Class Free D&D

Version 3.33

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Introduction

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. It is inspired by many aspects of 2nd Edition AD&D, the d20 system, 3rd and 5th Edition D&D, and Pathfinder.

Core Mechanics

Determining Outcomes

When characters attempt actions that may succeed or fail, tries to resist a power or spell, or makes an attack, the player uses a die roll, called a **check**, to find out what happens. The **result** of the check is compared to the task's difficulty class (DC) to determine the result. Harder tasks have higher DCs. To make a check, the player rolls a twenty-sided die (1d20):

1d20 + bonuses = result

Compare the result to the task DC:

- A natural roll of 1 always fails
- A natural roll of 20 always succeeds
- A result greater than or equal to the DC succeeds
- A result less than the DC fails

Bonuses to the roll may be positive or negative. For example, a character with a low **Strength** score might have a negative bonus applied to their roll if they attempt to force a stuck door.

There are many task checks that use this mechanic:

- Attack checks use a character's attack bonus to determine the outcome of an attack.
- Attribute checks use a character's attribute bonuses to resolve a task.
- Power checks determine the victor in opposed challenges.
- Skill checks pit training against physical and mental challenges.
- Saving throws determine if characters resist magical effects, death, or damage.

All these tests use the core 1d20 + bonus mechanic using bonuses determined by character attributes, abilities, and equipment.

Advantage and Disadvantage

Some situations give characters an edge or increase the difficulty of a challenge. While the GM may opt to increase or decrease the DC of the test, they may also ask the player to roll with **advantage** or **disadvantage**. In either case, the character rolls two d20s and uses either the higher (advantage) or lower (disadvantage) die roll to determine the check result. Advantage and disadvantage do not stack and cancel each other out.

Action Penalties

Many combat status effects, spell effects and situational modifiers apply an **action penalty**. Action penalties affect attack rolls, skill checks, combat maneuver tests, attribute checks, and saving throws that involve dodging or movement.

Numbers and Rounding

Unless otherwise indicated always **round fractional values toward zero**.

Characters

Characters are the player's avatar within the game universe. They have attributes and abilities they use to resolve problems, defeat foes, or tackle challenges.

Character Creation

Players make choices during character creation and subsequent play that determine their character's strengths and weaknesses. Characters are defined by their attributes, alignment, heritage, and power choices. Follow these steps to create a character.

Determine Attributes

Six attributes determine a character's core nature. They may limit power selection, provide bonuses, or inflict penalties.

Pick an Alignment

Alignment determines a character's outlook on life and what they value. It also affects how they interact with others.

Select a Heritage

Heritage represents a character's ancestry and cultural upbringing. Each heritage offers specific benefits and affects the character's appearance and lifespan.

Choose a Secondary Profession

Characters were ordinary people before they became adventurers. Secondary professions give characters some knowledge of a specific trade, and provide a bonus skill.

Expend Character Points

Characters have many skills and abilities that help determine how they perform. Players spend **Character Points** to buy the powers and abilities that reflect their character concept.

Create Name and History

Players select a name suitable for the campaign and their chosen heritage. They may also wish to create a brief history to flesh out their character's personality and place in the world. Character histories can be created as a solo effort or collaboratively by all players to provide connections between group members. Coupled with GM-provided information on the campaign setting and history, a character's backstory provides a sense of place and purpose.

Experience and Advancement

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 **Level Advancement** table outlines the XP required to reach each level.

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

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

Table 1 – Level Advancement

Attributes

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

These attributes define fundamental characteristics and provide bonuses or penalties that affect many aspects of play. The **Attributes Properties** 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 ranks a character can master for realms controlled by the attribute. See **Powers**.

ATTRIBUTE	BONUS	MAXIMUM POWER LEVEL
1	-4	Power Not Available
2-3	-3	Power Not Available
4-5	-2	Power Not Available
6-8	-1	3rd
9-12	0	4th
13-15	+1	5th
16-17	+2	6th
18-19	+3	7th
20-21	+4	8th
22-23	+5	9th
24-25	+6	9th
26-27	+7	9th
28-29	+8	9th
30-31	+9	9th

Table 2 – Attribute Properties

Determining Attributes

Roll dice or use another method to determine attributes:

- Make six rolls of 3d6 and use in order, or arrange as desired
- Make six rolls of 4d6, dropping the lowest die from each roll. Use in order or rearrange.
- Roll multiple sets of attributes and choose the set that best fits your character concept.
- Choose a set of attributes from several sets of pre-generated values.
- Spend points to buy attributes.

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:

> **Attribute bonus + other bonuses + d20 = result**

Determine the outcome of the check with the standard mechanic. See **Determining Outcomes**.

Strength

Strength represents a character's raw physical power. A character with a high **Strength** can lift heavier objects, hit harder and carry more weight than a weaker character. The **Strength** bonus applies to:

- Attack rolls when making melee attacks
- Damage rolls from melee or hurled weapons. See **Damage**.
- **Strength** skill checks
- Carrying capacity

Wisdom

Wisdom measures a character's willpower, common sense, and intuition. A character with high **Wisdom** score can resist certain magical spells, sense motivations, and spot hidden objects. The **Wisdom** bonus applies to:

- **Will** saving throws
- **Wisdom** skill checks

Intelligence

Book learning, logical thinking, and memory are all part of **Intelligence**. A character with a high **Intelligence** score remembers details, understands multiple languages, and excels at solving problems. The **Intelligence** bonus applies to:

- Maximum languages known
- **Intelligence** skill checks

Dexterity

Dexterity measures a character's hand-to-eye coordination, balance, and quickness. A character with a high **Dexterity** score aims accurately, runs across irregular surfaces easily, and is good at manipulating devices such as traps or locks. The **Dexterity** bonus applies to:

- Attack rolls for ranged/hurled weapons
- Armor class, if the character can react to the attack
- Initiative rolls
- **Reflex** saving throws
- **Dexterity** skill checks

Constitution

Constitution reflects a character's toughness and endurance. A character with a high **Constitution** resists the effects of disease and poison, has more hit points, and survives brushes with death better than one with a low score. **Constitution** attribute bonuses apply to:

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

Charisma

Charisma measures a character's ability to lead, persuasiveness, and appearance. A character with a high **Charisma** can convince others they are right, defuse a tense situation, or negotiate a beneficial deal. The **Charisma** bonus applies to:

- Retainer and hireling loyalty
- Encounter reaction checks
- **Charisma** skill checks

Alignment

Alignment reflects a character's basic outlook and approach to life. There are two main axes of alignment: law/chaos and good/evil.

- Law: Lawful characters value order, structured society, and the rule of law. Many believe there is a natural order to the world.
- Chaos: Chaotic characters place greater value on personal freedom than the rules of society and believe luck and chance rule the world.
- Neutral: Characters who are neutral with respect to law/chaos see the strengths and weaknesses of order and randomness and believe both are a necessary part of the world.
- Good: Good characters value life, altruism, and freedom for all above their personal needs and desires.
- Evil: Evil characters are only interested in what benefits themselves and are willing to harm or oppress others to achieve their goals.
- Neutral: Characters who are neutral with respect to good/evil believe both viewpoints are necessary and seek a middle path between the two extremes.

Players select an alignment for their character by combining their beliefs in law/chaos and good/evil. Thus a character might be lawful good, neutral evil, or chaotic good. In general, characters are not purely lawful, chaotic, good, or evil. Alignments serve as guidelines rather than hard and fast rules. Some organizations, religious orders, for example, have specific alignment requirements, and the GM should outline their alignment expectations for players interested in these roles. Many civilized societies lawful, and characters who constantly violate a society's social contract may find themselves imprisoned, outcast, or worse.

Heritage

Heritage affects a character's appearance and outlook. It may also provide bonuses or penalties to attributes and skills and grant special abilities. Heritage provides base benefits and heritage feats:

- Characters earn base benefits as soon as they select a heritage.
- Characters choose a heritage feat at 4th, 8th, 12th, and 16th level.

Heritage feats are subject to the same restrictions as mundane feats. See **Feats**.

Base Benefits

Here is a list of the characteristics heritage can alter, along with the base value of each for a typical character.

- Size: medium
- Move: 6
- Attributes: standard rolls/values
- Starting hit points: 5
- Base carry capacity: 60 pounds
- Starting heritage feats: two

A heritage may also grant access to one or more languages. See the **Language** skill for details. The **Appendix – Character Heritage** contains sample heritage descriptions.

Secondary Professions

A character's secondary profession represents what they did prior to becoming an adventurer. They may have worked on the family farm, served an apprenticeship, or lived on the streets of a city.

Secondary training offers down-on-their-luck characters a way to earn a little money on the side. It also allows them to speak knowledgably with professionals of relevant trades, granting a +1 bonus to **Insight**, **Intimidation**, **Deception**, and **Persuasion** skill checks when dealing with such folk. Finally, it grants one level in a related **Craft/Profession** skill.

The GM may ask players to roll on the **Secondary Training** table or allow them to choose training that fits their character concept.

ROLL	PROFESSION	ROLL	PROFESSION
1-2	Armorer	51-52	Limner/Painter
3-4	Baker/Cook	53-55	Mason
5-6	Beggar	56-57	Metalworker
7-8	Blacksmith	58-60	Miner
9	Bookbinder	61	Navigator
10-11	Bowyer/Fletcher	62-63	Potter
12-13	Brewer or Vintner	64-66	Sailor
14-17	Builder	67-68	Scribe
18-19	Butcher	69-72	Servant
20-21	Chandler	73-74	Shipwright
22-23	Clerk	75-76	Tailor/Weaver
24-25	Entertainer	77-78	Tanner
26-32	Farmer	79-81	Teamster
33-35	Fisher	82-87	Trader/Merchant
36-37	Forester	88-89	Trapper/Furrier
38	Gambler	90-91	Watchman
39-40	Groom	92-93	Weaponsmith
41-45	Herder	94-96	Woodworker/Carpenter
46-48	Hunter	97-98	No useful skill
49-50	Jeweler	99-100	Roll twice

Table 3 – Secondary Training

Character Points

Characters receive 100 **Character Points** (CP) per level, and players spend CP to buy new powers and abilities. The **Character Point Costs** table lists the available character features and their costs. The CP cost of specific features may vary from the listed values. See individual feature details.

- **Feature** – The character feature
- **Cost** – The CP cost of the feature
- **Description** – A brief description of the feature
- **Limit** – The limits on purchasing the given feature

If play begins at a level higher than first, characters receive all the benefits of previous levels. For example, a new 5th level character begins play with 500 CP as well as all bonuses normally gained for 1st through 5th levels.

Feature	Cost	Description	Limit
Hit Point	5	One hit point	6 per level
Attack Bonus	15	One point increase in base attack bonus	1 per level
Saving Throw Bonus	8	One point increase in one saving throw	3 per level (any)
Armor Proficiencies	7	One armor proficiency	None
Weapon Proficiencies	7	One weapon proficiency	None
Skill	6	Increase one skill one rank	2 per skill per level
Power	Varies	One feat, ability or invocation	Varies
Essence	7	One power activation point	Varies

Table 4 – Character Point Costs

Level Bonuses

Characters receive bonus character features each level. They are free, but characters must meet all prerequisites before choosing specific benefits. Bonuses **count against the level limits** for the applicable feature. For example, 1st level grants a character 4 hit points and 3 save bonuses. They may purchase two additional hit points, but no additional save bonuses.

First Level Bonuses

First level characters automatically receive the following free character features:

- All **Heritage** base benefits
- 4 hit points
- 3 save bonuses
- Proficiency with **simple unarmed** attacks
- Proficiency with 1 category of **simple weapons**
- 1 armor or weapon proficiency
- 8 skill ranks, which must be distributed among at least 5 skills

Additional Level Bonuses

Characters automatically receive the following character features at 2nd and higher levels:

- 2 hit points
- 1 save bonus
- 2 skill ranks

Bonus Feats

Characters gain the following feats at the indicated levels:

- Characters gain 1 heritage feat every 4 levels (4th, 8th, 12th, etc.).
- Characters gain 1 free mundane feat every 3 levels (3rd, 6th, etc.).

Extra Character Points

If a character cannot spend all their points during a single level advancement, they may carry over a maximum of five 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.

Hit Points

An individual's hit point (HP) total is a combination of luck, endurance, and actual physical toughness that measures how much damage they can take. The more HPs a character has, the more punishment they can take. Subtract all damage done to a character from their HP pool. **Death and Dying** describes what happens when a character's HPs run out. **Rest and Recovery** discusses HP restoration.

Purchasing Hit Points

Spend 5 CPs to purchase 1 HP, up to 6 HP per level. **Heritage** HP and bonus HP from **Constitution** do **not** count against the level cap, but free HP granted each level do. For example, a 1st level Human character with a +2 **Constitution** bonus might get:

- 5 Heritage HP
- 4 free HP
- 2 (maximum) purchased HP
- 2 HP from **Constitution**

Giving them a total of 13 HP.

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Base Attack Bonus

The Base Attack Bonus (BAB) measures a character's ability to strike or attack foes in combat. A character's BAB applies to all attack forms. 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

Characters use their attack bonuses to determine whether they hit a foe in combat by making an attack roll versus the target's armor class (AC). See **Attack Rolls**.

Purchasing BAB

Spend 15 CPs to improve a character's BAB by 1. A character's BAB begins at 0 and is capped at 1 per character level.

BAB and Multiple Attacks

Characters start out making one attack during their turn per combat round. They may make additional attacks when their BAB reaches rank 6 (2 attacks), 12 (3 attacks), and 18 (4 attacks) **and** they have the appropriate feat. Combat maneuvers and reaction attacks do not count against a character's attacks per round. See **Combat** and **Swift Combatant**.

Saving Throw Bonuses

Players roll saving throws when something bad happens and they want their character to avoid the effect. Character saves fall into one of three categories: **Fortitude**, **Reflex**, and **Will**. Characters purchase ranks of each save category during character creation/advancement. The saving throw rolls are:

Fortitude save bonus + Constitution bonus + other bonuses + 1d20 = Fortitude save

Reflex save bonus + Dexterity bonus + other bonuses + 1d20 = Reflex save

Will save bonus + Wisdom bonus + other bonuses + 1d20 = Will save

Determine the outcome of the save with the standard mechanic. See **Determining Outcomes**. The DC for a saving throw is determined by the effect being resisted. For most powers/spells the save DC equals to the effect's **power rating**. See **Powers**. The GM determines DC of non-spell/non-power effects.

Save for Partial Damage

Many spells do damage even if an affected character succeeds at a saving throw. In most cases, a successful saving throw will halve the damage taken.

Purchasing Saving Throw Bonuses

Spend 8 CPs to gain a +1 bonus to one saving throw category. A maximum of 3 save bonuses may be purchased each level. Purchased save bonuses may be applied to **Fortitude**, **Reflex**, or **Will** saves as the player desires. Characters begin with all saving throws at 0.

Proficiencies

Proficiencies represent formal training on the use of arms and armor. Characters suffer penalties when using weapons or wearing armor if they do not have the appropriate proficiency.

Purchasing Proficiencies

Spend 7 CPs to buy one armor or weapon proficiency.

Armor Proficiencies

There are four categories of armor proficiency: **Light**, **Medium**, **Heavy**, and **Shields**. A character wearing armor or using a shield without the appropriate proficiency suffers a penalty to all attack rolls and skill checks of **-2 plus the equipment's check penalty**. See **Armor** in **Equipment**.

Characters with the relevant armor proficiency remove all penalties except the equipment's check penalty for the just following skills: **Acrobatics**, **Athletics**, **Concentration**, **Sleight of Hand**, and **Stealth**. In all cases, **Athletics** checks for swimming suffer **double** the usual penalty.

All armor and shield check penalties are cumulative.

Weapon Proficiencies

Weapons are divided into schools: **Simple**, **Martial**, and **Firearms**; and classes: **Unarmed**, **Light**, **One-handed**, **Two-handed**, and **Ranged** (exception: all **Firearms** are **Ranged** and either **One-handed** or **Two-handed**). A weapon proficiency applies to all weapons of a single school/class combination (e.g. **Simple One-handed** or **Martial Ranged**). Using a weapon without a proficiency inflicts a **-4 penalty to attack rolls**. See **Weapons** in **Equipment**.

Shields

Shields serve as both armor and weapons. Using a shield as a weapon requires both of the appropriate proficiencies. For example, using a heavy shield as a weapon requires the **Shield** armor proficiency and the **Martial One-handed** weapon proficiency. See **Armor** and **Weapons** in **Equipment**.

Powers, Combat Maneuvers, and Proficiencies

Unless otherwise stated, a character cannot use a power or a combat maneuver unless they have the appropriate proficiencies for any required equipment.

Skills

Skills are a measure of a character's knowledge and learned abilities. Each skill is controlled by one of the six primary attributes. The matching attribute bonus applies to all skill checks. A characters skill check bonus is:

skill level + attribute bonus + other bonuses = skill check bonus

Characters using an untrained skill check have a **skill level** of **-3**. Some skills cannot be used without formal training. See the **Skill Summary** table. To make a skill check roll:

skill check bonus + other bonuses + 1d20 = result

Determine the outcome of the skill check with the standard mechanic. See **Determining Outcomes**.

Purchasing Skills

Spend 6 CPs purchase 1 rank of 1 skill. Individual skill levels are capped at 2 per character level.

Passive Skill Use

Some situations allow characters to use their skills without making a conscious decision to do so: Walking past a secret door, being exposed to an odd odor, or recognizing a strange plant in passing. These skill checks make use of a character's passive skill rating, which is equal to:

passive skill = unmodified skill level + 10

Example: Ixie has 3 **Perception** and a +2 **Wisdom** bonus. His passive **Perception** is 13. When kobolds approach the party's camp while Ixie is on watch, one rolls a 12 **Stealth** check. Ixie's passive **Perception** is 13, so he hears something in the woods and has a chance to react.

Skill Check Penalties

There are several conditions that can inflict penalties on skill rolls.

- Most armor has a check penalty that applies to some or all skill checks. See **Armor**.
- Using armor without a proficiency inflicts an additional check penalty. See **Armor Proficiencies**.
- In-game conditions may inflict situational check penalties.
- Carrying a heavy load may inflict a check penalty. See **Carrying Capacity.**

Skill check penalties from **all sources** are cumulative.

The Skills

The **Skill Summary** table lists all available skills.

- **Skill** – The skill's name
- **Attribute** – The skill's controlling attribute
- **Armor Check** – A **Y** in this column indicates armor check penalties always apply to skill checks
- **Trained** – A **Y** in this column indicates the skill cannot be used by characters with no skill ranks
- **Description** – A brief description of the skill

See the long descriptions of **Craft/Profession** and Language regarding their **special** table entries.

