d2 rounds. They must also make a

Fortitude saving throw versus **10 + damage** or be deafened (**Fortitude** save ends). If used in a **sunder** attempt the weapon automatically penetrates 1d6 additional hardness. A character carrying a sound-enhanced weapon cannot use **Stealth** effectively.

- **Lightning** – Tiny bursts of electrical energy light the weapon, inflicting 1d6 additional damage to any target struck. Targets in metal armor suffer an additional +2 damage.

When used on a ranged weapon **Elemental Manifestation** causes the listed effects to apply to each missile fired. Mundane missiles fired in this manner are destroyed on impact.

Empowered Arms (2nd)

- Use: 2 Chi, Move, Attuned
- Duration: Combat
- Prerequisites: Attuned Weapon

When **Empowered Arms** is invoked the adept's primary weapon becomes enchanted with a bonus of +1 to attack rolls, damage and determining if a foe requiring magical weapons to hit can be struck. Each three power levels increases the bonus granted by +1 (i.e. +2 at power level three, +3 at power level six, and so on). If the target weapon is a ranged weapon, any missile fired gains the benefit of this power.

Enrage (1st)

- Use: 1 Chi, Move
- Duration: Combat
- Prerequisites: None

Enrage sends the adept into a screaming frenzy of offensive action, granting them bonuses to **Strength** and durability at the expense of caution. While under the effects of **Enrage** the adept gains the following benefits and penalties:

- **Strength** and **Constitution** bonuses of 1+1 per three power levels. The adept accrues all normal benefits of these increases. Hit points gained from **Constitution** changes are temporary and lost when **Enrage** ends.
- A morale bonus of 2+1 per three power levels, to all **Will** saves.
- A penalty of -2 to AC due to recklessness.

While affected by **Enrage** the adept can only engage in combat actions, they cannot activate item powers, cast spells, or using non-offensive powers. They cannot retreat from a foe. The adept can end **Enrage** at any time as a free action.

Evasion (3rd)

- Use: Passive
- Duration: N/A
- Prerequisites: Disengage

The adept is skilled at avoiding damage from area of effect attacks. **Evasion** grants a 1+1 per three power levels saving throw bonus versus any area of effect attack that normally invokes a **Reflex** saving throw. If the save would normally halve the damage done, the adept suffers only one-quarter damage. **Evasion** is negated by armor use. Power level one allows the adept to wear light armor without penalty; power level three allows medium armor. Heavy armor use always negates **Evasion**.

Far Shot (1st)

- Use: Passive
- Duration: N/A
- Prerequisite: Point Blank Shot

The adept fires or hurls missiles further than normal. They gain a 50% range bonus for missile weapons and a 100% range bonus for hurled weapons.

Flurry (3rd)

- Use: 3 Chi, Move
- 1+1 per power level normal attacks
- Prerequisites: Harmonic Fist (unarmed) **or** Weapon Master (armed)

Flurry grants additional attacks when a normal attack does damage. Each additional attack is made using the original attack's attack bonus and suffers a cumulative -1 attack penalty, but gains a cumulative +1 damage bonus. **Flurry** ends after 1+1 per power level successful attacks or if any **Flurry** attack fails. All **Flurry** attacks must be made against the original target. **Flurry** attacks do not trigger further **Flurries**.

Garrote (2nd)

- Use: 2 Chi, Triggered
- Duration: Instant
- Prerequisites: Sneak Attack

Upon a successful **Sneak Attack** the adept can expend Chi to **Garrote** their target, silencing them for the remainder of the battle. A successful **Fortitude** saving throw versus **10 + damage** ends the **Garrote** effect.

Hammer Blow (1st)

- Use: 1 Chi, Declared
- Duration: Current Attack
- Prerequisites: Weapon Specialist

Any attack made with **Hammer Blow** active knocks the target **prone** unless they make a **Reflex** saving throw versus **10 + damage**. Being knocked **prone** by this power provokes an AoO. **Hammer Blow** can only be used with two-handed crushing weapons.

Harmonic Fist (2nd)

- Use: 2 Chi, Move

- Duration: 1 attack per two power levels
- Prerequisites: Warrior's Fist

When the adept makes an unarmed strike with **Harmonic Fist** active, it sets up reverberations within the target's body. Each subsequent unarmed strike by the adept versus the target inflicts and additional 2+2 per two power levels damage. This additional damage bypasses any damage reduction the target may have.