Skill	Attribute	Armor Check	Trained	Description
Acrobatics	Dex	Y	N	Balance, flexibility, and quickness
Animal Handling	Cha	N	N	Ride or train animals
Athletics	Str	Y	N	Climbing, swimming, and jumping
Concentration	Con	Y	N	Focus on the task at hand
Craft/Profession	special	N	Special	Job / career type skills
Deception	Cha	N	N	Lie to or deceive others
Heal	Wis	N	N	Tend the wounded
Insight	Wis	N	N	Understand another's behavior
Intimidation	Cha	N	N	Instill fear
Investigation	Int	N	N	Gain understanding through study
Knowledge	Int	N	Y	Accumulated lore
Language	special	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
Persuasion	Cha	N	N	Convincing others
Sleight of Hand	Dex	Y	Y	Pick pockets or palm objects
Stealth	Dex	Y	N	Avoid being seen and heard
Survival	Wis	N	N	Survive in the wilds

Table 5 – Skill Summary

Acrobatics

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

Acrobatics encompasses physical activities involving finesse and balance, such as walking across a narrow beam, diving and rolling, or staying upright on a storm-tossed ship. See **Athletics**.

- DC 10 – Walk across a foot-wide beam.
- DC 12 – Dive and roll up to two squares without creating an opening.
- DC 14 – Walk a tightrope.

Animal Handling

- **Charisma**

Animal Handling allows a character to ride, drive a team of horses, rear and domesticate a wild beast, or train mundane beasts with simple tricks and commands. The difficulty of the **Animal Handling** skill check is dependent on the task at hand. Working with animals without the appropriate equipment (saddle, tack and harness, etc.) inflicts a -4 penalty on **Animal Handling** checks.

- DC 5 – Drive a team of draft animals pulling a wagon, cart, or plow.
- DC 8 – Fight while riding a battle-trained mount.
- DC 10 – Stay on a galloping horse while riding across rough terrain.
- DC 12 – Stay mounted while a battle-trained mount uses its attacks.
- DC 12 – Leap a fence while mounted. Fall off a moving mount without taking damage.
- DC 12 – Break a wild horse to the saddle. Teach a dog, cat, or horse tricks.
- DC 14 – Train a bird of prey or warhorse.
- DC 15 – Stay mounted in combat while riding a mount that is not battle trained.

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:

- 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.
- 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.
- 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.

Concentration

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

Using skills or powers in stressful situations often requires a focused mind. If a character takes damage while carrying out one of these activities, they must make a **Concentration** skill check. The DC of the check is typically:

10 + damage inflicted / 2 = Concentration DC

A character who makes their skill check takes damage but continues their action. If they fail, the activity is interrupted, and any essence used is lost. Characters must make **Concentration** checks in other situations as well:

- DC 10 – Using powers that require **concentration** while riding a mount moving at normal speed.
- DC 14 – Using powers that require **concentration** while riding a mount moving at double speed.

Characters can only concentration on one thing at a time. For example, an adept cannot maintain a spell requiring **concentration** and cast another spell, as casting also requires **concentration**.

Craft/Profession

- Attribute varies

Craft/Profession skills that match the available **Secondary Professions**. Craft skills involve making or creating something, while profession skills are service oriented. There are many craft and profession skills available. Each Craft/Profession specialty is treated as a separate skill for checks and advancement purposes. Three levels of Craft: Bookbinder provide no advancement or skill check benefit to a character's Craft: Bowyer skill, for example. Craft/Profession skills suffer double the normal untrained proficiency (-6).

Deception

- **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. Characters can also use **Deception** to create false documents or alter their appearance. It encompasses conning, fast talk, misdirection and forgery, and disguise. **Deception** checks are opposed by the target's **Insight** skill.

- DC 10 – Tell a minor lie.
- DC 10 – Make minor alterations to appearance.
- DC 12 - Convey information to an ally without revealing details to others.
- DC 12 – Forge a signature.
- DC 12 – Shift blame for recent events to another party.
- DC 14 – Make significant alterations to appearance (gender/heritage, for example).
- DC 14 – Duplicate a letter or mundane document.
- DC 14 – Tell an unbelievable lie.
- DC 17 – Assume the appearance of a specific person.
- DC 17 – Forge an important formal document with seals and signatures.

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 tend wounds, accelerating the healing process during rest periods. A character suffers a -4 penalty when making heal checks on themselves. See **Death and Dying** and **Rest and Recovery**.

Insight

- **Wisdom**

Characters use this skill to gain understanding of another's reactions, words, or behavior. It opposes **Intimidation**, **Deception**, and **Persuasion**.

- DC 10 – Talk to people to learn general gossip and well-known information.
- DC 12 – Detect a minor lie (opposed by **Deception**).
- DC 14 – Figure out someone's secret motivations.

Intimidation

- **Charisma**

A character using **Intimidation** bullies or frightens an opponent into submission for a short time. **Intimidation** checks may be opposed by **Insight** and abilities that reduce fear effects. Unthinking creatures cannot be intimidated.

- DC 10 – Scare a local into sharing information.
- DC 12 – Frighten off a wild animal.
- DC 14 – Scare off bandits. Intimidate guards.
- DC 16 – Frighten a monster or other creature

Investigation

- **Intelligence**

The **Investigation** skill allows a character to piece together meaning from clues, written text, interviews, and other information sources. Characters with this skill can also evaluate items and discover something of their history or value. **Investigation** checks may allow a character to pick up the gist of unknown writings or languages, though details may prove elusive. Checks are made in secret by the GM, and significant failures may result in a false interpretation of the material.

- DC 10 – Figure out writing in a language related to a known tongue.
- DC 10 – Determine the value of a common item
- DC 12 – Deduce a link between written material and current events.
- DC 12 – Discover discrepancies in interviews.
- DC 14 – Find the provenance of a work of art
- DC 14 – Figure out writing in an unknown language.
- DC 16 – Appraise a unique work of art or magic item
- DC 16 – Decipher a code hidden in an unknown language.

Knowledge

- **Intelligence**, trained

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

- **Arcana** – The study of spells, magic items, and supernatural creatures, including ancient artifacts and famous practitioners of the magical arts.
- **History** – Knowledge of prominent historic figures, important battles, and political and religious movements.
- **Nature** – The study of natural plants and animals, weather, and the seasons, as well as the magical creatures found in natural settings (fairies, giants, etc.)
- **Religion** – Knowledge of divine beings and the powers they grant, religious rites and dogma, mythology, holy symbols and the undead.

Each Knowledge specialization is treated as a separate skill for purposes of advancement or skill checks. Knowledge checks cannot be attempted by untrained characters.

- DC 10 – Recall the main details of a system of magic or the life of a famous leader.
- DC 12 – Explain the broad strokes history of a city or identify animals by their tracks.
- DC 14 – Outline the components of a complex ritual or detail the units involved in a battle.
- DC 16 – Recall minor details of a ruler's reign or identify a rare magical creature by sight.

Language

- None, trained

The **Language** skill allows a character to learn additional languages. Each rank purchased grants access to a new language. A character can learn a number of languages equal to twice their **Intelligence** bonus. Character heritage may provide access to additional languages, which do not count against the **Language** skill limit. Players may choose any starting proficiency with a heritage language from the list below. Characters learning a language with the **Language** skill may choose any starting proficiency **less than** their **Intelligence** attribute bonus , minimum of rank one.

1. Communicate basic ideas and greetings. Make out letters and numbers.
2. Communicate complex concepts. Basic reading and writing.
3. Speak fluently on most subjects. Read most written documents and write proficiently.
4. Speak like a native and adopt local accents. Read and write complex documents.

A character may improve their fluency with **one** known language **one rank** per character level.

Manipulate Device

- **Dexterity**, trained

This skill is used to neutralize, operate, or disable traps, locks, or other mechanical devices. **Manipulate Device** checks are **complex skill checks** (see **Simple Versus Complex Skill Checks)** and allow a character to affect one device as desired. Failure may have undesirable consequences. Multiple attempts may be made to alter 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 when attempted without tools, -4 with improvised tools (e.g. a fishhook straightened into a lock pick).

- DC 10 – Lift a door latch from the outside.
- DC 12 – Disable a simple tripwire or deadfall.
- DC 12 – Create a simple improvised trap.
- DC 15 – Disable a mundane mechanical trap or pick a standard mundane lock.
- DC 17 – Pick a complex lock.

Perception

- **Wisdom**

Characters use **Perception** to notice hidden objects, hear quiet sounds, detect secret/concealed doors, or see others using **Stealth** or **Sleight of Hand**. **Perception** only conveys what a character's senses detect, it does not provide an interpretation of what was discovered. See **Investigation**.

- DC 10 – Hear a conversation through an open window or door.
- DC 10 – Notice tracks on a dusty floor or in the mud.
- DC 12 – Hear a conversation at the next table in a noisy bar.
- DC 12 – Spot tiny letters or faint inscriptions on a dusty surface.
- DC 15 – Find a concealed door while searching.
- DC 16 – Hear noise through a thick dungeon door.
- DC 17 – Find a secret door or trap while searching.
- DC 18 – Notice a concealed door in passing.
- DC 19 – Notice a secret door or trap in passing.

Perform

- **Charisma**

A character with the **Perform** skill is trained in some form of artistic expression: singing, playing an instrument, or formal recitation. Characters can **Perform** to distract or entertain others. A character may take this skill multiple times, choosing a different form of expression with each selection. Using multiple **Perform** abilities at the same time (singing and playing a lute, for example) allows a character to use the best result of multiple skill checks.

- DC 10 – Sing a minor ditty or recite a piece of poetry without stumbling.
- DC 12 – Entertain strangers in a bar or on the street and earn a few tips.
- DC 14 – Perform a piece in a formal setting.
- DC 16 – Perform multiple pieces in a formal setting.

Persuasion

- **Charisma**

Persuasion is the art of making convincing arguments. Characters can use this skill to negotiate business deals or haggle, to arrange an agreement with a hostile group, or to change someone's mind about a specific issue. In some cases, skills such as **Perform** or **Deception** may affect the outcome of a skill check. **Persuasion** test are opposed by the target's **Insight** skill.

- DC 10 – Haggle for a better price.
- DC 12 – Convince a suspicious guard that nothing is wrong.
- DC 14 – Negotiate a formal business or minor cease fire agreement.
- DC 16 – Build a political consensus regarding a controversial issue.
- DC 18 – Make a speech that turns a hostile crowd friendly.

Sleight of Hand

- **Dexterity**, armor check, trained

This skill allows a character to pick a pocket, cut a purse, or palm a small object without being detected. **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. Anyone observing **Sleight of Hand** tricks may notice the attempt using their passive **Perception**.

- DC 12 – Conceal a small object in clothing.
- DC 14 – Perform a minor trick for an audience (palm coins, switch an object between hands).
- DC 17 – Palm an object in a shop. Cut a purse.
- DC 19 – Pick a pocket.

Stealth

- **Dexterity**, armor check

This skill measures a character's ability to hide in the shadows, tail someone without being seen, or pass unnoticed. A character attempting **Stealth** moves at one-half their normal movement rate. **Stealth** attempts are affected by conditions. Characters attempting to hide using **Stealth** must have some form of cover. **Stealth** is opposed by **Perception**.

- DC 10 – Walk down a street without drawing attention.
- DC 12 – Slip past a busy watch post.
- DC 14 – Set an ambush outdoors.
- DC 14 – Hide from passing guards.
- DC 16 – Avoid a search party in a city.

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. See **Tracking.**

- DC 10 – Forage/hunt for food. Start a fire without flint and steel.
- DC 12 – Build a temporary shelter. Predict tomorrow's weather.
- DC 12 – Determine direction outdoors. Survive exposure to hot/cold climates.
- DC 14 – Build a substantial shelter.

Powers

Powers are abilities that characters use to perform special maneuvers in combat, cast mighty spells or enhance their mundane skills. Using powers often requires the expenditure of **essence**, a source of energy tied to the power's source. Powers fall into several broad categories.

- **Feats** – Mundane powers that enhance basic character capabilities. Feats do not use essence.
- **Magic Realm** – Characters with Magic Realm powers channel essence to cast spells.
- **Physical Realm** – Physical Realm adepts use essence to improve their combat prowess.

Investing CP in powers grants access to specific abilities, with greater investments expanding the range of abilities and amounts of essence available. The following sections outline the various realms of power.

Committed Essence

Committed essence is an expenditure beyond the base cost of power invocation. Adepts do not recover committed essence until the power expires. Once the power ends, normal essence recovery rules apply.

Power Ratings

Power ratings measure a character's effectiveness with a given power source. In general, they are based on character knowledge and modified by relevant attributes. They are often used to determine the DC of saving throws or resolve power versus power conflicts. Each power category describes how to determine relevant power ratings.

Feats

Feats are powers that don't depend upon a source of essence. They are physical and mental abilities that usually apply to a specific situation: a skill check, an attack, or a power invocation. In most cases, a character may use one feat as part of a combat action. The following rules apply to all feats, with exceptions noted in individual feat descriptions.

- Each feat may be purchased once.
- Feat effects end if the character is unconscious or dead.
- Multiple applications of a feat by one or more characters do not stack.
- All equipment-based feats require proficiency with the appropriate gear.
- Save/skill **ranks** granted by feats count against level advancement limits.
- Save/skill **bonuses** do not count against level advancement limits.

For example, **Great Fortitude** does not count against the save level limit, but skill ranks from **Natural Athlete** count against the skill rank limit.

Mundane Feat Descriptions

This section provides full details on all mundane realm feats in alphabetic order. Each entry includes the following:

- The cost of the feat in CP.
- Prerequisites needed to purchase the feat.
- A description of the feat's mechanics.

Attack on the Move

- Cost: 12 CP
- Prerequisite: None

A character with the **Attack on the Move** feat may execute unarmed, melee, or ranged attacks against any target(s) they threaten while using an action to move. Attacks and movement use actions and create openings as usual. See **Combat Actions** and **Ride-by Attack**.

Blind Fighting

- Cost: 8 CP
- Prerequisite: **BAB** 1+

A blind character with **Blind Fighting** does not suffer disadvantage when making attack rolls while **Blind**. The feat also reduces the attack penalty for attacking invisible targets to -2. **Blind Fighting** does not remove disadvantage from other checks, and blindness still halves movement speeds. See **Combat Status Effects**.

Combat Reflexes

- Cost: 12 CP
- Prerequisite: **BAB** 3+, **Dexterity** 14+

Combat Reflexes grants a character an additional reaction each round. See **Combat Actions**.

Evasion

- Cost: 12 CP
- Prerequisite: **Dexterity** 12+

A character with the **Evasion** feat increases the AC bonus granted by the **Dodge** combat maneuver from +2 to +4. See **Combat Maneuvers**.

Great Fortitude

- Cost: 12 CP
- Prerequisite: **Constitution** 14+

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

Iron Will

- Cost: 12 CP
- Prerequisite: **Wisdom** 14+

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

Lightning Reflexes

- Cost: 12 CP
- Prerequisite: **Dexterity** 14+

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

Linguist

- Cost: 8 CP
- Prerequisite: **Intelligence** 14+

The **Linguist** feat grants a character an additional **Language** skill rank. Characters with this feat may learn two languages beyond those allowed by their **Intelligence** bonus.

Martial Mastery

- Cost: 12 CP
- Prerequisites: **BAB** 3+

A character with **Martial Mastery** gains two proficiencies (weapon or armor) and reduces their non-proficiency penalty by 1.

Mounted Archery

- Cost: 12 CP
- Prerequisites: **Animal Handling** 3+

A character with this feat reduces the attack penalties for ranged attacks while mounted by 2.

Mounted Combat

- Cost: 12 CP
- Prerequisites: **Animal Handling** 3+

A character with this feat can ride a battle-trained mount in combat without making the usual **Animal Handling** skill check each round. They also gain an additional +1 attack bonus to unarmed or armed melee attacks against creatures smaller than their mount while riding. As a reaction, riders can attempt to prevent damage to their mount by making an **Animal Handling** skill check. The result becomes the mount's AC versus the chosen attack if it exceeds the beast's usual AC.

Natural Athlete

- Cost: 12 CP
- Prerequisite: See text

Natural Athlete grants three skill ranks to a character, which must be spent on a combination of the following skills: **Acrobatics**, **Athletics**, **Manipulate Device**, and **Sleight of Hand**. The character must have at least one rank in the chosen skill(s).

Point Blank Shot

- Cost: 8 CP
- Prerequisite: None

When firing or throwing a ranged weapon at very close targets, a combatant with **Point Blank Shot** gains a +1 bonus to their attack and damage rolls. Very close is defined as one range increment or 6 squares, whichever is shorter.

Power Attack

- Cost: 12 CP
- Prerequisites: None

A character using **Power Attack t**akes a penalty of -1 to -5 on a melee or ranged attack roll. If the attack succeeds, gain a damage bonus equal to the penalty taken (e.g. -3 attack, +3 damage).

Ride-by Attack

- Cost: 12 CP
- Prerequisites: **Mounted Combat**

A mounted character with this feat may execute an attack sequence with melee or ranged weapons against any target(s) they threaten while using an action to move , including a **charge**. Attacks and movement cost actions and create openings as usual. See **Combat Actions** and **Attack on the Move**.

Sensitive Nature

- Cost: 12 CP
- Prerequisite: see text

Sensitive Nature grants three skill ranks to a character, which must be spent on a combination of the following skills: **Deception**, **Insight**, **Intimidation**, **Persuasion**, and **Animal Handling**. The character must have at least one rank in the chosen skill(s).

Sharp Witted

- Cost: 12 CP
- Prerequisite: See text

Sharp Witted grants three skill ranks to a character, which must be spent on a combination of the following skills: **Craft/Profession**, **Knowledge**, **Investigation**, **Perception**, and **Survival.** The character must have at least one rank in the chosen skill(s).

Sneak Attack

- Cost: 12 CP
- Prerequisite: **Dexterity** 14+

A character using **Sneak Attack** gains advantage and inflicts maximum damage with armed melee attacks against targets that are flanked, unaware, or using their flat-footed AC. Only the base weapon damage roll is maximized, not additional magical bonuses or power invocations. **Sneak Attack** combined with **Deadly Blows** does not maximize the **Deadly Blows** damage, for example. **Sneak Attack** cannot be used with two-handed weapons and armor check penalties apply to its attack rolls. See **Armor**.

Swift Combatant

- Cost: 25 CP
- Prerequisite: **BAB** 6+/12+/18+, see text

Each rank of this feat grants an additional combat action every round. Characters can purchase **Swift Combatant** three times, with each rank having a higher **BAB** requirement: rank one 6+, rank two 12+, and rank three 18+. **Swift Combatant** cannot be taken as a free feat.

Tracking

- Cost: 8 CP
- Prerequisite: **Survival** 3+

A character with this feat can follow the trail of creatures in the wilderness or a dungeon using their **Survival** skill. The **Tracking** feat grants advantage to **Survival** checks made in tracking attempts.

Two-weapon Fighting

- Cost: 12 CP
- Prerequisite: **BAB** 1+, **Dexterity** 14+

Two-weapon Fighting reduces the penalties for wielding two one-handed weapons simultaneously. It also negates the armor class penalty for attacking with a shield. See **Fighting with Two Weapons**, which details of the effects of this feat.

Weapon Focus

- Cost: 12 CP
- 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 feat may be chosen multiple times, but each instance applies to a different proficiency category.

Weapon Specialist

- Cost: 12 CP
- 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 feat may be chosen multiple times, but each instance must apply to a different weapon proficiency.

The Magic Realm

Magic adepts draw power from **domains**, alternate realities/planes with unique physical and spiritual rules. Some domains are simple wells of energy; others are living worlds inhabited by powerful beings who must be placated by adepts who wish to exploit their realm. Each domain's nature determines the powers it provides.

Magic adepts use their knowledge of domains to cast **spells**, invocations of structured power. They can cast more powerful spells as they gain ranks of domain knowledge. Adepts may study multiple domains to broaden their powers, but some domains are incompatible with each other. Adepts who attempt to use incompatible domains may suffer harmful side effects.

Spells are powered by energy drawn from their source domain, but magic adepts must also shape and direct the summoned power. They may expend **mana**, **non-lethal hit points** or **lethal hit points** to cast spells, subject to domain limitations. See **Spell Casting Mechanics**.

Learning Spells

Magic adepts earn guaranteed spell picks and chances to learn spells in several ways:

- One spell pick for each domain rank they purchase.
- One chance to learn when they first learn a new domain.
- Two + **attribute bonus** chances to learn when they purchase any rank of a domain.

Adepts may also attempt to learn a spell from a scroll or tome if it would normally be available via their domain knowledge. Learning a spell from a scroll destroys the spell listing on the scroll.

Chances to learn from domain ranks can only be used to learn spells of the domain gained but can be used to learn spells of any available level. Adepts do not need to record their spells in spell books.

Spell Comprehension Checks

To learn a spell, adepts make a spell comprehension check as follows:

domain knowledge + attribute bonus + 1d20 >= 10 + spell level

Domain knowledge is the character's ranks in the spell's domain and **spell level** is the desired spell's level. Adepts may make **one** attempt to learn a specific spell from a domain per character level. They may choose any domain- and rank-appropriate spells with their guaranteed picks, including those they failed to learn with comprehension checks. Any attempt to learn spells from scrolls or tomes destroys the relevant text.

Minimum Spells Per Domain Level

A character learns at least **attribute bonus** spells for each domain level they purchase. If they exhaust all available spells and/or comprehension checks and fail to learn the minimum number, they may make additional comprehension checks until they reach the minimum.

Spells from Different Domains

In some cases, multiple domains grant access to the same spell. Each instance of a spell is considered a separate piece of knowledge and subject to the usual rules of learning. Identical spells may also have different levels, depending on the source domain. Adjust casting costs accordingly.

Spell Casting Mechanics

Magic adepts perform invocations to call forth power from the domains they use. These invocations often require recitations, gestures, or specific items:

- Verbal (V) - Spoken words. The adept must be able to speak and be heard.
- Somatic (S) –Gestures. The caster must be able to move and have one hand free.
- Material (M) – Items. The adept must have a specific item, which might be used up by the spell.
- Focus (F) – Symbols and props. The adept must possess a specific item, which is not used up.

Individual spell descriptions list casting requirements. Unless noted, spell casting requires **concentration** and creates one **opening** when casting begins. See

Concentration and **Combat Actions**.

To cast a spell, a magic adept declares which spell they are casting and any modifiers they want to apply. Next, they pay for the spell (see **Spell Costs** below). Finally, they perform the invocation, without interruption, for the required length of time. A spell goes off at the end of the final casting action, at which time the caster must make any required touch attack. Unless noted in the spell description, an adept must have a clear view of the spell's target for the duration of the casting time.

Spell Costs

The base cost of all spells is one essence per spell level. Depending on the domain, essence can refer to mana, non-lethal hit points or lethal hit points.

Power Ratings

Adepts have a power rating for each domain they know that may change the effects of some spells.

> **adept power rating = domain knowledge + caster attribute bonus**

Spells also have power ratings that determine how hard they are to resist.

> **spell power rating = 10 + adept power rating**

Conflicting Spells

The GM may rule that multiple spells affecting a single target or area conflict and that one negates the other. To determine which spell dominates Each adept makes the following die roll:

> **spell power rating + 1d6**

The caster with the higher result maintains their spell, the other spell is negated. For area of effect spells, this only affects the area of overlap.

The Powers

The **Magic Powers** table summarizes the base costs of magic realm powers. See the **Class Free Spells** document for details of specific domains.

Power	Cost	Prerequisite	Description
Domain	20	Controlling attribute	Access to a power source
Mana	7	None	One point of mana
Cantrips	12	Domain	Minor spells.
Distant Casting	12	Domain	Range enhancement
Empower Spell	12	Domain	Power enhancement
Enduring Spell	12	Domain	Duration enhancement
Silent Casting	12	Domain	Cast spell silently
Still Casting	12	Domain	Cast spell without gestures

Table 6 – Magic Powers

Domain (20 CP)

- Prerequisite: Controlling attribute 8+

Provides one rank of access to single domain of magic. Characters can spend as many CPs as they like on domains, but knowledge of any specific domain is limited to **(character level + 1) / 2**. For example, a 7th level character could have four ranks of knowledge in one or more domains. Each domain has a primary attribute associated with it. Learning domain ranks grants chances to learn new spells. See **Learning Spells**.

Mana (7 CP)

- Prerequisite: None

Mana increases the character's mana pool by one point. Mana is used to power many spells. This power can be purchased multiple times. Characters can spend as many CPs as they like on mana.

Meta-Magic

Meta-magic powers alter the fundamental nature of magic spells. Each meta-magic power used:

- Increases the spell's essence cost by one
- Increases its spell level by one (which affects **spell casting checks**)

The final level of a modified spell cannot exceed the adept's domain knowledge. Meta-magic powers can only be used to enhance an adept's personal spells, not spells cast by items, allies, or other sources.

Cantrips (12 CP)

- Prerequisite: **domain**

An adept with this power can invoke cantrips from any domain they have learned. They can use one cantrip per domain level per day, choosing freely from the available cantrips.

Distant Casting (12 CP)

- Prerequisite: **domain**

This power allows an adept to enhance a spell by doubling its maximum range.

Empower Spell (12 CP)

- Prerequisite: **domain**

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

Enduring Spell (12 CP)

- Prerequisite: **domain**

This power doubles the duration of the enhanced spell.

Silent Casting (12 CP)

- Prerequisite: **domain**

The adept casts the enhanced spell without using verbal components.

Still Casting (12 CP)

- Prerequisite: **domain**

The adept casts the enhanced spell without using somatic components.

Spell Effects

Unless noted in spell descriptions, the spell effects below have the listed limitations and requirements. Some effects are general (illusions and necrotic spells); others are specific invoked powers (haste).

Haste

A creature affected by **Haste** gains 1 standard action and 1 reaction each round. Their movement rate is doubled (+6 maximum). Make all attack rolls with a +1 bonus. When defending, they also gain a +1 bonus to AC and **Reflex** saves, provided they can react to the threat. When **Haste** expires, the affected creature must make a DC 12 **Fortitude** save or be **Fatigued**. **Haste** negates **Slow**.

Illusions

Illusions that create the appearance of normal objects are difficult to detect. Passive **Perception** never spots illusions and **Perception** checks to disbelieve are always disadvantaged.

Life Steal

This effect is capped by the damage done by the life-stealing effect. Unless noted, life steal does not raise the beneficiary's hit points above their maximum. Life Steal does not work on undead creatures.

Necrotic Spells

Necrotic healing, including necrotic life steal, cannot benefit from modifiers provided by other sources of healing, including kata. Undead are disadvantaged when making saves against necrotic spells.

Slow

A creature affected by **Slow** has their standard actions, reactions, and movement rate per round halved. They move to the last position in the initiative order and have disadvantage. **Haste** negates **Slow**.

The Physical Realm

This realm represents the energy inherent in all living beings; it is the domain 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 abilities. 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 through rest or meditation. Instead they generate it in the heat of battle, building up a charge of personal energy in combat and then releasing it through the 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. At the end of each combat round in which the adept is active, they gain a point of chi, up to the limit of their pool. This chi may be expended via kata, the powers of the physical realm. If the adept is knocked unconscious or the battle ends, their pool empties after the end of the combat round, as the will needed to maintain it slips away. Some kata 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 have proficiencies or mundane feats as prerequisites. The adept may choose any kata, provided they meet the prerequisites and have sufficient levels of **Martial Adept**.

Bonuses granted by kata are magical. Kata are unaffected by dispel magic and similar spells. All kata that generate chi or enhance combat capabilities are considered offensive powers.

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	20	BAB 1+	Base access to physical realm
Chi Point	7	Martial Adept	One point of physical essence

Table 7 – Physical Realm Powers

Martial Adept (20 CP)

- Prerequisite: **Strength** 6+, **BAB** 1+

Martial Adept 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. It can be purchased more than once. **Martial Adept** level cannot exceed an adept's BAB or character level. Each time a character learns a rank of **Martial Adept**, they also choose two kata, provided they meet the kata prerequisites.

Chi Point (7 CP)

- Prerequisite: Marital Adept

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

Physical Adept Power Level

A physical adept's **power level** is:

adept power level = Martial Adept rank + Strength or Dexterity bonus (whichever is higher)

Kata Power Ratings

All kata have a power rating that may affect saving throws and kata effects. A kata's power rating is.

power rating = 10 + adept power level

Kata with saving throws indicate the relevant save category.

Derived Character Abilities

Some character abilities are derived from base attributes, learned skills, powers, heritage, and gear.

Movement Rate

Each character has a movement rate that is determined by heritage, armor, and load. This abstract value is used to determine:

- Movement in combat. See **Combat Movement**.
- Exploration movement speed. See **Exploration Movement.**
- Outdoor movement on the march. See **Overland Movement.**

A character's heritage determines their base movement rate. Wearing armor or carrying a heavy load may inflict a movement rate penalty. See **Carrying Capacity** and **Armor**. Armor and load penalties are **not cumulative**. Use the higher of the two values to determine a character's final movement rate.

Carrying Capacity

Characters have a base carry capacity equal to their heritage carry capacity plus 15 times their **Strength** bonus. They can carry this amount without suffering any movement penalties. Each additional 20 pounds of weight or portion thereof carried inflicts a -1 **movement penalty** and a -1 **skill check penalty,** which affects all skill rolls. See **Movement Rate** and **Skill Check Penalties**.

Size

Size is a function of heritage and affects the damage a character does, the space they take up on the battlefield, and the outcome of some combat actions. The **Creature Size** table shows the effects of size.

- **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** – Modifiers to combat maneuvers, some skill tests, and, in some cases, damage
- **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 or halfling
Medium	1	1	0	An elf or human
Large	1x2, 2x2	1-2	-1	An ogre or horse
Huge	2x3, 3x3	1-3	-2	A giant or elephant
Gargantuan	3x4, 4x4	1-4	-4	A kraken or titan
Colossal	A LOT	4+	-8	Really, really big

Table 8 - Creature Size

See **Armor Class**, and **Attack Rolls** for details of how size affects characters in combat. The **Equipment** section outlines how size affects gear.

Size-Limited Powers

Some combat maneuvers, kata, and abilities are **size limited**. Characters can only use these powers against targets that are one or two sizes larger or smaller than themselves. If a size-limited power has a saving throw, the target rolls with a bonus (if they are larger) or penalty (if they are smaller) equal to the difference in size between the power's user and the target. Defenders apply this bonus or penalty to their roll when defending against combat maneuvers.

Time

During play, characters do things as they desire. The GM keeps the group organized as to who does what when. The GM tracks time using units of rounds, turns, hours, and days.

- A combat round is ten seconds.
- A turn is ten minutes and provides a convenient measure of activity in non-combat situations.
- Hours and days measure slower-paced activities such as overland travel or training.

Exploration Movement

Exploring dungeons and dangerous outdoor areas is a slow process. Prudent characters examine their surroundings for threats and items of interest, keep track of their location using maps, and avoid obstacles. Exploration activity is measured in turns. In one turn a character can:

- Move up to 20 feet (4 squares) x movement rate, mapping and exploring.
- Run up to 40 feet (8 squares) x movement rate. Running characters are noisy, gain very little information about their surroundings and cannot use passive skills.
- Perform a cursory examination of a 25 x 25 foot chamber or cave.
- Search a 10 x 10 foot area for secret doors or traps.
- Check a door for traps and listen for noise.
- Examine the contents of a small chest.

See **Quick Breaks**.

Hasty Movement

Characters who do not wish to map their progress, check for hazards, or reduce the noise they make may use **hasty movement** in dungeon or dangerous outdoor locations. Characters using hasty movement travel at double exploration movement rates.

Overland Movement

Long-distance travel is a function of a group's movement rates and the terrain they are traversing. A character can travel four times their movement rate in miles per day over flat, open ground in good weather. Groups travel at the movement rate of the slowest member. The **Overland Movement** table lists movement rates for travelers in good conditions.

- **Move** – base movement rate
- **Hour** – miles per hour
- **Fast** – fast march miles per hour
- **Typical** – miles per day in good conditions

Fast March

Characters may **fast march** for an hour a day without penalty. Attempting a longer fast march requires a DC 10 **Constitution** check each additional hour. Characters that fail a check are **fatigued**.

Forced March

Extending the time marched per day can improve the party's overall movement rate. Each hour of additional marching requires a requires a DC 10 **Constitution** check. Characters that fail a check are **fatigued**.

See **Fatigued**.

Roads and Trails

Roads and maintained trails allow faster movement, increasing base movement rate by 1. For example, a human with a base move of 6 would ordinarily travel 24 miles per day. On a road, they will cover 28 miles per day.

Move	Hour	Fast	Typical
3	1.5	3	12
4	2	4	16
5	2.5	5	20
6	3	6	24
7	3.5	7	28
8	4	8	32
9	4.5	9	36
10	5	10	40
11	5.5	11	44
12	6	12	48
13	6.5	13	52
14	7	14	56
15	7.5	15	60
16	8	16	64
17	8.5	17	68
18	9	18	72
19	9.5	19	76
20	10	20	80
21	10.5	21	84
22	11	22	88
23	11.5	23	92
24	12	24	96

Table 9 – Overland Movement

Terrain, Weather, and Movement

Traveling through mountains, swamps, or deserts or marching in rain storms or blizzards reduces a party's effective travel time per day. Subtract the following values from the group's actual travel time to find total miles traveled.

- Rocky desert, scrub, light forest, light precipitation: 1
- Sandy desert, dense forest, hills, heavy precipitation: 1.5
- Jungle, swamp, mountains, severe weather: 2
- Roads negate up to 2 hours of travel penalty

Choose the dominant conditions for each day's travel. Adjustments are cumulative. For example, marching across mountainous jungles in heavy precipitation subtracts 5.5 hours from the party's movement rate. If their base movement is 6, they only cover 2.5 hours x 3 miles = 8.5 miles in a day.

Mounted Movement

Horses, ponies, and mules have faster movement rates than humans. However, when used as mounts. Their base movement rate is reduced by 3.

Carts and Wagons

These vehicles have a movement rate of 6 when empty, 4 when loaded. They can only traverse roads.

Encounters

Interactions between player characters and other inhabitants of the world are called encounters. While many potential encounters; buying food from a grocer, renting a room for the evening, or passing a fellow traveler on the road; are of little consequence, important interactions often require more detailed resolution.

Surprise

A party caught unawares by a another group may be surprised. The GM will make this determination based on initial conditions and the skills and abilities of the various parties involved. **Perception** and **Insight** skills often affect surprise status. A surprised character is slow to respond to an encounter.

Reaction Checks

Some creatures respond predictably to the arrival of a group of adventurers: a hungry troll attacks, scavengers flee from the light of a torch, etc. Other groups have variable reactions. The **Encounter Reactions** table outlines potential responses based on a 2d6 roll. If the party attempts to communicate with the other group, skills such as **Deception, Persuasion,** or **Intimidation** and the **Charisma** bonus of a group's leader may affect the reaction roll. Should one side or the other attack, the encounter's outcome is governed by the combat rules. See **Combat**.

ROLL	RESULT
2	Hostile/attack
3-4	Unfriendly
5	Neutral/warn off
6-8	Neutral
9	Neutral/retreat
10-11	Mild interest
12	Friendly

Table 10 – Encounter Reactions

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 four phases:

- Determine **Initiative**
- Resolve **Surprise Actions** in initiative order
- Carry out normal combat rounds until combat ends
- End combat

All combatants are **flat-footed** until they take their first combat action. See **Combat Status Effects**.

Initiative

Each character rolls initiative to determine when they act in each round for the entire battle. The GM determines the initiative(s) of the hostile force, making one or more rolls as they deem appropriate. Make the following roll to determine a combatant's initiative:

Dexterity bonus + other bonuses + d20 = Initiative

The GM records all initiative rolls in high-to-low order and uses this list to adjudicate the all actions.

Surprise Actions

If anyone involved in the encounter was surprised, 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. Surprise actions are **not** part of the normal combat round sequence. Actions or effects 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 combatant performs all their actions.
- The round ends when all combatants have acted.

Combat Actions

Actions fall into one of three categories: **minor**, **standard**, and **reaction**. Each time a combatant gains initiative, they may carry out two standard actions and one minor action. Combatants perform their chosen actions one by one to complete their turn. Once their turn is complete, combatants gain reaction(s), which they can use to respond to openings. Some feats grant additional standard actions and reactions. See **Swift Combatant** and **Combat Reflexes**.

Openings and Reactions

Some actions create **openings**. Unless noted, any combatant that threatens the actor's location may respond to an opening with one **reaction**. Multi-action activities that create openings do so when they begin. **Reactions** never create openings.

Characters gain **reactions** at the end of their turn and lose unused reactions at the beginning of their next turn. They can use reactions to respond to openings, expend them to use powers with a **reaction** use time, or counter attacks with **dodge**, **parry**, or **block**. See **Combat Maneuvers**.

Threatened Squares

Combatants threaten all squares on the battlefield they can reach with an offensive **reaction** using armed melee attacks, armed ranged attacks, or powers.

Action Categories

The following lists divide combat actions into minor, standard, and multi-action activities. Entries indicate if the action creates an opening.

Minor Actions

The following are **minor actions**. Minor actions never create openings.

- Call for aid or issue a brief warning.
- Drop an item.
- End one or more maintained powers.
- Take a **step**. See **Combat Movement**.
- Prepare a ready response. See Ready Response.
- **Brace** a weapon. See **Combat Maneuvers**.

Standard Actions

The following activities are **standard action**s:

- Move movement rate squares (opening).
- Run double movement rate squares (flat-footed AC, opening).
- Climb/crawl/swim one-half movement rate squares (flat-footed AC, opening, prone if crawling).
- **Shift** one square.
- Unsheathe or sheathe one weapon or shield.
- Mount or dismount (opening).
- Control a frightened mount (opening).
- Stand from prone or fall prone (opening).
- Retrieve a stored item (opening).
- Pick up a dropped item (opening).
- Move a boulder or similar heavy object (opening).
- Prepare an item: light a lantern/torch, prepare a flask for throwing (opening).
- Open or close a door.
- Reload a 1H firearm or a hand or light crossbow (opening).