Intercept (2nd)

- Use: 2 Chi, Triggered
- Duration: Instant
- Prerequisites: Combat Finesse **and** Threatening Presence

When any ally is targeted by an AoO the adept may use **Intercept** to interpose themselves between the attacker and target, becoming the target of the AoO. The following conditions must be met for **Intercept** to succeed:

- There must be an empty space large enough for the adept that allows them to threaten both the attacker and target.
- There must be a straight-line path between the adept's current space and this empty space. The path cannot cross difficult terrain or be obstructed by objects or combatants (as **Charge**).

The adept can move a maximum of 2+1 per three power levels squares. This move always counts as a **five-foot step**, no matter the distance actually travelled.

Last Stand (4th)

- Use: 4 Chi, Triggered
- Duration: Combat
- Prerequisites: Quickened Pulse

Last Stand can be triggered whenever a melee or ranged attack does damage to the adept and they are below 25% HP after the blow is struck. The adept instantly gains temporary HP equal to 25%+10% per four powers level of their base HP. These temporary HP vanish at the end of combat, but unlike other temporary HP, the adept cannot be slain by this loss. If the adept has temporary HP from multiple sources, remove those from **Last Stand** last at the end of battle. This ability can be used once per combat.

Lunge (1st)

- Use: 1 Chi, Declared
- Duration: Current Attack
- Prerequisites: Weapon Specialist

Lunge increases the adept's melee range by one square versus a single target for their current attack. It requires the use of a one-handed slashing or piercing weapon. A successful **Lunge** does normal damage.

As part of the **Lunge** attack the adept can choose to take a **five-foot step** towards their target. **Lunge** can be combined with other declared kata.

Martial Defender (1st)

- Use: 1 Chi, Declared
- Duration: Current Attack
- Prerequisites: None

When making an armed attack as a standard or full action the character with **Martial Defender** can take a penalty of -1 to -5 on their attack roll(s) and apply the penalty as a Dodge bonus to AC. The adjustment must be declared before any rolls are made, and the penalty and bonus apply until the character's next initiative (meaning subsequent AoOs may be affected). The Dodge bonus gained does not apply in situations where **Dexterity** bonuses do not apply to AC.

Missile Deflection (1st)

- Use: 1 Chi, Move
- Duration: Combat
- Prerequisites: Warrior's Fist

The **Missile Deflection** power allows the adept to deflect one or more missile attacks made against them. The total missiles that can be deflected are equal to 1 + 1 per two power levels. One missile can be deflected each round as a free action until all uses are expended. Only missiles that have an actual physical component are affected. Deflected missiles fall harmlessly to the ground within 2d4 squares of the adept in a random direction. Any impact effects go off wherever the missile falls.

Multishot (3rd)

- Use: 3 Chi, Move
- Duration: 2 attacks per three power levels
- Prerequisites: Deadeye

When using **Multishot** the adept fires/hurls multiple missiles as single attacks. All missiles from each attack must be directed at the same target and use a single attack roll. The adept may fire/hurl 1 per two power levels additional missiles per attack.

My Armor Is My Skin (2nd)

- Use: Passive
- Duration: N/A
- Prerequisites: Martial Defender

The adept with this power is so familiar with and comfortable in their armor that they reduce **Armor Check Penalties** and increase the **Dexterity Limit** and base protection provided by medium and heavy armor as follows:

- **Base AC** improves by +1, +1 per three power levels.

- **Check Penalty** is reduced by -1, -1 per three power levels.
- **Dexterity Limit** is increased by +1, +1 per three power levels.

The maximum bonuses possible are +4 AC, a -3 Check Penalty, and a +3 **Dexterity Limit**. This ability **does not** affect arcane spell failure. The maximum bonus provided by this ability cannot exceed the armor's **base** limit (the maximum AC bonus that can be gained wearing hide armor is +3 for example). Magical or mundane armor bonuses do not affect this.

None Shall Pass (1st)

- Use: 1 Chi, Move
- Duration: Combat
- Prerequisites: None

A physical adept using **None Shall Pass** establishes positional control over all squares they threaten. Any foe entering a threatened square must immediately end their move and provoke an AoO from the adept. Any foe beginning their action in a threatened square may move out subject to the normal rules of movement and AoOs, but moving into another threatened square ends their move and provokes another AoO. **None Shall Pass** also grants a +2 bonus to **Combat Maneuver Defense** when the adept is targeted by **Bull Rush**, **Charge**, or **Trip** attempts. Any movement on the part of the adept other than a **five-foot step** ends this power's effect.