- Clear a misfired firearm (opening).
- Maintain a spell or ability that requires **Concentration**.
- Direct or redirect an active spell or ability.
- Use a magical device, scroll, or potion (opening).
- Make an armed melee attack.
- Make an unarmed attack (opening for target only).
- Make a ranged attack (opening).
- Throw a prepared oil flask or other grenade-like missile (opening).
- Carry out a natural attack sequence (possible opening for target only).
- Perform a simple skill check (spot a hidden/invisible foe).
- Use a power with a preparation time of one action (possible opening).
- Perform two minor actions.

Multi-action Activities

The following activities use multiple **standard actions**:

- Stabilize a fallen a comrade (2 standard actions, opening).
- Perform a complex skill check (2 standard actions, opening).
- Attempt a saving throw against an ongoing effect (2 standard actions).
- Reload a repeating crossbow, 2H firearm, or heavy crossbow (2 standard actions, opening).
- Use a power or feat with a multi-action prep time (possible opening).

Reactions

Characters may do any of the following as a **reaction**:

- Make a single armed melee attack or armed ranged attack.
- Use a power or feat with a **reaction** preparation time.
- **Parry**, **dodge**, or **block** an attack. See **Combat Maneuvers**.

Simple Versus Complex Skill Checks

Skills that involve sensing changes on the battlefield trying to spot an invisible foe or attempting to discern an enemy's plans, are simple skill checks and take one action. Complex skill checks involve the use of tools or interacting with the environment and include activities like picking locks, checking for traps, or searching for secret doors.

Movement with Skill Checks

Movement that involves a skill check, such as diving past a foe with **acrobatics** or leaping a gap with **athletics**, uses a standard action as usual. Mitigating the consequences of a failed check, grabbing a handhold after a fall, for example, requires a standard action (and possibly another skill check).

Delay Turn

Before taking any action in a round, a combatant may choose to delay their turn to see what others do before acting. They may take their turn any time before the end of the round. If they take their turn, their initiative for subsequent rounds changes to whenever they acted. If they do not act before the end of the round, they lose their turn. Delayed turns cannot interrupt another combatant's initiative: they happen before or after. Reactions from the previous round last until a combatant takes their turn, either by using their delayed turn or by starting their turn in the next round.

Example: Bill the Cleric is in the second rank of combatants, ready to heal whichever front-line combatant requires it. He delays his turn until after the enemy has attacked, so he can 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 Response

As part of their initiative, a combatant may use a minor action to ready a standard action as a response to a stated trigger. If the trigger occurs, the combatant carries out the response, which may interrupt another's turn. Next, the triggering combatant, if there is one, finishes their turn. Finally, the responding character completes their turn. The responding combatant's initiative for subsequent rounds changes to after the triggering event. If the trigger condition does not occur before the end of the round, their turn ends and they lose any remaining actions.

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. An 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 moves to just after the enemy spell caster. Throwing the axe is a standard action, so Frank may use his remaining standard action and gains reaction(s) after the shaman finishes his turn.

Powers and Abilities in Combat

Each power description details how many actions it takes to cast/use in combat and whether or not using it creates an **opening**. Some powers restrict a character's other actions when used. Characters with powers that have a prep time of **reaction** may use them to respond to an opening.

Duration

Powers with a duration or effect specified in rounds last the remainder of the current round plus **duration** additional rounds, expiring after all other actions at the end of the final round.

Maintaining Powers

Powers with **duration** that require **concentration** must be maintained by the adept each round. Maintaining a power uses one standard action.

Directing Powers

In some cases, powers require **direction** to activate or alter their effects. Directing a power takes a standard action during the adept's initiative or a reaction in response to an **opening**.

Armor Class

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

10 + Dexterity bonus + value of armor worn + size adjustment + other bonuses = AC

A character's AC size adjustment is equal to their **size modifier**. See **Size**. Note that monster entries **include** AC size adjustments. Do not add them again.

Flat-footed AC

Many situations negate a character's ability to respond to an attack. Under these conditions, attacks are rolled against their **flat-footed AC**. Characters lose their **Dexterity** bonus to armor class and mundane, but not magical, shield AC bonuses.

Touch AC

Touch attacks ignore the mundane protection offered by armor and shield, including natural armor, but not **Dexterity** bonuses, **Dodge**, or magical protections. This armor value is called **touch AC**. A character that is **flat-footed** loses their **Dexterity** bonus when targeted by a touch attack.

Item Armor Class

Characters may attempt attacks and touch attacks against objects. A held item uses its possessor's relevant AC and require a **called shot**. An unattended item uses its **item AC** for all attacks:

10 + item size modifier = object AC

Out-of -combat attacks against unattended items always succeed. Locations/map squares have a base AC 10, which may be modified by the target area's size.

Attack Rolls

Striking or shooting a foe requires an attack roll and uses the character's BAB:

1d20 + BAB + attribute bonus + size adjustment + other bonuses = result

An attack roll's size adjustment is equal to the attacker's **size modifier**. See **Size**.

Attack Results

If the attack roll's result matches or exceeds the target's armor class, it succeeds. **Strength** and **Dexterity** provide bonuses to melee and ranged attack rolls, respectively. A character's heritage may provide attack bonuses when using specific weapons or when attacking some foes.

Note: Some powers and abilities affect a number of attacks. An **attack** is **one attack roll**. Both hits and misses count.

Reaction Attacks

Any attack made using a reaction is termed a **reaction attack**. Some powers (primarily martial kata) specifically counter reaction attacks.

Natural Attack Sequences

Some monsters and mundane creatures have natural armaments they can use to perform multiple attacks as a single action. Most are considered armed melee attacks that do not create openings.

Unarmed vs. Armed Attacks

Unarmed attacks differ from armed attacks in several important ways:

- Unarmed attacks create **openings**.
- All damage inflicted is non-lethal.
- Unarmed combatants do not threaten squares. They cannot carry out reaction attacks.

See the **Warrior's Fist (1st)** kata, which negates these potential drawbacks.

Touch Attacks

Using some powers requires **melee** or **ranged touch attacks**. Touch attacks do not require a proficiency and do not create **openings**. **Strength** bonuses/penalties apply to melee touch attacks. **Dexterity** bonuses/penalties apply to ranged touch attacks.

Melee Touch Attacks

To make a melee touch attack, the attacker must touch the target with a hand. A melee touch attack automatically succeeds against willing targets, but hitting an unwilling target requires a successful melee attack roll versus the target's **touch AC**. Some creatures make undesirable touch attack targets.

Ranged Touch Attacks

To make a ranged touch attack, the attacker must hit a target with a beam, ray, or other force projection, which require a successful ranged attack roll versus the target's **touch AC**. Powers that affect an area require a successful attack roll versus AC 10. Resolve ranged touch attacks that miss using the procedure outlined in **Grenade-like Missiles**.

Ranged Attacks

All ranged weapons have a base range indicated in battlefield squares. Each full-range increment imposes a cumulative -2 attack penalty on any use of the weapon. Example: A short spear has a range of 4. Attacking against targets 5 to 8 squares away suffers a -2 attack penalty; targets 9 to 12 squares away suffer a -4 penalty; targets 13 to 16 squares away suffer a -6 penalty. The normal maximum effective range for any weapon is 4 range increments. Ranged attacks always create openings.

Firing into Melee

Combat is chaotic and combatants engaged in melee change places quickly. Ranged attacks against foes engaged in melee combat with allies suffer a -4 attack penalty. See the **Precise Shot (1st)** kata.

Firing into a Grapple

Ranged attacks targeting grappled creatures always strike a random grappled target. See the **Precise Shot (1st)** kata.

Critical Hits

All weapons have a **Critical Threat**, by default 20, that determines when a successful attack might be a critical hit. They also have a **Critical Multiplier**, by default 2x, that determines the bonus damage done by a critical hit.

Any attack roll with a natural die result equal to or greater than attack's **Critical Threat** might be a critical hit. Roll the attack again using the same bonuses. If the new result is also a hit, the attack is a critical. Roll the weapon's base damage normally and multiply this value by the weapon's **Critical Multiplier**. Critical hits do not multiply bonuses from powers or attributes.

Fumbles

Any attack roll with a natural result of 1 is a **fumble**. A fumble immediately ends the character's current turn and they are **disadvantaged** until end of their next turn.

Called Shots

Attackers can try to hit a specific spot on their target by declaring a **called shot**. Such attacks suffer a -2 to -4 penalty, depending upon the target chosen. Attempting to break an object held by an opponent requires a **called shot**.

Damage

Most attacks inflict **Damage** that is subtracted from the target's hit point total. Damage die rolls are based on the attack being used (often a weapon). To calculate the result use this formula:

damage dice + attribute bonus + other bonuses = damage

Weapons have damage ratings that vary depending on the size of the **wielder**. See **Weapons**. **Strength** grants a bonus to damage for melee attacks, ranged attacks with hurled weapons, or, in some cases, attacks with custom-built ranged weapons. The bonus varies:

- Main-hand weapons gain the full bonus
- Off-hand weapons gain one-half the bonus
- Two-handed weapons gain one and one-half the bonus

Damage Reduction

Some creatures resist attack damage from specific sources: lycanthropes resist damage from mundane weapons, skeletons shrug off attacks made by slashing or piercing weapons, and demons ignore damage from lesser magical weapons. Damage reduction is expressed as **damage/type**, where **damage** indicates the amount of damage ignored and **type** is what penetrates the resistance. Damage reduction **does not** affect damage from spells or elemental sources. Examples:

- **Slashing/Crushing/Piercing** – Resists specific types of mundane damage.
- **Silver** – Reduces all mundane damage. Silver and magic weapons negate.
- **Cold Iron** – Reduces all mundane damage. Cold iron and magic weapons negate.
- **Element** – Reduces mundane damage and some elemental damage. Magic weapons negate.
- **Magic** – Reduces mundane attacks. Magic weapons negate 5 points per plus.

Blessed/cursed weapons penetrate up to 5 points of magic or silver/cold iron damage reduction.

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. A character reduced to 0 HP by non-lethal damage is unconscious but not dying. Lethal damage also counts as non-lethal. See **Rest and Recovery**.

Temporary Hit Points

Some powers and abilities grant temporary hit points, either directly or through an increased **Constitution** bonus. Unless noted, subtract temporary HPs from the character's **current** HP total when the effect granting them ends. This may cause a character to fall unconscious or die. Granted temporary hit points add to both lethal and non-lethal hit totals.

Attribute Damage

Some attacks reduce character attributes and all benefits gained from relevant attribute bonuses, including attack and damage bonuses, extra hit points, and saving throw bonuses. See **Long Rests**. An attribute to 2 or less inflicts **helpless**. Reducing an attribute to 0 slays the victim.

Poisons and Diseases

A character exposed to a poison or disease usually makes a saving throw, usually **Fortitude**, to resist the affliction. A successful save either negates or halves all harmful effects. Poisons and diseases can inflict lethal, non-lethal, and/or attribute damage as well as conditions, and most do so over a period of time: rounds, minutes, hours, days, or even weeks.

Standard healing spells do not remove these afflictions, but specific magical counters exist for both poisons and diseases. The **Heal** skill does not affect poison. Successful **Heal** checks may reduce the effects of disease for a short time.

Suffocation

Most creatures that that are denied breath begin to suffocate. They may hold their breath for a number of rounds equal to one-half their **Constitution** attribute, and vigorous activity, fighting, running, or swimming, reduces this time by 1 round per round of activity. After that, they must make a DC 16 **Fortitude** save each round or take 1 point of **Constitution** damage and become **fatigued**.

Fall Damage

Falling 2 or more squares inflicts impact damage when the character lands. Characters suffer 1d6 damage per 2 squares fallen.

Combat Movement

In one standard action, combatants may move up to one five-foot square per movement point at normal speed. They may run at double or swim, crawl, or climb at one-half this speed. Running, swimming, crawling, and climbing combatants use their **flat-footed AC**, and those crawling are also **prone**. See **Armor Class** and **Combat Status Effects**.

A combatant may use up to **two** standard actions to move. All movement creates **openings** when a combatant **leaves** a threatened square.

Step

If a character makes no move during their turn, they may **step** as a **minor action**. A stepping character moves into an unoccupied, adjacent square without creating an opening. Combatants cannot **step** into or out of **difficult terrain**. Many powers that restrict movement allow a **step**.

Shift

As a **standard action**, a character may move into an unoccupied, adjacent square, including **difficult terrain**, without creating an opening.

Counting Movement

When using a battle mat, a vertical or horizontal move between squares costs one movement point. Diagonal moves cost one and one-half points per square, counted as one movement point for the first such move in a round, two for the second, one for the third, etc.

Difficult Terrain

Rough or broken ground, a fiery chasm, or a beam across a pit are all considered **difficult terrain**. Difficult terrain prevents **steps** and **charges**. It may inflict a movement cost penalty and require a skill test to cross without incident.

Special Moves

Some actions produce character movement but do not count as moves (**Intercept**, for example). Characters can still **step** if they use one of these actions. These actions do not end powers that disallow movement. A character may use **Intercept** without ending an active **None Shall Pass**, for example. Power descriptions for this type of action say that it does not count as a move.

Combat Maneuvers

Forcing foes to change position, moving quickly, and knocking opponents off their feet are all part of combat. Resolve these **combat maneuvers** as opposed skill checks using the aggressor's **athletics** skill versus the defender's **athletics** or **acrobatics** (their choice), unless otherwise noted. If the aggressor wins, they accomplish their goal. If the defender wins, the attempt fails. Ties go to the defender. The character using the combat maneuver is always the aggressor. Creatures without **athletics/acrobatics** that use combat maneuvers have a **combat maneuver** (CM) value they use for all such actions. If a maneuver creates an opening for the defender, a successful reaction attack negates the maneuver.

Block

As a reaction, make a combat maneuver check to block one attack with a shield. Block negates 5 points of physical damage per point of AC value the shield provides, including magical bonuses. It does not negate other effects. Block is **size limited**. See **Size**.

Brace

A combatant may **brace** a weapon against a charge using a minor action during their initiative. A successful combat maneuver check versus a charging foe threatened by the braced weapon grants a free attack that inflicts extra damage based on the weapon used. The maneuver requires a brace-capable weapon. Moving, attacking, or using powers ends the brace.

Charge

A combatant charges by running at least four squares in a straight line at the end of a move standard action. Charging character has advantage to melee attack rolls and combat maneuvers against one foe they threaten with an armed melee attack at the end of their movement. Charge is subject to the usual rules of movement. **Difficult terrain** prevents charging.

Disarm

After a successful attack, make a combat maneuver check to knock a weapon out of the defender's grasp. Disarm takes a standard action or reaction, creates an opening for the defender, and requires a disarm-capable weapon. It is **size limited**. See **Size**.

Dismount

After a successful attack, make a combat maneuver check to knock an opponent off their mount. Dismount uses a standard action or reaction, creates an opening for the defender, and requires a dismount-capable weapon. It is opposed by **Animal Handling** instead of **Acrobatics** or **Athletics.** The defender uses their mount's size adjustment**.** A dismounted target falls **prone**. Dismount is **size limited** (mount size). See **Size**.

Dodge

A combatant can use a reaction to try and avoid attacks from a single foe. Dodge grants a +2 AC bonus, +4 with the **Evasion** feat, against the chosen foe's attacks until the dodging combatant's next initiative. Dodge does not require a combat maneuver check. A combatant can only Dodge 1 foe each round.

Grapple

As a standard action, a character may attempt to grapple a foe by grabbing them with their hands or other body parts. Grappling creates an opening for the defender. Attackers suffers a -2 penalty if their hands are not free.

- If the attacker succeeds, both attacker and defender are **grappled.**
- If the attacker fails, the grapple attempt fails.

Any combatant can join an existing grapple as a standard action without creating an opening. Combatants in a grapple act on their initiative as usual. They can:

- Attack grappled foes with advantage using unarmed attacks, natural weapons, or light melee weapons.
- Escape the grapple with a combat maneuver.
- Pin a foe with a combat maneuver. Pinned combatants are **Immobilized** and may only attempt to escape the pin.
- Escape a pin with a combat maneuver.
- Move a foe up to one-half the aggressor's base speed with a combat maneuver.

Combat maneuvers in a grapple are made against a chosen foe and suffer a -1 penalty for each additional opponent in the grapple. See **Combat Status Effects**.

Parry

As a reaction, make a combat maneuver check to block an attack with a parry-capable weapon. A successful parry negates 5 points of damage +5 points per +1 attack bonus granted by the weapon used. It does not negate other effects. Parry is **size limited**. See **Size**.

Shove

As a standard action or reaction, make a combat maneuver check to move a foe one square into an unoccupied space. Shove creates an opening for the defender. If shove is successful, the shoving character may make a free **shift** into the square vacated by the target, which does not count as a move. Movement caused by shove creates an opening. Shove is **size limited**. See **Size**.

Trip

After a successful attack, make a combat maneuver check to knock your opponent off their feet. **Trip** uses a standard action or reaction and requires a trip-capable weapon. It creates an opening for the defender. A tripped target falls **prone**. Trip is **size limited**. See **Size**.

Fighting with Two Weapons

Characters may fight with two weapons or use a shield as a secondary weapon. This fighting style inflicts the attack penalties show in the **Two-weapon Fighting** table. Using a shield as a weapon negates its AC bonus for the remainder of the round unless the combatant has the **Two-weapon Fighting** feat. Combatants fighting with two weapons make an off-hand attack each time they attack with their main-hand weapon, except when making reaction attacks. See **Two-weapon Fighting** and the **Two-weapon Mastery (2nd)** kata.

CIRCUMSTANCE	MAIN	OFF
Standard penalties	-6	-8
Off-hand weapon is light	-4	-6
Two-weapon Fighting feat	-4	-4
Two-weapon Fighting feat with light off-hand	-2	-2

Table 11 – Two-weapon Fighting

Combat While Mounted

Mounted combatants use their mount's movement rate. Mounts with combat capabilities make their attacks during the rider's initiative, and mount attacks take a standard action. Fighting while mounted requires an **Animal Handling** skill check each round. Mounted combat affects many combat actions:

- Riders gain a +1 melee attack bonus against foes smaller than their mount.
- Riding a mount that makes a normal move inflicts a -2 attack penalty for ranged attacks.
- Riding a mount that makes a double-speed move inflicts a -4 attack penalty for ranged attacks.
- Using powers that require **concentration** while mounted requires a **Concentration** skill check.

See **Animal Handling**,

Concentration, **Mounted Archery**, and

Mounted Combat.

Charging Mounts

A rider gains the bonuses and suffers the penalties afforded by a **charge** if their mount charges.

Concealment, Invisibility, and Cover

Concealment obscures a target without providing protection. A foe surrounded by a fog cloud or hiding in a shadowy corner is concealed. Attacks against concealed targets suffer a -1 to -3 penalty.

Invisibility is magical concealment. To attack an invisible target, a character must make a DC 10 **Perception** check (standard action). Attacks against invisible foes suffer a -4 penalty. See **Blind Fighting**.

Cover obscures a target and provides some form of physical protection. A foe behind a barricade or circling a tree has cover. Covered foes have a +1 to +4 situational bonus to armor class.

Combat Status Effects

Combat is chaotic and combatants are not always at their best during a fight. The following conditions affect a combatant's performance. All combat status effects begin immediately.

Blind

Combatants who lose their sight or fight in the dark without darkvision are blind. They are disadvantaged and use their flat-footed AC. Blind characters cannot use skills or powers that require sight. Their movement rate is halved. See **Blind Fighting**.

Chilled

Characters who are chilled are disadvantaged. In a warm environment, a **Fortitude** save ends **chilled**.

Crippled

Crippled characters are disadvantaged, use their flat-footed AC, and move at one-half their normal rate. A successful **Fortitude** save ends the condition.

Deafened

Deafened characters cannot hear. **Perception**, **Concentration**, and **Initiative** checks are disadvantaged, and they cannot hear verbal orders.

Entangled

Characters trapped in a net, caught in vines, or otherwise loosely bound are entangled. They are disadvantaged and use their flat-footed AC.

Fatigued

Fatigued characters are disadvantaged and cannot run or **charge**. They may not **force march** or **fast march**. A **short rest** or **long rest** ends **fatigue**. See

Overland Movement and **Rest and Recovery**.

Flanked

If two or more combatants threaten a square occupied by a foe from positions separated by at least one foe-adjacent square, the foe is **flanked**. Combatants with reach are considered to be in the square they overreach for purposes of flanking. Only threats from armed melee attacks count for flanking. Combat maneuvers against a flanked target have advantage. Flanking is **size limited**. See **Size**.

Flat-footed

All combatants start combat with this status. They use their flat-footed AC and cannot use reactions. They do not threaten squares. Flat-footed ends when a combatant gains initiative unless flat-footed is caused by another condition.

Grappled

Grappled combatants are holding/being held by one or more foes. They use their flat-footed AC. They attack grappled foes with advantage but are disadvantaged when attacking targets who are not part of the grapple. See **Combat Maneuvers**.

Helpless

Character that are magically held or unconscious are helpless. No actions are possible. Attacks against them automatically hit for maximum damage.

Immobilized

Characters pinned (see **Grapple**), held in webs, or tied up are immobilized. They are disadvantaged and attacks targeting them hit automatically. See **Firing into a Grapple**.

Prone

Prone characters use their flat-footed AC, and foes within 1 square attack with advantage. Falling prone and standing from prone create openings.

Stunned

Stunned characters are flat-footed and disadvantaged. They can only **step**, attack, or attempt to clear their head with a DC 12 **Fortitude** save.

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.

Rest and Recovery

Characters recover HP and essence by resting. Resting characters can only engage in light activity (eating, sleeping, keeping watch, or conversing). Strenuous activity interrupts the rest period and negates any potential benefits. Characters in dangerous areas should seek safe locations for their rest periods. **Constitution** penalties never reduce hit point recovery from rest to zero.

Quick Breaks

Traveling through the wilderness or in a dungeon is stressful. Characters should take a **quick break**, a one-turn rest period, once an hour when in these environments. Characters that skip a quick break must make a DC 10 **Constitution** check or become **fatigued**. See **Combat Status Effects**.

Short Rests

After a fight, characters may wish to take a **short rest** to recover from their wounds and regain used essence. A character that rests for six turns (one hour) gains the benefits of a short rest:

- Recover all non-lethal hit points.
- Regain lethal damage hit points equal to character level + **Constitution** bonus.
- Regain mana equal to character level.

Characters may benefit from two short rests each day.

Long Rests

To benefit from a **long rest,** characters must sleep and relax for at least eight hours. Characters should take a long rest at least once a day. Skipping a long rest inflict the **fatigued** condition unless the character makes a DC 12 **Constitution** check every four hours. A long rest grants the following benefits:

- Recover all non-lethal hit points.
- Regain lethal damage hit points equal to 2 times character level + **Constitution** bonus.
- Regain mana equal to 3 times character level.
- Recover one attribute point. If a character has several damaged attributes, determine which is restored randomly.

Characters may benefit from one long rest each day.

Medical Care

Wounded characters who receive medical treatment from a character with the **Heal** skill regain additional hit points during a short or long rest as outlined in the **Heal Benefits** table. Tending wounds takes one turn and interrupts rest. Characters may only benefit from one **Heal** skill check per rest, and a fumbled skill check negates all HP recovery for the rest period.

Heal Skill Check	Restores
10 or less	No Benefit
11-12	2 HP
13-15	4 HP
16-19	6 HP
20+	8 HP

Table 12 – Heal Benefits

Death and Dying

Lethal Damage

A creature reduced to zero HP by lethal damage is **dying**. A dying creature loses 1 HP per round on its initiative unless it succeeds at a **Constitution** check. A result of 10+ negates HP loss for the round. A result of 15+ indicates they have stabilized and cease to lose HP. An ally making a DC 10 **Heal** check stabilizes a creature, preventing further HP loss. When a creature's HP total reaches minus one-half **Constitution** it is **dead**. A dead creature can only be revived via magical means.

Non-Lethal Damage

A creature reduced to 0 HP by non-lethal damage is **unconscious**. Unconscious creatures are **helpless**, lose all chi, and cannot maintain spells that require concentration. A DC 10 **Heal** check restores 1d4 non-lethal HP and returns the creature consciousness, leaving them **fatigued**.

Recovery from Death

When a dead character is restored to life by any means short of divine intervention, wish, or a similar powerful effect, they suffer attribute loss**.** The character loses 1d4 points from each attribute (roll individually). See **Attribute Damage**.

Equipment

Currency

Most cultures use coins to carry out financial transactions. Coins are made from a variety of materials; copper (CP), silver (SP), gold (GP), and platinum (PP); and have the following relative values: 1000 CP = 100 SP = 10 GP = 1 PP. Average coins have the following physical characteristics:

- 40 coins per pound.
- 1000 coins weighs 25 pounds.

In most cases, rulers and government organizations force locals to use specific coins for financial transactions, and money changers exchange foreign coins for local currency.

Armor

The **Armor** table outlines the various properties of armor for medium size characters. 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** proficiency 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. If wearing multiple pieces of armor, the lowest **Dexterity** limit applies.
- **Check Penalty** – A penalty applied to all attack rolls and skill checks when wearing this form of armor. Proficiencies negate some of these penalties. See **Armor Proficiencies**.
- **Speed Penalty** – The movement penalty inflicted by this armor for the given movement rate. Talk to your GM about characters with different base movement rates.
- **Weight** – The armor's weight in pounds.

Armor for Small and Large Characters

Armor for small characters weighs and costs half the listed values. Armor for large characters weighs and costs twice as much.

Magic Armor

Most magic armor provides an AC bonus that also affects other attributes. Each +1 of magical protection has the following effects:

- Increases the **Dexterity Limit** by 1
- Improves the **Check Penalty** by 2
- Reduces the **Speed Penalty** by 1
- Reduces the armor's **Weight** by 10

These alterations never turn a penalty into a bonus and only affect the penalties applied by the enchanted piece. A magic shield's bonus does not affect the weight of full plate, for example. Non-proficiency penalties apply as usual.

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 standard action. A tower shield takes a full round to equip.

Armor	Cost	AC	Dexterity Limit	Check Penalty	Speed Penalty (move 4 / 6)	Weight
Light Armor						
Padded	5	1	8	0	0 / 0	8
Leather	10	2	6	0	0 / 0	12
Studded Leather	25	3	5	-1	0 / 0	16
Chain Shirt	100	4	4	-2	0 / -1	20
Medium Armor						
Hide	15	3	4	-3	0 / -1	20
Scale	50	4	3	-4	-1 / -2	24
Chainmail	150	5	2	-5	-1 / -2	32
Breastplate	200	5	3	-4	-1 / -2	24
Heavy Armor						
Splint	200	6	0	-7	-1 / -2	36
Banded	250	6	1	-6	-1 / -2	28
Half Plate	600	7	0	-7	-1 / -2	40
Full Plate	1500	8	1	-6	-1 / -2	40
Shields						
Buckler	10	1	--	-1	0 / 0	4
Light wooden	3	1	--	-1	0 / 0	4
Light steel	9	1	--	-1	0 / 0	5
Heavy wooden	7	2	--	-2	0 / 0	8
Heavy steel	20	2	--	-2	0 / 0	12
Tower	30	4	2	-10	-1 / -1	28

Table 13 – 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 unless the character has the **Two-weapon Fighting** feat. 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.

Heavy Shields – Heavy shields prevent any further use of a character's off-hand. Heavy shields can be used as a weapon, 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.

Tower Shields – Tower shields are massive enough that they prevent the casting of any magic spell 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 actions and reactions until the character's next initiative.

Weapons

The following table outlines the properties of various weapons for medium characters. 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** and **Critical Multiplier** for the weapon.
- **Rn (Range)** – The base un-penalized range of the weapon in squares.
- **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

Reach Weapons

Weapons with reach threaten foes in non-adjacent squares. Reach ratings (e.g. **reach 2-3**) indicates the weapon's effective threat range. Weapons do not threaten foes outside this range. A **reach 2-3** weapon cannot be used against a foe at range 1, for example. Count reach distances like movement. See the **Reach Distance** diagram.

4	4	3	3	3	4	4
4	3	2	2	2	3	4
3	2	1	1	1	2	3
3	2	1	X	1	2	3
3	2	1	1	1	2	3
4	3	2	2	2	3	4
4	4	3	3	3	4	4

Figure 1 Reach Distance

Weapons for Small and Large Characters

Weapons for small characters weigh and cost half the listed values. Weapons for large characters weigh and cost twice as much. Size also affects weapon reach. See individual weapon descriptions for details. Size does not affect missile weapon range.

Odd-size Weapons

Characters attempting to use weapons of a different size class make attack rolls with disadvantage and cannot use weapons more than one size category larger or smaller than their own at all. A weapon that increases or decreases in size shifts one die type per size rank up or down to determine damage. For example, a large long sword does 1d10 damage, a tiny one does 1d4 damage.

Improvised Weapons

Almost anything a character can pick up can be used to fight. Treat improvised weapons as simple weapons of the appropriate class based on size and weight. They do 1d3 (LW, 1H), 1d4 (2H), or 1d2 (RA) damage, have a range of 2, and a critical threat/multiplier of 20/2x. See **Weapon Proficiencies.**

Grenade-like Missiles

Grenade-like missiles are **improvised weapons** that do negligible impact damage when they strike a foe. Instead, they inflict other effects. Torches and flasks of holy water are examples of grenade-like missiles. Treat all such weapons as simple ranged weapons and resolve attacks versus the target's **touch AC**. They have a base range of 2 and no critical threat/modifier.

Grenade-like missiles usually hit something, even if it's not the desired target. Determine the hit location by rolling a d8 for direction and counting distance in squares equal to the difference between the target's AC and the attack roll result.

Magic Weapons

Most magic weapons provide a bonus that affects both attack and damage rolls. All magic weapons have a weight of zero for encumbrance purposes. Non-proficiency penalties apply as usual.

Simple Weapons

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

Table 14 – Simple Weapons

Simple Weapon Notes

Axe, Woodsman's – L: **reach 1-2**.

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

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. Light crossbows take a standard action to reload. Heavy crossbows take 2 standard actions.

Dagger – Balanced throwing daggers have a range of 3 and a -1 damage penalty (1 minimum damage).

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

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

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

Spear – The standard spear is a two-handed weapon that can be wielded normally or thrown. It is **Brace** capable, inflicting double damage against charging foes. L: **reach 2**.

Spear, Long – This weapon is too heavy to throw. It is **Brace** capable, inflicting double damage against charging foes. S and M: **reach 2**, L: **reach 2-3**.

Spear, Short – This weapon is short and light enough to use one-handed. It can also be thrown. It is **Brace** capable, inflicting double damage against charging foes. L: **reach 1-2**.

Sling – Treat sling missiles as hurled. They gain a damage bonus from **Strength**.

Martial Weapons

Weapon	Class	GP	Dm (S)	Dm (M)	Dm (L)	Crit	Rn	Wt	Type
Axe, Hand	LW	6	1d4	1d6	1d8	20 / 3x		3	S
Axe, Throwing	LW	8	1d4	1d6	1d8	20 / 2x	2	2	S
Hammer, Light	LW	1	1d3	1d4	1d6	20 / 2x	4	2	C
Long Knife	LW	6	1d3	1d4	1d6	19 / 2x		2	S
Nunchaku	LW	2	1d4	1d6	1d8	20 / 2x		2	C
Pick, Light	LW	4	1d3	1d4	1d6	20 / 4x		3	P
Sai	LW	1	1d3	1d4	1d6	20 / 2x	2	1	P
Sap	LW	1	1d4	1d6	1d8	20 / 2x		2	C
Shield, Light	LW	*	1d2	1d3	1d4	20 / 2x		*	C
Spiked Shield, Light	LW	*	1d3	1d4	1d6	20 / 2x		*	P
Sword, Short	LW	10	1d4	1d6	1d8	19 / 2x		2	P
Axe, Battle	1H	10	1d6	1d8	1d10	20 / 3x		6	S
Axe, Dwarven	1H/2H	30	1d8	1d10	2d6	20 / 3x		8	S
Flail	1H	8	1d6	1d8	1d10	20 / 2x		5	C
Hammer, War	1H	12	1d6	1d8	1d10	20 / 3x		5	C
Pick, Heavy	1H	8	1d4	1d6	1d8	20 / 4x		6	P
Rapier	1H	20	1d4	1d6	1d8	18 / 2x		2	P
Scimitar	1H	15	1d4	1d6	1d8	18 / 2x		4	S
Shield, Heavy	1H	*	1d3	1d4	1d6	20 / 2x		*	C
Shield, Spiked Heavy	1H	*	1d4	1d6	1d8	20 / 2x		*	P
Sword, Bastard	1H/2H	35	1d8	1d10	2d6	19 / 2x		6	S
Sword, Long	1H	15	1d6	1d8	1d10	19 / 2x		4	S
Trident	1H	15	1d6	1d8	1d10	20 / 2x	2	4	P
Whip	1H	5	1d2	1d3	1d4	20 / 2x		2	S
Axe, Great	2H	20	1d10	1d12	2d8	20 / 3x		12	S
Club, Great	2H	5	1d8	1d10	2d6	20 / 2x		8	C
Falchion	2H	50	1d6	2d4	2d6	18 / 2x		8	S
Flail, Heavy	2H	15	1d8	1d10	2d6	19 / 2x		10	C
Glaive	2H	8	1d8	1d10	2d6	20 / 3x		10	S
Guisarme	2H	9	1d6	2d4	2d6	20 / 3x		12	S
Halberd	2H	10	1d8	1d10	2d6	20 / 3x		12	P,S
Lance	2H	10	1d6	1d8	1d10	20 / 3x		10	P
Ranseur	2H	10	1d6	2d4	2d6	20 / 3x		12	P
Scythe	2H	18	1d6	2d4	2d6	20 / 4x		10	P,S
Sword, Great	2H	50	1d10	2d6	2d8	19 / 2x		8	S

Martial Weapons (continued)									
Weapon	Class	GP	Dm (S)	Dm (M)	Dm (L)	Crit	Rn	Wt	Type
Bow, Long	RA	75	1d6	1d8	1d10	20 / 3x	20	3	P
Bow, Long Composite	RA	100	1d6	1d8	1d10	20 / 3x	22	3	P
Bow, Short	RA	30	1d4	1d6	1d8	20 / 3x	12	2	P
Bow, Short Composite	RA	75	1d4	1d6	1d8	20 / 3x	14	2	P
Crossbow, Hand	RA	100	1d3	1d4	1d6	19 / 2x	6	2	P
Crossbow, Rpt. Heavy	RA	400	1d8	1d10	2d6	19 / 2x	24	12	P
Crossbow, Rpt. Light	RA	250	1d6	1d8	1d10	19 / 2x	16	6	P
Net	RA	20	--	--	--	--	2	6	--
Shuriken	RA	1	1	1d2		20 / 2x	2	1	P

Table 15 – Martial Weapons

Martial Weapons Notes

Axe, Dwarven – This martial weapon can be wielded with either one or two hands, but each use requires the appropriate proficiency. Base damage is the same in either case. L: **reach 1-2**.

Axe, Great – L: **reach 1-2**.

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.

Club, Great – L: **reach 1-2**.

Crossbows, Hand – These weapons use light quarrels and can be fired one-handed. You can use two hand crossbows at once, subject to the usual penalties for fighting with two weapons. Reloading a hand crossbow takes a standard action.

Crossbows, Repeating – 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 holding 5 quarrels. Reloading the magazine takes 2 standard actions. Re-cocking a repeating crossbow is a minor action.

Flails – These weapons allow **Trip** attempts with advantage. L: **reach 1-2**.

Glaive – S and M: **reach 2**, L: **reach 2-3**.

Guisarme – A guisarme's curved blade may be used to **Trip** and **Dismount** foes. S and M: **reach 2**, L: **reach 2-3**.

Halberd – The halberd is **Brace** capable, inflicting double damage against charging foes. Its curved blade may be used to **Trip** foes. L: **reach 1-2**.

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**. Escaping a net takes a full round. Refolding a net takes 2 standard actions in combat. Using an unprepared net applies a -4 penalty to attack rolls.

Nunchuku – This weapon grants advantage to combat maneuver tests for **Disarm** attempts.

Ranseur - The weapon's pronged head grants advantage to **Disarm** attempts. **Ranseurs** can **Dismount** foes. S and M: **reach 2**, L: **reach 2-3**.

Sai – This weapon grants advantage to combat maneuver tests 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.

Shields – Shield costs are listed under **Armor**.

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

Sword, Bastard – This weapon can be wielded with either one or two hands, but each use requires the appropriate proficiency. Base damage is the same in either case. L: **reach 1-2**.

Sword, Great – L: **reach 1-2**.

Trident – L: **reach 1-2**.

Whip – This weapon deals non-lethal damage. It does no damage to foes with at least +1 armor bonus. It can be used to make **Trip** and **Disarm** attempts. S and M: **reach 1-2**, L: **reach 2-3**.

Firearms

Firearms have multiple damage types and three damage ratings.

- **Dm (F)** – Damage when fired. Firearm projectile damage is piercing.
- **Dm (S)** – Crushing damage when used as a melee weapon by a size S combatant.
- **Dm (M)** – Crushing damage when used as a melee weapon by a size M combatant.

The **Crit** column of the **Firearms** table shows critical values for projectile attacks. Melee attacks with firearms have a 20/2x critical rating. Some firearms accept bayonets, which grant a +1 damage bonus to melee attacks, change the weapon's damage type to slashing/piercing, and give it a 19/3x critical rating.