Opportunistic Strike (1st)

- Use: 1 Chi, Triggered
- Duration: Instant
- Prerequisites: **Combat Reflexes**

Opportunistic Strike allows an adept to make a single melee attack as a free action against a foe when an ally lands one or more melee attacks during their normal initiative. The target must be within the adept's melee range. **Opportunistic Strike** can be combined with **Sneak Attack** and **Deadly Blows** if conditions allow. The maximum attacks per round granted by this power are 1+1 per two power levels.

Penetration (1st)

- Use: 1 Chi, Move
- Duration: 1 attack per power level
- Prerequisites: Weapon Specialist

Penetration allows the adept to negate some or all of a foe's physical damage reduction. This kata requires the use of a piercing class weapon. When active it negates 1+1 per three power levels damage reduction for each affected attack. **Penetration** can be used with missile weapons that fire piercing missiles.

Pinning Shot (2nd)

- Use: 2 Chi, Move
- Duration: 1 attack per power level

- Prerequisites: **Precise Shot**

The target of a successful **Pinning Shot** is immobilized by the missile, which does normal damage in addition to the pinning effect. The target can remove the pinning missile with a move action.

Power Drain (4th)

- Use: 4 Chi, Move, Attuned
- Duration: 1 attack per four power levels
- Prerequisites: Empowered Arms

When the adept succeeds at a melee attack using an **Attuned** weapon with **Power Drain** active they channel life and essence from the target into themselves. This power drains 2+2 per four power levels HP and essence from the target to the adept. Any form of essence (boon, mana, chi) can be channeled via this power. All drained essence is converted to chi. A target must have essence available for essence drain to take place. See also: **Draining Touch**

Power Surge (1st)

- Use: 1 Chi, Move
- Duration: One Chi gain
- Prerequisites: None

The adept invokes this power to generate a rush of chi through their system. They gain up to 3 + 1 per three power levels of chi at the **end of the round** instead of the usual one chi. A character cannot exceed their normal chi maximum via this power.

Precise Shot (1st)

- Use: Passive
- Duration: N/A
- Prerequisites: Far Shot

The adept can fire into melee without suffering the usual -4 penalty on attack rolls.

Quick Draw (1st)

- Use: 1 Chi, Free
- Duration: Instant
- Prerequisites: **Combat Reflexes**

Quick Draw allows a physical adept to draw, sheath or swap any weapon or weapons carried on their person as a free action during their initiative. They must be proficient with all weapons affected by a **Quick Draw** maneuver.

Quickened Pulse (4th)

- Use: Passive
- Duration: N/A
- Prerequisites: Second Wind

The adept with **Quickened Pulse** recovers from damage more quickly than normal. They gain a +2 bonus to **Constitution** checks versus **dying** and recover an additional 4+2 per two power levels HP from any magical healing effect. Bonus healing gained in this way cannot exceed the base magical healing received.

Quick Strike (2nd)

- Use: 2 Chi, Free
- Duration: Instant
- Prerequisites: Quick Draw

The adept with **Quick Strike** can draw any melee weapon carried on their person and carry out a single attack as a free action during their initiative. They must be proficient with the weapon used.

Ricochet (3rd)

- Use: 3 Chi, Move, Attuned
- Duration: 2+1 per three power levels attacks
- Prerequisites: Boomerang

Ricochet causes hurled weapons to ricochet off multiple targets, inflicting damage on each target it strikes. Each attack can strike up to 2+1 per three power levels targets. Use a single attack roll to determine which blows are successful in a single **Ricochet** attack.

Second Wind (3rd)

- Use: 3 Chi, Move
- Duration: Instant
- Prerequisites: Diehard

The adept calls upon their inner reserves to heal themselves. **Second Wind** restores 1d6+1d6 per two power levels HP when used. Only HP lost in the current combat can be restored with this power and a character's HP total cannot exceed their usual maximum. This ability can be used once per combat.