Firearms									
Weapon	**Class**	**GP**	**Dm (F)**	**Dm (S)**	**Dm (M)**	**Dm (L)**	**Crit**	**Rn**	**Wt**
Dragon	1H	18	1d8	1d2	1d4	1d6	19 / 2x	2	3
Matchlock Horse Pistol	1H	18	1d6	1d2	1d4	1d6	18 / 3x	4	4
Matchlock Pistol	1H	15	1d6	1	1d2	1d3	18 / 3x	3	2
Wheellock Horse Pistol	1H	20	1d6	1d2	1d4	1d6	18 / 3x	4	4
Wheellock Pistol	1H	18	1d6	1	1d2	1d3	18 / 3x	3	2
Wheellock Pocket Pistol	1H	20	1d6	1	1	1d2	19 / 3x	3	1
Blunderbuss	2H	25	1d10	1d4	1d6	1d8	18 / 2x	3	8
Matchlock Musket	2H	20	1d8	1d4	1d6	1d8	17 / 4x	5	8
Wheellock Musket	2H	25	1d8	1d4	1d6	1d8	17 / 4x	5	8

Table 16 – Firearms

Firearms Notes

Firearms have unique characteristics:

- It takes 2 standard actions to reload a 2H firearm.
- It takes 1 standard action to reload a 1H firearm.
- 2H firearms use the standard -2 attack bonus range increment penalty.
- 1H firearms suffer a -3 attack bonus penalty per range increment.
- Matchlock weapons require a lit slow match to fire.

When used as ranged weapons, firearms cannot cause fumbles, but they can misfire.

- Matchlock weapons, dragons, and blunderbusses misfire on a roll of 1-2.
- Wheellocks misfire on a roll of 1.

It takes **2 full rounds** to clear a misfire.

Livestock

Beasts can serve as guard animals, carry heavy loads and speed up overland travel. The **Livestock** table summarizes the characteristics of a broad range of beasts. While beasts have offensive capabilities, most will only fight in self-defense; war horses and guard dogs are the notable exceptions.

- Move – the creature's base movement rate
- Base load – an animal can carry this much weight before being heavily loaded
- Max load – the maximum amount an animal can carry
- HD –hit dice determine its hit points
- AC – base armor class
- Attacks – offensive capabilities

Mounts and Pack Animals							
Animal	**Move**	**Cost**	**Base Load**	**Max Load**	**HD**	**AC**	**Attacks**
Camel, Bactrian	10	70	400	1000	4+6	13	BAB 1, 1d4+1 bite, 20/2x
Camel, Dromedary	10	50	300	700	3+6	13	BAB 1, 1d4+1 bite, 20/2x
Dog	8	8	15	25	1+2	15	BAB 2, 1d4+1 bite, 20/2x
Dog, Guard	8	25	15	25	2+2	15	BAB 3, 1d6+1 bite, 20/2x
Donkey	6	8	180	360	2+2	13	BAB 1, 1d4+1 kick, 20/2x
Elephant, Asiatic	10	1000	800	1600	6+6	15	BAB 6, 2d4+4 gore, 19/3x
Elephant, African	10	1400	1200	2400	9+8	15	BAB 8, 2d6+6 gore, 19/3x
Goat	6	8	40	80	1+2	13	BAB 1, 1d2+1 bite, 20/2x
Horse, Draft	10	40	400	700	3+6	13	BAB 1, 1d4+1 kick, 20/2x
Horse, Pony	8	60	200	400	2+4	13	BAB 1, 1d3+1 kick, 20/2x
Horse, Riding	12	75	250	500	3+6	13	BAB 1, 1d4+1 kick, 20/2x
Horse, Light War	12	150	300	500	3+6	13	See description
Horse, Medium War	10	300	350	600	4+6	13	See description
Horse, Heavy War	8	450	400	700	5+6	13	See description
Llama	6	20	50	100	1+2	13	BAB 1, 1d2+1 bite, 20/2x
Mule	10	30	200	400	2+4	13	BAB 1, 1d3+1 kick, 20/2x

Table 17 – Livestock

Livestock Notes

Camels – These beasts are well-adapted to arid conditions, tolerate hot and cold temperatures, and can survive for weeks without water. They move across soft sand quickly but are not particularly nimble. Camels will never enter dungeons.

Dogs - Standard dogs are your typical household pets or work dogs, loyal and friendly. War dogs are large animals trained for protection and combat. All canines are sure-footed, but they are not good climbers. War dogs will enter dungeons, but standard dogs won't. Carrying capacities given are for large working dogs.

Donkeys – Small but tough draft animals that can carry heavy loads. They will enter dungeons.

Elephants – Huge beasts that are sometimes used as work animals, beasts of burden, or war mounts. Their prodigious appetites make them expensive. Elephants will not enter dungeons (obviously).

Goat – While these beasts are typically used for milk or meat, they can be trained as sure-footed pack animals. They will enter dungeons.

Horses – Horses are commonly used as mounts for riding and war. They also carry significant loads. They will not enter dungeons. War-trained horses have the following attack capabilities:

- Light war horse – BAB 3, 2 x 1d4+1, 20/2x kick or 1d3+1, 20/2x bite
- Medium war horse – BAB 4, 2 x 1d4+2, 20/2x kick or 1d4+2, 20/2x bite
- Heavy war horse – BAB 4, 2 x 1d6+3, 20/2x kick or 1d6+1, 20/2x bite

Llamas – These animals are sure-footed and have thick, wooly coats well-suited to cold regions. They will enter dungeons.

Mules – Rugged mules carry heavy loads and can be used as mounts. They will enter dungeons.

Destroying Items

Characters damage objects by making successful attacks with weapons that can inflict damage on the item's material. Resolve attacks against held items with **called shots**. Resolve attacks against stationary objects with attack rolls versus the object's item AC. See **Called Shots** and **Item Armor Class.**

A successful attack inflicts damage. Items are immune to critical damage and, in most cases, fire, cold, and electrical attacks do half damage. Some weapons ineffective (clubbing a rope, for example).

An item's **hardness** rating measures its resistance to damage and reduces the damage done by each attack. Remaining damage applies to the object's HP pool. Reducing an object's HP to zero destroys it. The **Object Breakage Characteristics** table outlines the hardness and HP of some typical items. Magic items have much higher hardness and HP ratings.

Object	Hrd	HP	Notes
Light weapon	6	4	Crush/slash damage only
One-handed weapon	10	8	Crush/slash damage only
Two-handed weapon	14	12	Crush/slash damage only
Light wooden shield	6	8	Crush/slash damage only
Heavy wooden shield	8	16	Crush/slash damage only
Light metal shield	8	10	Crush/slash damage only
Heavy metal shield	14	20	Crush/slash damage only
Rope	0	2	Slash damage only
Simple wooden door	6	10	Crush/slash damage only
Good wooden door	8	20	Crush/slash damage only
Iron door	16	60	Crush damage only
Iron lock	12	8	Crush/slash damage only
Small chest	8	4	Crush/slash damage only
Large chest	8	10	Crush/slash damage only
Masonry wall (1' thick)	16	90	Crush damage only
Hewn stone (3' thick)	24	540	Crush damage only
Chain	10	6	Crush/slash damage only
Manacles	14	10	Crush/slash damage only

Table 18 – Object Breakage Characteristics

Appendix – Character Heritage

Dwarf

Dwarves are short, stocky humanoids. They are miners and crafters who are clannish by nature. Their dwellings are usually underground and protected by elaborate defenses.

Base Benefits
- Size: medium (4 to 4 1/2 feet tall)
- Move: 4
- **+1 Constitution**, -1 **Charisma**
- 6 hit points
- Base carry capacity: 80 pounds
- Dwarves do not suffer movement penalties from armor
- Darkvision: 12 squares
    - Varheim gain a +1 save bonus versus fire
    - Norheim have Darkvision with a range of 18 squares
- Dwarves speak their own language and Common
- Two dwarf heritage feats

Dwarf Heritage Feats

Diamond-Hard Faith

The stubbornness of Dwarves is reflected in their faith. Healing spells cast by a Dwarf with the **Diamond-Hard Faith** feat heal extra hit points equal to the character's knowledge of the spell's domain.

Eye of Stone

Dwarves are skilled stoneworkers. A character with the **Eye of Stone** feat gains a +2 bonus to **Perception** and **Investigation** checks that involve stonework traps, new construction, and other stone-based construction.

Giant Foe

Giants are terrifying enemies, and Dwarves are familiar with their combat techniques. Giant-class creatures (most huge humanoids) suffer a -4 penalty to attack rolls when fighting a Dwarf with the **Giant Foe** feat .

Goblin Slayer

Underground war is fierce and deadly, and the various black-hearted races of the deep caves are hated foes. A Dwarf who chooses **Goblin Slayer** gains a +2 attack and damage bonus against a specific type of foe. This feat may be selected multiple times, but applies to different foes each time it is chosen.

Iron Constitution

Dwarves are tough and, with this feat, resistant to poisons. A character with **Iron Constitution** gains a +2 saving throw versus mundane and magical poison. This feat may be taken twice.

Master of the Axe

Axes are the traditional weapons of the Dwarves, and their martial traditions reflect this. This feat grants a +2 damage bonus when attacking with hand, throwing, battle, Dwarven, and great axes.

Mechanical Manipulation

As skilled crafters and engineers, Dwarves understand intricate devices. A Dwarf with the **Mechanical Manipulation** feat gains a +2 bonus to **Manipulate Device** attempts to disarm traps or pick locks.

Resistant Will

Dwarves have an inherently stubborn and practical nature that allows them to shrug off the effects of targeted spells and magical effects from devices (but not area of effect damage). A dwarf with this feat gains a +2 saving throw versus spells/devices, and wands/rods/staves. This feat may be chosen twice.

Stone Footed

Trying to moving a Dwarf is like shifting a boulder. The **Stone Footed** feat grants a Dwarf a +2 bonus to resist/avoid combat maneuvers that affect their position: **trip**, **shove**, etc.

Elf

Tall, slim, and quick, elves inhabit the wild places of the surface world. Their exceptionally long lifespan gives them a unique outlook. They love nature, song, and lore and elven communities are typically found in deep forests or other isolated natural locations.

Base Benefits
- Size: medium
- Move: 6
- +1 **Dexterity**, -1 **Constitution**
- 4 hit points
- Base carry capacity: 50 pounds
- Darkvision: 60 feet/12 squares
- Elves speak the Common tongue
- Two elf heritage feats

Elf Heritage Feats

No Fear of the Dead

The long life span enjoyed by Elves gives them a unique viewpoint regarding death and dying. While they do not relish the thought of dying, they are not afraid of death or the undead. **No Fear of the Dead** grants a +2 saving throw bonus against intrinsic supernatural powers of undead creatures: a vampire's charming gaze, draining attacks of a wight, the paralytic touch of a ghoul, etc.

Dreamless Mind

Elves rest in a waking dream that gives them superior resistance to some mind-affecting magic. **Dreamless Mind** grants a +2 saving throw versus sleep or charm spells. It may be chosen twice.

The Elven Path

Elven communities are isolated, but most hold to a core of traditional beliefs and practices. This attitude carries over to Elven fighting techniques, which favor short swords, long swords, and bows (excluding crossbows). **The Elven Path** grants a +2 attack bonus with one of these weapons. It may be taken once per weapon.

Eye of the Hawk

Elven vision is extremely sharp. **Eye of the Hawk** grants a +2 bonus to **Perception** checks to notice secret/concealed doors. This feat may be taken twice.

Feather Foot

Elves who spend long hours in the woods learn to walk without leaving a trace. Attempts to track an elf with **Feather Foot** suffer a -4 **Survival** check penalty. Characters with this feat can use their skills to hide the tracks of up to five additional medium-size creatures. Trackers suffer a -2 **Survival** check penalty.

Loremaster

Elves love knowledge for knowledge's sake. **Loremaster** grants a +2 bonus to one category of **Knowledge** skill checks. Characters can select this feat multiple times, but each rank applies to a different **Knowledge** skill.

Perfect Balance

Elves are surefooted and precise. Those that take this feat gain a +2 bonus to **Acrobatics** checks.

Silent Stride

Elves are preternaturally quiet. When alone (or accompanied by others with similar capabilities) and not wearing metal armor, a character with **Silent Stride** gains a +2 bonus to **Stealth** checks for movement when not under direct observation. This feat may be chosen twice.

Woodland Heritage

Many Elves grow up in wilderness settings. The **Woodland Heritage** feat grants a +2 bonus to **Knowledge: Nature** skill checks.

Human

Base Benefits
- Size: medium
- Move: 6
- May take +1 to any attribute, balanced by a -1 to another attribute
- 5 hit points
- Base carry capacity: 60 pounds
- One mundane feat at first level
- Humans speak the Common tongue
- Two human heritage feats

Human Heritage Feats

At Home Anywhere

Humans thrive in any climate or terrain and quickly adapt to changing conditions. This feat grants characters a +2 bonus to **Survival** skill checks.

Community Builder

While most intelligent creatures prefer the company of their own kind, humans seek out interaction with others. A character with **Community Builder** has spent a considerable part of their life as part of another culture. When the feat is taken, the character selects a feat from their adopted heritage. They may choose future feats from the human or adopted culture's feat list.

Cultural Awareness

Sharing stories and spending time with other races gives humans a unique point of view. **Cultural Awareness** grants a +2 bonus to **Insight** skill checks.

Hated Enemy

Human loyalty cuts both ways. Characters who have suffered at the hands of a specific group hold lifelong grudges. **Hated Enemy** grants a +2 attack and damage bonus against a specific type of foe. This feat may be selected multiple times, but each rank applies to different foe.

Inquisitive

Human curiosity is a powerful thing. Characters that take the **Inquisitive** feat gain a +2 bonus to all **Investigation** skill checks.

Loyalty

Characters that take this feat feel exceptional loyalty to their friends, family, or companions. They gain a +2 bonus to any saving throw against anything that pits them against those they consider allies.

Versatile Combatant

Human cultures have varied military traditions and do not favor one weapon over another. Human characters who choose the **Versatile Combatant** feat gain a +2 attack bonus when using a specific weapon (e.g. long sword, spear, longbow). This feat may be taken multiple times, but each rank applies to a different weapon.

Appendix – Martial Kata

Each kata listing uses the following format:

> **Name (Level)**
> - Use: Chi Cost, Invocation
> - Duration: Duration
> - Prerequisites: Required kata or powers
>
> Description

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:
  - **action**, **minor**, r**eaction** – Invoked using the indicated action.
  - **attuned** – Requires an **Attuned Weapon**.
  - **committed** – Chi spent is unavailable for the duration of the kata.
  - **declared** – Announced and chi expended prior to an attack roll.
  - **passive** – The kata is always active, requiring no invocation or chi.
  - **triggered** – Triggered by a combat situation.
  - **size limited** – See **Size**.
- **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 **whether they hit or miss**.
  - **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 character's martial adept power level.

Using Kata

Martial kata never create openings when used. Unless specifically noted, one declared kata can apply to each attack, but multiple declared kata can be used if the attacker has multiple attacks and enough chi to power them. Individual kata effects **do not stack** unless specifically noted, but multiple different katas can affect the same target or the adept.

The Kata

Archer's Might (3rd)

- Use: passive
- Duration: N/A
- Prerequisite: **Far Shot**

An adept with **Archer's Might** applies their **Strength** bonus to damage when using bows. Firearms and crossbows do not benefit from this kata.

Ardent Defense (3rd)

- Use: 3 chi, action
- Duration: combat
- Prerequisites: **Martial Defender**

Ardent Defense sacrifices offense for defense. When invoked, the adept declares a penalty of -1 to -5 that applies to their attack rolls for the duration of the invocation. The adept and allies within 3 squares gain a bonus to their AC equal to this penalty. The AC bonus is negated for all combatants if the adept suffers a condition that causes them to use their flat-footed AC (the adept's attack penalty remains in effect). The adept may use a standard action to adjust the penalty/bonus of **Ardent Defense**.

Attuned Weapon (1st)

- Use: 1 chi, committed
- Duration: until severed
- Prerequisites: **Weapon Focus**

The adept uses **Attuned Weapon** to form a lasting bond between themselves and a specific, chosen **Weapon Focus** weapon. This link enables certain powers of the physical realm, grants a +1 attack bonus, and allows the adept to sense the weapon's direction and distance should it be lost or stolen.

Attunement requires several hours of ritualized practice with the chosen weapon. An adept can attune one weapon per adept power level, and each attunement commits one chi from the adept's pool. The link between adept and weapon is broken by the destruction of the weapon or at will by the adept. Some spells and powers may also sever the link. Committed chi returns normally if the link is broken.

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 half their chi pool.

Bloodlust (3rd)

- Use: 3 chi, action
- Duration: 4 attacks, one target
- Prerequisites: **Enrage**

A **Bloodlust** adept draws energy and rage from their successful attacks against a single foe. Any **Bloodlust** attack that damages a chosen target adds cumulative +1 attack and +3 damage bonuses to subsequent attacks. Bonuses last until the enemy is defeated or the battle is over, even if **Bloodlust** ends. A **Bloodlust** adept can only engage in combat actions. They cannot activate items, cast spells, use non-offensive powers, or retreat from a foe. **Bloodlust** can be used with other kata.

Bludgeon (1st)

- Use: 1 chi, declared, size limited
- Duration: current attack
- Prerequisites: **Weapon Focus**

Bludgeon allows the adept to inflict a stunning blow with a crushing **Weapon Focus** weapon (including weapons that fire crushing missiles). Any foe damaged by a **Bludgeon** attack must make a **Fortitude** saving throw or be **stunned**. **Fortitude** save ends.

Bond of Steel (2nd)

- Use: passive
- Duration: N/A
- Prerequisites: **Attuned Weapon**, magic weapon

Bond of Steel enhances the effects of **Attuned Weapon**, granting the adept a +2 bonus to all saving throws when holding an attuned magical weapon.

Boomerang (2nd)

- Use: passive, attuned
- Duration: N/A
- Prerequisites: **Call Weapon**

An adept with **Boomerang** can call their hurled, **attuned** weapons back to their hand at the end of any attack action.

Brutal Interruption (4th)

- Use: 4 chi, reaction, triggered
- Duration: instant
- Prerequisites: **Intercept**

An adept may use a reaction and **Brutal Interruption** when a foe they threaten with a melee attack attempts an attack against an ally. The adept attacks the foe with advantage using an equipped melee weapon. A successful attack inflicts maximum damage plus an additional 2d6 damage and negates the foe's attack. Success also grants the adept a free **Disarm**, **Dismount**, **Shove**, or **Trip** attempt.

Call Weapon (1ˢᵗ)

- Use: 1 chi, minor/reaction, attuned
- Duration: instant
- Prerequisites: **Attuned Weapon**

Call Weapon instantly retrieves an **attuned** weapon from anywhere within 10 squares. If the weapon is held, the holder must make a **Reflex** save to retain their grip. There must be a clear path between weapon and adept for the call to succeed.

Cat-like Readiness (1st)

- Use: passive
- Duration: N/A
- Prerequisites: **Combat Reflexes**

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

Cheat Death (3ʳᵈ)

- Use: passive, reaction
- Duration: N/A
- Prerequisites: **Duck and Cover**

Whenever an armed or unarmed ranged or melee attack would knock an adept unconscious, they may use a reaction to invoke **Cheat Death**. The adept makes a **Reflex** saving throw versus the attack roll. If it succeeds, damage from the attack is halved (minimum one point of damage). The revised attack might still result in unconsciousness.