Shield Bash (1st)

- Use: 1 Chi, Declared
- Duration: Current Attack
- Prerequisites: Shield Mastery

A character with this feat can enhance attacks made using shields. A shield attack enhanced by **Shield Bash** does +1 damage per power level. Furthermore the target of the attack must make a **Reflex** save vs. 10 + damage or be knocked **prone**. A creature more than one size larger than the adept cannot be knocked **prone** by this Kata. Creatures knocked **prone** by this attack provoke an AoO.

Spell Deflection Shield (2nd)

- Use: 2 Chi, Move
- Duration: Combat

- Prerequisites: Shield Mastery

The **Spell Deflection Shield** power allows the adept to use an equipped shield to deflect one or more spells directly targeting them. The total spells that can be deflected is equal to 1+1 per three power levels. The adept can deflect 1 spell per round. Deflected spells dissipate harmlessly in the air.

Spell Reflection Shield (4th)

- Use: 4 Chi, Move
- Duration: Combat
- Prerequisites: Spell Deflection Shield

The **Spell Deflection Shield** power allows the adept to use an equipped shield to reflect one or more spells directly targeting them back at the caster. The total spells that can be reflected is equal to 1+1 per four power levels. The adept can reflect 1 spell per round. Reflected spells are redirected at the caster and affect them normally, provided the spell's range allows it to reach to the target and back again.

Supernatural Awareness (4th)

- Use: Passive
- Duration: N/A
- Prerequisites: Cat-like Readiness

The adept with **Supernatural Awareness** can only be flanked by foes with a greater martial power level.

Threatening Presence (2nd)

- Use: 2 Chi, Move
- Duration: Combat
- Prerequisites: None Shall Pass

The adept uses their combat skills to taunt, distract and threaten their chosen target. Each target suffers a penalty of 2+1 per two power levels to all attack rolls or skill tests carried out against any target other than the adept. The adept must be within 1+1 per two power levels squares of the victim for **Threatening Presence** to be effective. The adept may target up to 1+1 per three power levels foes with this power. If the adept moves out of range the effect ends. If the target moves out of range the effect resumes if the adept reestablishes range. The target can end the **Threatening Presence** effect with a successful **Will** save.

Two Weapon Defense (1st)

- Use: Passive
- Duration: N/A
- Prerequisites: Two Weapon Fighting

When fighting with two weapons the adept with **Two Weapon Defense** gains a 1+1 per three power levels AC bonus from their off-hand weapon. Conditions that negate **Dexterity** bonuses to AC also negate this bonus.

Two Weapon Mastery (2nd)

- Use: Passive
- Duration: N/A
- Prerequisites: Two Weapon Defense

Two Weapon Mastery allows the adept to attack once with both main- and off-hand weapons when executing an AoO. If the adept also has **Multi-attack** they may carry out a second off-hand attack using their secondary BAB when they carry out a full action attack sequence.

Uncanny Awareness (1st)

- Use: Passive
- Duration: N/A
- Prerequisites: **Dodge**

The adept with **Uncanny Awareness** retains their **Dexterity** bonus to AC, even if they are suffering a combat status effect that would normally negate it.

Vendetta (4th)

- Use: 4 Chi, Move
- Duration: Combat
- Prerequisites: Crippling Blow

The adept focuses all their offensive combat energies on a single target, gaining a 2+2 per three power levels attack and damage bonus to each attack that strikes home. Attacks against other targets suffer a -2 attack and damage penalty for the duration of **Vendetta**. The adept may end the **Vendetta** effect as a free action during their initiative.

Warrior's Fist (1st)

- Use: Passive
- Duration: N/A
- Prerequisites: Unarmed Proficiency

Warrior's Fist provides the character with advanced training in unarmed combat. The character's unarmed melee attacks are treated as armed attacks, inflicting lethal damage and no longer provoking AoOs.

Weapon Master (1st)

- Use: Passive
- Duration: N/A
- Prerequisites: Weapon Specialist

Weapon Master **builds upon the mundane feats of** Weapon Focus **and** Weapon Specialist, **providing an additional +1 attack bonus and a +1 damage bonus** with a single weapon proficiency covered by a previously chosen **Weapon Specialist** selection. This power can be taken only

once per weapon proficiency, but can be taken multiple times to gain Mastery benefits for multiple weapons.