Cleave (1ˢᵗ)

- Use: 0 chi, triggered
- Duration: instant
- Prerequisites: **Weapon Focus**

Whenever an adept with **Cleave** drops one or more foes with a melee attack using a **Weapon Focus** weapon, they gain a single free attack against another foe in melee range. **Cleave** attacks use the same weapon as the attack that caused them and can trigger additional **Cleaves**.

Close Combat (2ⁿᵈ)

- Use: 2 chi, declared
- Duration: round, special
- Prerequisites: **Combat Finesse**

An adept using **Close Combat** declares a -1 to -5 penalty to an attack roll. If it succeeds, all allies making melee attacks against the same target gain an attack bonus equal the penalty, which lasts until the adept's next initiative. The adept always suffers the attack penalty until their next initiative.

Cold Blood (2nd)

- Use: 2 chi, declared, size limited
- Duration: current attack
- Prerequisites: **Sneak Attack**

Cold Blood grants advantage with an armed melee attack versus a wounded target. If it succeeds, it does maximum damage. **Immobilized** or **helpless** targets must make a **Fortitude** save or be **slain**.

Combat Finesse (1st)

- Use passive
- Duration: N/A
- Prerequisites: BAB 1+

An adept with **Combat Finesse** has advantage in all **combat maneuver tests**. See **Combat Maneuvers**.

Corpsemaker (5th)

- Use: passive
- Duration: N/A
- Prerequisite: **Rapid Assault**

Corpsemaker enhances **Cleave** attacks. Successful **Cleaves** grant a +3 cumulative damage bonus to all subsequent **Cleave** attacks. The bonus lasts for the remainder of the battle.

Counterstrike (2nd)

- Use: 2 chi, reaction
- Duration: current attack
- Prerequisites: **Combat Reflexes**

The adept may use a reaction to carry out an armed melee attack against their attacker whenever they take damage from a reaction attack.

Crippling Blow (2nd)

- Use: 2 chi, declared, size limited
- Duration: current attack
- Prerequisites: **Sneak Attack**

A successful **Crippling Blow** inflicts **crippled** on the target. See **Combat Status Effects**.

Deadeye (2nd)

- Use: 2 chi, action
- Duration: 3 attacks
- Prerequisites: **Point Blank Shot**

Ranged attacks affected by **Deadeye** have advantage and a damage bonus equal to the adept's **Dexterity** bonus.

Deadly Blows (1st)

- Use: 1 chi, declared
- Duration: current **sneak attack**
- Prerequisites: **Sneak Attack**

An adept using **Deadly Blows** inflicts 1d6 additional damage when they make a successful **Sneak Attack**.

Deep Cuts (1st)

- Use: 1 chi, action
- Duration: 3 attacks
- Prerequisites: **Weapon Focus**

A successful **Deep Cuts** attack with a slashing **Weapon Focus** weapon does normal damage and inflicts 2 points of bleeding damage each round at the end of the adept's turn. **Deep Cuts** effects are cumulative. Healing magic or a successful **Heal** skill check stops all bleeding.

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 make **Constitution** checks to avoid **dying** with advantage.

Disengage (1st)

- Use: reaction
- Duration: N/A
- Prerequisites: **Evasion**

An adept can use a reaction and **Disengage** to avoid a foe's reaction attack by making a **Reflex** save vs. the attack roll. A successful save completely negates the attack.

Don't Die (5th)

- Use: passive
- Duration: N/A
- Prerequisites: **Get Up**

The first time an adept with **Don't Die** is knocked unconscious (or slain without being knocked unconscious first) in a battle, they automatically use **Get Up**. If the recovered HPs, if any, do not restore the character to consciousness, they are stabilized. See **Death and Dying**.

Duck and Cover (2nd)

- Use: passive
- Duration: N/A
- Prerequisites: **Disengage**

The adept is skilled at avoiding damage from area of effect attacks. **Duck and Cover** grants advantage to **Reflex** saving throws versus any such attack. If a successful save would normally halve the damage done, the adept suffers one-quarter damage.

Earth Rising Kick (2nd)

- Use: 2 chi, action, size limited
- Duration: 3 attacks
- Prerequisites: **Stone Technique**

An adept using **Earth Rising Kick** inflicts 2d6 additional damage with kick attacks. The target of a successful attack must make a **Reflex** save or fall **prone**.

Elemental Fury (4th)

- Use: passive
- Duration: N/A
- Prerequisites: **Elemental Manifestation**

Elemental Fury teaches the adept to harness one element, greatly enhancing the power of one aspect of **Elemental Manifestation**. When wielding a manifesting weapon, they may use a standard action and spend 1 chi to invoke a **Fury** power:

- **Fire** – Call forth a 1 wide x 3 long gout of fire that inflicts 3d6 damage and sets flammable objects alight. **Reflex** save for half damage.
- **Sound** – Create a 2 radius sonic burst. Anyone in the area must make a **Fortitude** save or take 2d6 damage and be **stunned** and **deafened**. The sonic burst shatters fragile items.
- **Lightning** – Summon a bolt of lightning that chains through up to three targets, inflicting 3d6 damage on each. Maximum bolt length is 6 squares. Targets in metal armor take +4 damage. **Reflex** save for half damage.
- **Ice** – Call down spears of ice in a 2 x 2 area within 6 squares, inflicting 2d10 damage. **Reflex** save for half damage. **Fortitude** save or become **chilled**. The target area becomes **difficult terrain**.

Adepts are immune to **Fury** effects that match their weapon's current manifestation and gain a +2 save versus elemental attacks from the matching element. This kata may be chosen more than once, with each selection applying to a different element.

Elemental Manifestation (2nd)

- Use: 2 chi, action, attuned
- Duration: combat
- Prerequisites: **Attuned Weapon**

An adept using **Elemental Manifestation** imbues their **attuned** weapon with chi that manifests as elemental energy. The weapon radiates one of the following elemental attributes:

- **Fire** – Flames play along the weapon's length, inflicting 1d6 additional fire damage to any target struck. It also provides light equivalent to a torch and can set flammable objects alight. A character carrying a flaming weapon cannot use **Stealth**.
- **Sound** – A constant reverberation runs through the weapon, generating a discordant hum. Any target struck by a weapon manifesting sound must make a **Fortitude** save or be **stunned** and **deafened** for 3 rounds. Sound-enhanced weapons negate **Stealth** and penetrate 3 points of item hardness when attempting to destroy items.
- **Lightning** – Tiny bursts of electrical energy light the weapon, inflicting 1d6 additional damage to any target struck. Targets in metal armor take +2 damage.
- **Ice** – The weapon radiates bitter cold, inflicting 1d6 additional cold damage. Targets must make a **Fortitude** save or become **chilled**.

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. Adepts are immune to their own weapon effects.

Empowered Arms (2nd)

- Use: 2 chi, action, attuned
- Duration: combat
- Prerequisites: **Attuned Weapon**

When **Empowered Arms** is invoked, the adept's **attuned** weapon gains +1 attack and +2 damage bonuses. It is equivalent to a +2 magic weapon for damage reduction purposes. If the weapon is a ranged weapon, any missile fired gains the benefits of this power.

Enhanced Flows (4th)

- Use: passive
- Duration: N/A
- Prerequisite: **Battle Ready**

The adept with **Flow Enhancement** begins combat with their full chi pool and recovers 2 chi at the end of the round.

Enrage (1st)

- Use: 1 chi, action
- Duration: combat
- Prerequisites: BAB 1+

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

- Advantage on attack rolls.
- +2 damage.
- +4 temporary hit points.
- +2 bonus to all **Will** saves.
- -2 AC penalty due to recklessness.

While affected by **Enrage,** the adept can only engage in combat actions. They cannot activate items, cast spells, use non-offensive powers, or retreat from a foe.

Executioner (4th)

- Use: 4 chi, declared, size limited
- Duration: current **sneak attack**, recovery action
- Prerequisite: **Cold Blood**

Executioner enhances **sneak attack**. A foe struck by **Executioner** must make a **Fortitude** save or be **slain**. If the target saves, the attack is a critical hit. Maximize **sneak attack** weapon damage as usual. After using **Executioner**, the adept must use a standard action to recover from the attack. They may not carry out any action or reaction until they recover.

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. **Far Shot** may alter the effective range of **Point Blank Shot**.

Feline Grace (3rd)

- Use: passive
- Duration: N/A
- Prerequisite: **Cat-like Readiness**

Feline Grace grants the adept a free **Reflex** save to avoid falling prone. If successful they remain on their feet and do not create an opening. It also grants advantage on **Acrobatics** checks made as part of movement (e.g. crossing a beam, diving past a foe).

Focused Strikes (3rd)

- Use: passive
- Duration: N/A
- Prerequisites: one of **Bludgeon**, **Deep Cuts**, **Hammer Blow, Lunge**, **Penetration**, or **Whirlwind**

Focused Strikes enhances the effects of all kata on the prerequisite list. It grants advantage and a +3 damage bonus to all attacks made using any of the listed kata.

Flurry (3rd)

- Use: 3 chi, action
- Duration: 4 attacks
- Prerequisites: **Harmonic Fist** (unarmed) or **Weapon Master** (armed)

Flurry grants extra attacks when an armed melee attack does damage. When the kata triggers, make up to 3 extra attacks against the same target with a cumulative -1 attack penalty and +2 damage bonus. If an extra attack misses or the target dies, the current sequence ends. Extra attacks use the same weapon as the triggering attack. They do not trigger **Flurries** of their own or count against the kata's duration.

Garrote (2nd)

- Use: 2 chi, triggered, size limited
- Duration: instant
- Prerequisites: **Sneak Attack**

After a successful **Sneak Attack,** the adept can expend chi to **Garrote** the target, silencing them for the remainder of the battle. A successful **Fortitude** save ends the **Garrote** effect.

Get Up (3rd)

- Use: special, action
- Duration: instant
- Prerequisite: **Enrage**

If an adept's HP total falls below 25% of their maximum, they may invoke **Get Up** to heal themselves. **Get Up** burns all the adept's current chi, restoring 1d6 HP per chi consumed. After using the kata, the adept cannot gain chi from any source for 1 round. See **Duration**.

Hammer Blow (1st)

- Use: 1 chi, declared, size limited
- Duration: current attack
- Prerequisites: **Weapon Focus**

Any attack made with **Hammer Blow** causes the target to fall **prone** unless they make a **Reflex** saving throw. **Hammer Blow** requires a two-handed crushing **Weapon Focus** weapon.

Harmonic Fist (2nd)

- Use: 2 chi, action
- Duration: 3 attacks
- Prerequisites: **Warrior's Fist**

When the adept makes a successful unarmed strike with **Harmonic Fist**, it sets up reverberations within the target's body. Subsequent unarmed strikes by the adept versus the target have advantage, do +2 damage, and bypass up to 10 points of damage reduction.

Intercept (2nd)

- Use: 2 chi, triggered, reaction
- Duration: instant
- Prerequisites: **Combat Finesse**

When any ally is targeted by a melee attack, the adept may use **Intercept** to interpose themselves between the attacker and target, becoming the new attack target. The following conditions apply:

- There must be an empty space large enough for the adept that allows them to threaten both the attacker and target with an armed melee attack.
- 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 may move up to 3 squares to **Intercept**. This does not create openings or count as a move.

Iron Palm (2nd)

- Use: 2 chi, action, size limited
- Duration: 3 attacks
- Prerequisites: **Stone Technique**

Iron Palm fist attacks do +2 damage and allow the adept to perform a free **shove** with advantage that does not create an opening for the defender.

Last Stand (4th)

- Use: 4 chi, triggered
- Duration: combat
- Prerequisites: **Quickened Pulse**

An adept can trigger **Last Stand** whenever a melee or ranged attack does damage to the adept and they are below 25% HP as a result. The adept instantly gains temporary HP equal to 50% 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 them **before** removing those from **Last Stand**. This ability can be used once per combat.

Lethal Penetration (3rd)

- Use: passive
- Duration: N/A
- Prerequisites: **Deadly Blows**

The **Lethal Penetration** kata increases the chi cost of all **Deadly Blows** to 2 chi. A successful **Deadly Blows** attack does 4d6 instead of 1d6 extra damage.

Lunge (1st)

- Use: 1 chi, declared
- Duration: current attack
- Prerequisites: **Weapon Focus**

Lunge increases the adept's melee range versus a single target by one square. It requires the use of a one-handed slashing or piercing **Weapon Focus** weapon. A successful **Lunge** does normal damage. As part of the **Lunge** attack, the adept may make a free **shift** toward their target that does not count as a move.

Martial Defender (1st)

- Use: 1 chi, declared
- Duration: current attack
- Prerequisites: **BAB** 1+

An adept can invoke **Martial Defender** when they make an armed attack as a standard action. They take a penalty of -1 to -5 on their attack roll and apply the penalty as a temporary bonus to AC. The adjustment must be declared before any rolls are made. The penalty and bonus last until the character's next initiative. Becoming flat-footed negates the AC bonus, but not the attack penalty.

Missile Deflection (1st)

- Use: reaction, size limited
- Duration: N/A
- Prerequisites: **Warrior's Fist** or **Weapon Specialist** (any 1H weapon proficiency)

The **Missile Deflection** power allows the adept to use a reaction and either their bare hand or a 1H weapon to deflect a missile with a physical component. Bare-handed use of the power requires **Warrior's Fist**; deflecting missiles with a 1H weapon requires **Weapon Specialist** with the appropriate proficiency. Deflected missiles fall harmlessly to the ground within 2d4 squares of the adept in a random direction. Impact effects go off wherever the missile falls. Missiles from firearms cannot be deflected.

Missile Storm (5th)

- Use: 5 chi, action
- Duration: 4 attacks
- Prerequisite: **Multishot**

Each armed ranged attack made using this kata creates a swarm of phantasmal missiles that strike all combatants within 2 squares of the point of impact. Resolve the attack against the primary target as a normal attack that does maximum damage. If the primary attack misses, resolve it as a grenade-like missile. All combatants in the area of effect, including the primary target, take 3d6 physical damage from phantasmal missiles. **Reflex** save for half damage.

Monkey Hand, Lizard Tail (1st)

- Use: passive
- Duration: N/A
- Prerequisites: **Unarmed Proficiency**

This technique teaches the martial adept to use their hands and feet to perform combat maneuvers. They may attempt to **Disarm** foes after a successful fist attack or **Trip** foes after a successful kick. They may also use a **reaction** to **Parry** or **Block** with their hands (negating 2 points of damage per adept power level) . **Disarm** and **Trip** maneuvers create openings unless the adept knows **Warrior's Fist**.

Mortal Wounds (3rd)

- Use: passive
- Duration: N/A
- Prerequisite: **Deep Cuts**

This kata raises the cost of **Deep Cuts** to 2 chi and extends its duration to 4 attacks. **Deep Cuts** attacks inflict maximum damage and cause 3 points of bleeding instead of 2. Attempts to stop the bleeding with **Heal** skill checks are disadvantaged.

Multishot (3rd)

- Use: 3 chi, action
- Duration: 4 attacks
- Prerequisites: **Deadeye**

An adept using **Multishot** fires/hurls up to 3 missiles with a single attack. Each volley must be directed at the same target, uses a single attack roll, and separate damage rolls.

My Armor Is My Skin (2ⁿᵈ)

- Use: passive
- Duration: N/A
- Prerequisites: **Two Armor Proficiencies**

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:

- +2 AC (including touch and flat-footed AC)
- Reduce **Check Penalties** by 2
- Increase the **Dexterity Limit** by 1

Nerve Strike (2ⁿᵈ)

- Use: 2 chi, action, size limited
- Duration: 3 attacks
- Prerequisites: **Harmonic Fist**

Unarmed melee attacks made using **Nerve Strike** do maximum damage and the target must make a **Fortitude** save or be **immobilized**. **Fortitude** save ends.

None Shall Pass (1ˢᵗ)

- Use: 1 chi, action
- Duration: combat
- Prerequisites: **BAB** 1+

A physical adept using **None Shall Pass** establishes control over all squares they threaten with an armed melee attack. Any foe entering a threatened square creates an opening for the adept and must immediately end their move. Any foe beginning their action in a threatened square may move out, subject to the normal rules of movement and openings. **None Shall Pass** give the adept advantage to **combat maneuver checks** when defending against **Charge**, **Disarm**, **Grapple**, or **Shove** attempts. If the adept makes a move other than **step** or **shift**, the power ends.

Opportunistic Strike (2ⁿᵈ)

- Use: 2 chi, reaction
- Duration: instant
- Prerequisites: **Combat Reflexes**

Opportunistic Strike allows an adept to make a reaction attack against a foe when an ally lands one or more armed melee attacks during their normal initiative. The target must be within the adept's melee range. Adepts may combine **Opportunistic Strike** with **Sneak Attack** and **Deadly Blows** if conditions allow. **Opportunistic Strike** may be used once per ally initiative.

Penetration (1st)

- Use: 1 chi, action
- Duration: 3 attacks
- Prerequisites: **Weapon Focus**

Penetration allows the adept to negate some of a foe's damage reduction. This kata requires the use of a piercing, **Weapon Focus** weapon. When active, it grants a +2 damage bonus and negates 3 points of damage reduction. **Penetration** may be used with missile weapons that fire piercing missiles.

Phantasmal Weapon (4th)

- Use: 4 chi, action
- Duration: 4 attacks
- Prerequisites: **Two-weapon Mastery**

The adept creates a phantasmal duplicate of their primary or melee secondary weapon that performs the same attacks as the original. The phantasm inherits the bonuses and enchantments of the duplicated item. Use the original weapon's attack roll to determine hits but roll damage separately. Kata applied to the original weapon also apply to the **Phantasmal Weapon**.

Pinning Shot (2nd)

- Use: 2 chi, action
- Duration: 3 attacks
- Prerequisites: **Precise Shot**

The target of a successful **Pinning Shot** is **entangled** by the missile, which does normal damage in addition to the pinning effect. Removing a pinning missile takes a standard action.

Power Drain (4th)

- Use: 4 chi, action, attuned
- Duration: 4 attacks
- Prerequisites: **Empowered Arms** or **Nerve Strike**

An adept with **Power Drain** active who makes a successful unarmed attack (**Nerve Strike** prerequisite) or melee attack with an **attuned** weapon (**Empowered Arms** prerequisite) channels life and essence from the target into themselves. This power drains 4 HP and 4 essence from the target, converting any essence drained to chi. A target must have essence available for essence drain to take place.

Power Surge (1st)

- Use: 1 chi, action
- Duration: one chi gain
- Prerequisites: **BAB** 1+

The adept invokes this power to generate a rush of chi through their system. They gain 3 additional chi at the **end of the round**. A character cannot exceed their normal chi pool maximum via this power.

Precise Shot (1st)

- Use: passive
- Duration: N/A
- Prerequisites: **Point Blank Shot**

The adept can fire into melee without suffering the usual -4 penalty on attack rolls. When firing into a grapple, they have a 50% chance to hit their desired target. See **Firing into a Grapple**.

Quick Draw (1st)

- Use: 1 chi, minor /reaction
- Duration: instant
- Prerequisites: **Weapon Focus**

Quick Draw allows a physical adept to draw, sheath, or swap any weapon(s) carried as a reaction or minor action during their initiative. It requires **Weapon Focus** with all affected weapons/shields.

Quickened Pulse (4th)

- Use: passive
- Duration: N/A
- Prerequisites: **Second Wind**

The adept with **Quickened Pulse** recovers from damage more quickly than normal. They recover an additional 4 HP from any magical healing effect. Bonus healing gained cannot exceed the base healing received.

Quick Strike (2nd)

- Use: 2 chi, minor
- Duration: instant
- Prerequisites: **Quick Draw**

The adept with **Quick Strike** can draw any weapon they carry and perform a single attack with advantage as a minor action during their initiative. They must have **Weapon Focus** with the weapon used.

Rapid Assault (3rd)

- Use: passive
- Duration: special
- Prerequisites: **Cleave**

An adept with **Rapid Assault** may take a free **step** after each successful **Cleave** attack they make, which does not count as a move. Subsequent **Cleaves** target foes threatened by the adept's new position.

Ricochet (3ʳᵈ)

- Use: 3 chi, action, attuned
- Duration: 4 attacks
- Prerequisites: **Boomerang**

Ricochet causes a hurled weapon to ricochet off multiple targets, inflicting damage to each target it strikes. Each **Ricochet** attack strikes up to 4 targets and uses a single attack roll to determine which blows are successful. Foes may only be hit once by a single **Ricochet** attack.

Rock Shaker (4ᵗʰ)

- Use: 4 chi, declared
- Duration: current action
- Prerequisites: **Earth Rising Kick**

The adept leaps up to 3 squares in any direction to an empty space, creating a powerful wave of force strikes all combatants within 1 square of their destination. There must be a straight-line path between the adept's current space and their destination, which cannot cross **difficult terrain** or be obstructed by objects or combatants (as **Charge**). All targets struck take 3d6 damage and fall **prone**. A successful **Reflex** save halves damage and negates prone. **Rock Shaker** does not count as a move.

Second Wind (3ʳᵈ)

- Use: 3 chi, action
- Duration: instant
- Prerequisites: **Die Hard**

The adept calls upon their inner reserves to heal themselves. **Second Wind** restores 2d6 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 maximum. This ability can be used once per combat.

Serpentine (3ʳᵈ)

- Use: passive
- Duration: special
- Prerequisites: **Monkey Hand, Lizard Tail**

Once per initiative, an adept with **Serpentine Form** may make a free **step** as part of an unarmed melee attack. All attacks by the target of the unarmed attack against the adept are disadvantaged until the adept's next initiative. A **Serpentine shift** does not count as a move.

Shield Bash (1ˢᵗ)

- Use: 1 chi, declared, size limited
- Duration: current attack
- Prerequisites: Appropriate **Weapon Proficiency**

Shield Bash is a shield attack that does +2 damage and causes the target to fall **prone** unless they make a **Reflex** save.

Shield Blast (3ʳᵈ)

- Use: 3 chi, declared, size limited
- Duration: current attack
- Prerequisites: **Shield Bash**

Shield Blast generates a tangible wall of force that strikes foes in a 1 wide x 3 long area. Targets take 2d6 damage and suffer a **Shove** and then a **Trip** combat maneuver. Maneuvers do not create openings for the attacker, but other openings occur as usual (shoved target or falling prone from trip).

Sigil of Blood (5ᵗʰ)

- Use: passive
- Duration: N/A
- Prerequisite: Mortal Wounds

Deep Cuts lasts for 5 attacks and does 4 points of bleeding damage per round. Successful **Heal** skill checks cannot stop bleeding. The effects of healing magic are halved when applied to a **Deep Cuts** victim until all lethal damage is restored.

Sigil of the Dervish (4ᵗʰ)

- Use: passive
- Duration: N/A
- Prerequisites: **Counterstrike**

A **Sigil of the Dervish** adept has advantage when using **Opportunistic Strike** and **Counterstrike**. The adept may also make one free **Opportunistic Strike** or **Counterstrike** each round.

Sigil of Haste (5ᵗʰ)

- Use: passive
- Duration: N/A
- Prerequisites: **Feline Grace**

Sigil of Haste grants the adept one additional reaction each round.

Sigil of Intimidation (4ᵗʰ)

- Use: passive
- Duration: N/A
- Prerequisite: **Threatening Presence**

This sigil enhances the effects of **Threatening Presence**, extending its range to 6. All **Will** saves versus **Threatening Presence** are disadvantaged, as are all attacks against the adept while the kata is active. While **Threatening Presence** is active, the adept may use a free **block** or **parry** once per round.

Sigil of Piercing (4ᵗʰ)

- Use: passive
- Duration: N/A
- Prerequisite: **Deadeye**

All successful **Deadeye** ranged attacks pierce their targets, inflicting an additional 2d6 damage. A target struck by a **Deadeye** attack must make a **Fortitude** save or be **stunned**.

Sigil of the Rogue (5ᵗʰ)

- Use: passive
- Duration: N/A
- Prerequisite: **Lethal Penetration**

Each application of **Deadly Blows** affects two attacks, which must occur in the same round and can use different weapons (e.g. two-weapon fighting). Roll attacks separately.

Soul Weapon (4ᵗʰ)

- Use: passive
- Duration: N/A
- Prerequisites: **Bond of Steel**, magical weapon

An adept using **Soul Weapon** links their soul to an **attuned** magical weapon. The link drains away magic that affects mind or body, granting the adept advantage on saves versus charm, sleep, and other mind-affecting spells, as well as effects that drain life levels or attributes, cause aging, or alter physical form.

If the adept is slain, the **Soul Weapon** stores their living essence. They may be raised from the dead using the weapon, even if their body is completely destroyed.

Spell Deflection Shield (2ⁿᵈ)

- Use: 2 chi, reaction
- Duration: N/A
- Prerequisites: **Shield Proficiency (Armor)**

Spell Deflection Shield allows the adept to use a reaction and an equipped shield to deflect a spell that directly targets them. They must make a combat maneuver test versus the power rating of the spell to succeed. Deflected spells dissipate harmlessly in the air.

Spell Reflection Shield (4ᵗʰ)

- Use: passive
- Duration: N/A
- Prerequisites: **Spell Deflection Shield**

This kata enhances **Spell Deflection Shield**, allowing the adept to reflect a deflected spell at another target. After a successful deflection, the adept must make a ranged touch attack versus the intended target. If the spell cannot reach the caster due to range, it goes off at its maximum range instead.

Stoneskin (4th)

- Use: 4 chi, action
- Duration: combat
- Prerequisites: **My Armor Is My Skin**

The adept uses chi to enhance their resistance to physical attacks. They gain 4/magic damage reduction for the remainder of combat.

Stone Technique (1st)

- Use: 1 chi, committed
- Duration: permanent
- Prerequisite: **Warrior's Fist**

Stone Technique benefits adepts who commit themselves to unarmed/unarmored combat, enhancing the blows they strike and protecting their bodies. Committing the requisite chi grants a +2 AC bonus, 3/earth damage reduction, and access to the kata of this school. **Stone Technique** adepts may not use melee weapons or armor.

Supernatural Awareness (4th)

- Use: passive
- Duration: N/A
- Prerequisites: **Duck and Cover**

Supernatural Awareness grants the adept a free **Reflex** saving throw against any attack that relies on flanking (e.g. **Sneak Attack**). If successful, the attack misses.

Threatening Presence (2nd)

- Use: 2 chi, action
- Duration: combat
- Prerequisites: **None Shall Pass**

The adept using **Threatening Presence** taunts, distracts, and intimidates foes within 3 squares. Opponents in the area of effect must make a **Will** save each time they attack a target other than the adept. If they fail, the attack is disadvantaged.

Throatcrusher (4th)

- Use: passive
- Duration: N/A
- Prerequisites: **Garrote**

Any successful **Garrote** attack by an adept with this kata causes the target to start suffocating. A successful **Heal** check at a -4 penalty or any healing magic ends this effect. See

Suffocation.

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 +2 AC bonus from their off-hand weapon (excluding shields). If the adept is using their flat-footed AC, the bonus is negated.

Two-weapon Mastery (2nd)

- Use: passive
- Duration: N/A
- Prerequisites: **Two-weapon Defense**

Two-weapon Mastery allows the adept to use both main- and off-hand weapons when executing a reaction attack. It further reduces the two-weapon attack penalty for main-hand weapons by 2.

Unbending Flesh (3rd)

- Use: 1 chi, committed
- Duration: N/A
- Prerequisites: **Stone Technique**

Advanced training in the **Stone Technique** grants the adept an additional +3 AC bonus and 3/magic damage reduction.

Uncanny Awareness (3rd)

- Use: passive
- Duration: N/A
- Prerequisites: **Opportunistic Strike**

Uncanny Awareness grants the adept an additional reaction each round.

Vendetta (4th)

- Use: 4 chi, action
- Duration: 4 attacks
- Prerequisites: **Crippling Blow**

The adept focuses all their combat energies on one target, gaining advantage and a 2d6 damage bonus against their chosen foe. Attacks against other targets are disadvantaged for the duration of **Vendetta.**

Warrior's Fist (1st)

- Use: passive
- Duration: N/A
- Prerequisites: **Unarmed Proficiency**

Adepts with **Warrior's Fist** treat their unarmed attacks as armed attacks. They no longer cause openings and inflict lethal damage. Unarmed attacks gain a +1 attack bonus and are effectively +1 magic weapons for purposes of damage reduction.

Weapon Master (1ˢᵗ)

- Use: passive
- Duration: N/A
- Prerequisites: **Weapon Specialist**

Weapon Master builds upon the mundane **Weapon Focus** and **Weapon Specialist** feats, providing an additional +1 attack and damage bonus with weapons of a single proficiency category. Adepts may take **Weapon Master** multiple times, applying each rank to a different proficiency category.

Whirlwind (1ˢᵗ)

- Use: 1 chi, declared
- Duration: current attack
- Prerequisites: **Weapon Focus**

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

Revision History

Changes

- Rearranged some sections to improve reading order.
- Polished general description of the d20 mechanic.
- Gave daggers a range.
- Moved grenade-like missile discussion to **Weapons**.
- Added a section on improvised weapons to **Weapons**.
- Adjusted the base AC of items to 10+size adjustment and set the AC of a location at 10.
- Adjusted the range of bolas to 3.
- V3.32
- Clarified skill check penalties from various sources.
- Fixed the movement penalty problem (armor/encumbrance penalties are not cumulative, armor penalties differ for different base move rates).
- Combatants can use a reaction to **disarm**, **dismount**, **shove**, or **trip.**
- Clarified **reach** and tweaked descriptions to account for size.
- Defined the effects of size on armor/weapon weight and cost.
- Added damage columns to the weapons tables for size L combatants.
- **Swift Combatant** cannot be taken as a free feat (cheaty!)
- Fixed a couple kata prerequisite listings.
- Described the effects of magical armor/weapons on penalties and item weight.
- Clarified the text for armor proficiency penalties.
- Corrected the prerequisite for **Feline Grace** to an actual kata.
- V3.31
- Kata purchases are no longer limited by the level of other kata known (no "kata pyramid").
- Added cross-references to most "See XXX" text.
- Limited who can use **Sneak Attack**.
- Vastly simplified flanking and reduced its effects.
- **Whirlwind** hits **combatants** not **foes**.
- Added a section discussing powers that produce movement but are not moves. (just read it).
- Eliminated duplicate verbiage concerning falling prone and opening. The combat status effect section describes the effects, no need to repeat.
- Reversed the adjustments to size and cleaned up all related text.
  - Details: This change means size modifiers are additive to the most common cases, attack rolls and AC. I have no idea why they were reversed.
- Added a description of **size limited** to the **Size** section (affects kata/combat maneuvers)
- Restored some combat maneuver openings that were lost in clarity edits.
- **Pinning Shot** now applies **entangled** instead of **immobilized.**
- Added many kata.

- Changed **free action** to **minor action** for clarity.
- Cleaned up and tweaked many kata.
- Moved the definition of committed essence to the **Power** section.
- Adjusted the effects of **Lethal Penetration**.
- **Power Surge** grants 3 chi instead of 2.
- Renamed five-foot step to **step**. Squares matter. Feet don't.
- Rewrote **Flurry** so it actually makes sense (maybe).
- Fixed **Opportunistic Strike's** chi cost (1 instead of none).
- Edits for clarity when discussing attack bonuses.
- Improved consistency of armed/unarmed melee attack language.
- Removed details from **Cold Blood** that duplicated helpless/immobilized status effects.
- Eliminated **Draining Touch** (which duplicated **Power Drain**).
- Reworded **Power Drain** to account for unarmed attacks.
- Some kata that were minor actions are now minor actions or reactions.
- Clarified that bonuses from kata are magical.
- Kata are not affected by dispel magic or similar spells/effects.
- Noted that **My Armor Is My Skin** counts for touch/flat-footed AC.
- Clarified moves that require skill checks in combat.
- V3.30
- Clarified that critical hits only affect base weapon damage.
- Clarified cart/wagon movement (restricted to roads).
- Edits for clarity throughout.
- Tweaked power level calculations for clarity/consistency with saving throw descriptions.
- Tweaked the text for combat maneuvers, hit points, and movement to improve clarity.
- **Block** and **parry** now prevent a limited amount of damage.
- Described a method to resolve conflicts between spells.
- Reworked the timing of characters gaining reactions.
- Delay action and ready response only last until the end of the current turn.
- Changed delay action and ready action to delay turn and ready response and reworked both relevant sections to better explain interactions with turns, delays, responses, and reactions.
- V3.29
- Added a section discussing **committed** essence.
- Tweaked **deafened** status to use disadvantage.
- Revised methods of learning spells.
- Touch attacks benefit from attribute bonuses.
- Touch attacks do **not** create openings (casting spells does).
- Implemented new flanking rules.
- Rewrote death and dying to cover both lethal and non-lethal damage.
- Tweaked descriptions of **Parry** and **Block** for clarity.

- Clarified natural attacks may/may not cause openings.
- Clarified openings for targets vs. general openings.
- V3.28
- Minor appearance tweaks.
- Clarified learning spells and character levels.
- Tweaked several kata descriptions that granted damage reduction/DR penetration.
- Rewrote damage reduction section to not be stupid. DR indicates the type of attack that penetrates it. E.g. Skeletons are 5/crushing.
- Added information on various mounts.
- Clarified attacks and size modifiers versus pre-calculated AC values.
- Increased **Strength** bonus to carry capacity 10 to 15 per plus.
- Reduced armor weights by 20%.
- Deleted pre 3.0 change log (TMI).
- Defined fall damage.
- Clarified attacks per round and the effects of BAB thereon.
- Minor edits for clarity.
- Defined **Slow**.
- V3.27
- Noted the once per ricochet nature of **Ricochet**.
- Quick Strike may now be used with ranged weapons.
- Clarified size limits on combat maneuvers.
- Tweaked ready action.
- Clarified ending powers in combat (minor action).
- Fixed CP costs for all character abilities (I think).
- Sharp Witted may be applied to Knowledge skills.
- Defined ranged attacks into grapples.
- Removed reference to purchased attributes. No.
- Defined minimum spells per domain level.
- Clarified magical adepts do not need spell books.
- Gave the Two-weapon fighting feat a bonus when using a shield as a weapon.
- Fixed some martial adept feats that were referencing shield mastery instead of proficiency.
- Changes to power rating wording to make some spell effects easier to describe.
- Defined the effects of haste.
- Defined the use of weapons of different size classes.
- Expanded movement rate information for indoor and outdoor movement.
- Updated spell knowledge checks/learning.
- Tweaked various spell effects.
- V3.26
- Skill costs and skill-granting feats adjusted.

- Revisited advantage/disadvantage and bonuses/penalties for many combat-related actions.
- Tweaked a number of weapon descriptions.
- Missile Deflection may be used with 1H weapons.
- Added the **brace** combat maneuver.
- Added the **dismount** combat maneuver.
- Added a missing Dwarf racial benefit (no move penalty from armor).
- Clarified proficiencies for bastard sword/dwarven axe.
- Clarified weapon ranges and moved text to the combat section.
- Summarized life steal, illusion, and necrotic magic effects.
- Streamlined language skill/linguist feat.
- Revised wording for spell/kata power ratings to be consistent.
- Adjusted kata power rating formula.
- Clarified spell learning and identical spells from different domains.
- Added an unarmed kata that deals with combat maneuvers.
- Clarified Point Blank Shot/Far Shot interactions.
- Clarified Dodge wording. Extend to character's next initiative.
- Clarified reactions that are triggered by attacks in the reaction section.
- Added kata for unarmed/unarmored combatants.
- **Stunned** is removed with a **Fortitude** save.
- Defined **committed** chi for martial adept kata.
- Renamed the **Evasion** kata to **Duck and Cover**. Fixed associated wording.
- Cleaned up wording of **item AC**.
- Corrected references to **Unarmed Combat**.
- V3.25
- Adjusted many prerequisites for feats and kata.
- Cleaned up **flanked** and a few other conditions.
- Adjusted many martial kata.
- Cleaned up Evasion/Dodge wording confusion.
- Eliminated a bogus feat (unarmed combat, which identical to the warriors fist kata).
- Clarified **reaction** acquisition and lifespan.
- Minor adjustments to armor/weapon costs/stats (mostly fixing missing values).
- Tweaked combat maneuver and grapple wording/effects.
- V3.24
- Eliminated exotic weapons.
- Tweaked secondary profession benefits.
- Minor revisions to 5-foot step and ~~withdraw~~ shift wording.
- V3.23
- Tweaked touch attack mechanics to allow for the **Unarmed Combat** feat.
- Changed chi and mana costs.

- Rewrote spell casting mechanics.
- More kata.
- Clarified openings for multi-action activity.
- V3.22
- **Deafened** and **chilled** status effects.
- Balance pass on katas and more katas.
- First pass changes to martial kata.
- V3.21
- More major changes. Highlights:
  - Restructured race bonuses. See heritage.
  - Streamlined skill list.
  - Rewrote spell use. All spells (arcane/divine), use a unified system.
  - Restructured multi-attack.
  - Changed AoOs and combat actions significantly.
  - Changed combat maneuver resolution.
- Significant changes to EVERYTHING (and I do mean everything).
- Version 3.0.

To Do

Various things that should be revisited/reviewed.

Spell Casting Cost Mechanics

There should probably be clearer rules about using various essence sources for spells (lethal, non-lethal HP, mana). If HP are an essence source, their cost should align with chi and mana. Raise all to 7 CP or lower all to 5 CP.

Kata Costs

Some high-level kata that apply to a limited number of attacks may need review. They feel weak compared to similar passive or boost kata of similar power. **Elemental Fury** should probably be the baseline for other 4th level kata.