Whirlwind (1st)

- Use: 1 Chi, Declared
- Duration: Current Attack
- Prerequisites: Weapon Specialist

A **Whirlwind** attack strikes all foes within melee range of the adept. Use a single attack roll to determine which targets are hit. All foes take normal damage from this attack. **Whirlwind** requires a slashing or piercing two-handed weapon.

Mark's Notes

To Do

- Shape-shifting.
- Spell listings and casting times.
- Favored enemies.
- Knowledge / craft lists.

Changes

- Tweaked many kata duration / effect bonuses.
- Tweaked many kata action costs.
- Defined power duration.
- Clarified use of declared kata and kata stacking limits.
- **Cheat Death** now correctly triggers when an attack knocks the target unconscious.
- Tweaked **Grappled** and **Stunned** conditions.
- Defined **action penalty**.
- Tweaked wording of **Opportunistic Strike**.
- Added **Shield Bash** kata.
- Clarified that **My Armor Is My Skin** only uses base armor AC value, not any magical / mundane bonuses.
- Clarified **Deep Cuts** can be applied multiple times.
- Minor tweak to **Elemental Manifestation** / Sonic duration
- Version 2.10
- Clarified **Deadly Blows**: each blow struck requires Chi expenditure.
- **Weapon Master** now provides a +1/+1 attack/damage bonus instead of +1/+2.
- **Two-Weapon Fighting** attack bonus penalties are no longer adjusted by **Dexterity**.
- Clarified Saving Throw DC for spells and powers.
- Clarified Withdraw in the list of standard actions.
- Clarified **AoO** attacks are always a single attack with the main-hand weapon.
- Version 2.09 – First **official** release.
- Clarified **Power Surge**.
- Corrected text for weapons that provide trip/disarm bonuses to reflect they apply to combat maneuvers instead of attack rolls.
- Corrected entries for **Dexterity** limits on shields showing none instead of 0.
- Minor tweaks to text.
- Fixed Stealth entry to show it always affected by armor check penalties.
- Typo in divine lore cost in summary table fixed.
- Adjusted price of falchion to 50 gold.
- Sorcerer Spell reduced to 20 CP.

- Tweak to non-lethal healing rates.
- **Cantrips** and **Minor Prayers** powers (0 level spells).
- Change to level limit for **Martial Adept**.
- Changes to costs for skills and some powers.
- Numerous fixes to character spreadsheet.
- Removed critical and fumble tables.
- Added critical threat / multipliers to weapons.
- Added free proficiency with simple unarmed attacks for all characters.
- Skills consolidated where useful.
- Standardized language on difficulty class (DC) instead of target number (TN).
- Animist feats.
- Defined size.
- Implemented combat maneuvers and standardized most 'special' combat moves.
- Grappling
- Free mundane feats every 3rd level.
- Save bonus feats
- Mental Realm eliminated (for now).
- Defined temporary hit points.
- Review weapon focus/specialist/master – adjusted.
- Many katas adjusted / altered.
- Natural Athlete and Sharp Witted benefits adjusted.
- Languages reviewed / updated.
- Animist: Temporary spirit bindings.
- New Arcane feats (including familiars)
- Changed how Turn Undead works.
- Major changes to Animist cost and structure
- Changes to sorcerer and wizard spell limits
- Cost changes to Blind Fighting and Tracking mundane feats.
- Prerequisite changes to many mundane feats and Martial Adept.
- Changes to level limits for physical, arcane and divine powers.
- Proficiency costs adjusted by attribute bonuses: melee / armor by Str, ranged / shield by Dex.
- Increase the unskilled check penalty to -3
- Altered limits on HP / Save Bonus purchases.
- Bonus skill ranks for **Intelligence** bonus
- Turn Undead
- How is caster level defined?
- Divine priests / animists.
- Animist spirit power tests.
- Clarify shield proficiency / use as weapon.

- Meta-magic feats.
- Define **Sunder**. Talk about hardness.
- Cost of BAB increased to 15.
- Wizards must memorize spells a la traditional D&D.
- Adjustments to arcane **Adept** powers to match new system.
- Defined mana / boon recovery and spell recovery for wizards.
- Defined resurrection penalties.
- Adjusted XP / level chart.
- Rewrite of the physical adept, including new rage-like system.

Changes and Gotchas

- Weapon size category is **wielder size** not **target size**
- Damage bonus from **Strength** varies depending on weapon used / style
- Old AC 0 is new AC 20