

Dungeons & Dragons



SAGA EDITION

## PART ONE

# RACES

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The following are the core races for *Saga Edition D&D*. There may be additional races, but let us never forget how lazy I am.

This system of racial traits/racial talent trees opens up the possibility of ‘member of one race raised by another,’ such as a human-raised elf or a halfling-raised gnome. If you want to play such a character, you gain all of your race’s normal traits, except for automatic languages. You gain the languages of the race that raised you. In addition, you may select talents from the talent tree of the race that raised you. You may *not* select talents from your normal racial talent tree, however (a human raised by elves may select talents from the Elf talent tree, but not the human one, for example).

## HUMAN

Humans are the most widespread race in *Dungeons & Dragons*. They are adaptive and tenacious, varied in their talents and with a wide array of skills at their disposal. While other races tend to adapt to live more comfortably in their given homelands, humans choose instead to adapt their homelands: clearing forests to make fields, smoothing mountains to make hills, and creating cities where before there was nothing. Humans have the greatest innate potential of any race, and each individual human maximizes or wastes that potential as they see fit.

Humans receive the following racial traits.

- **Base Speed:** 6 squares
- **Medium:** As medium-sized beings, humans receive neither bonuses nor penalties due to their size.
- **Feat:** Humans gain a bonus feat at 1st level. This may be any feat for which the human otherwise meets the prerequisites.
- **Bonus Skill:** Humans gain a bonus trained skill at 1st level.
- **Adaptable Defense:** Humans receive a +1 racial bonus to any one defense, chosen at 1st level.
- **Automatic languages:** Common plus any one other.

## Human Talent Tree

Whenever you would gain a talent, you may take a talent from the talent tree below instead of from some other source.

**Enhanced Ability:** You gain a +2 racial bonus to a single ability score of your choice. You may take this talent multiple times, choosing a different ability score each time you do.

**Feat:** Instead of a talent, you gain a single feat of your choice for which you otherwise meet the prerequisites. You may take this talent multiple times.

**Jack of All Trades:** Choose a single skill that isn't a class skill for you. That skill becomes a class skill for you in the class of your choice. You may take this talent multiple times.

**Savant:** Choose a single untrained class skill. You become trained in that skill. You may take this talent multiple times.

**Skilled:** Choose a single skill you are trained in. You may re-roll any checks with that skill, but you must keep the second result, even if it's worse. You can take this talent multiple times, choosing a different skill each time you do.



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# DWARF

Dwarves are a steadfast and loyal race. They are shorter than humans on average, but weigh nearly as much due to their width. Dwarves are not fat, simply solidly built. They live underground, in hills and mountains, but close to the surface of the world; their halls often have extensive tunnels to allow sunlight to filter in. Dwarves have a lawful, organized, and rigid society. They are ancient enemies of the goblins.

Dwarves receive the following racial traits.

- **Ability Adjustments:** +2 Constitution, -2 Charisma
- **Base Speed:** 4 squares
- **Medium:** As medium-sized beings, dwarves receive neither bonuses nor penalties due to their size.
- **Darkvision:** Dwarves ignore concealment (including total concealment) due to darkness. However, they cannot perceive colors in darkness.
- **Great Fortitude:** Dwarves receive a +2 racial bonus to their Fortitude defense.
- **Magic Resistance:** Dwarves are difficult to affect via magic. A dwarf adds +2 to each of his Defenses when being attacked by a spell or magical effect (but not magical weapons).
- **Skilled Crafter:** Dwarves may re-roll any Artifice check if the material involves stone or metal. They must keep the second result even if it is worse, however.
- **Automatic Languages:** Common, Dwarven.



## Dwarf Talent Tree

Whenever you would gain a talent, you may take a talent from the talent tree below instead of from some other source.

**Enhanced Constitution:** Your racial bonus to your Constitution score increases by +2.

**Great Recovery:** Whenever you catch a second wind, you regain a number of additional hit points equal to 1d6 per three character levels you possess.

*Prerequisite:* Trained in the Endurance skill.

**Greater Magic Resistance:** Your racial bonus to each of your defenses against spells improves to +4.

**Stonecunning:** You may re-roll any Perception check or Knowledge check that involves examining stone, keeping the better result. You automatically notice such things as new construction (even if built to match the old). Something that isn't stone but built to look like stone counts as unusual stonework. You also have a sort of "depth sense," always having a rough idea of how deep underground you are.

**Tough Defense:** Any attack against you that targets your Reflex defense can, at your discretion, target your Fortitude defense instead. You must make this decision before any rolls are made.

*Prerequisite:* Great Recovery, trained in the endurance skill



# ELF

Elves are an immensely long-lived and impossibly ancient race. They are shorter and slighter than humans on average, with lithe builds, long, pointed ears, and straight hair in either blond or black atop their heads and at their eyebrows only; elves otherwise have no body hair. Their eyes are narrower than a typical human's, and may be green, blue, purple, or brown. Elves are adept woodsmen and hunters, but also learned sages and skilled mages. They live in the forests of the world, usually in scattered hunter-gatherer bands, but many large forests also have ancient elf cities within their deepest corners. Non-elves are rarely welcome inside of these cities; in fact, the race as a whole is slightly xenophobic and arrogant. Elves have ancient hatred of orcs.

Elves receive the following racial traits.

- **Ability Adjustments:** +2 Dexterity, -2 Constitution
- **Base Speed:** 6 squares
- **Medium:** As medium-sized beings, elves receive neither bonuses nor penalties due to their size.
- **Low-light Vision:** Elves ignore concealment (but not total concealment) due to darkness.
- **Perceptive:** An elf may re-roll any Perception check, but they must keep the second result, even if it's worse.
- **Immunity:** Elves ignore any magical effect that would cause them to fall unconscious (but not non-magical effects, such as some manner of poison)
- **Bonus Feat:** Elves receive Weapon Group Proficiency (bows) for free at 1st-level
- **Automatic Languages:** Common, Elven.



## Elf Talent Tree

Whenever you would gain a talent, you may take a talent from the talent tree below instead of from some other source.

**Acrobatic Prowess:** You may re-roll any Acrobatics check, but you must keep the second result, even if it's worse.

*Prerequisite:* Trained in Acrobatics

**Enhanced Dexterity:** Your racial bonus to your Dexterity score increases by +2.

**Knowledge of Ages:** You can use the Expert Knowledge application of the Knowledge skill even if you are untrained in that skill. However, the DC for any such check is increased by 5.

**Long Stride:** Your movement speed is increased by 2 squares as long as you are wearing light armor or no armor and carrying a light load.

**Spell Savant:** You may re-roll any Spellcraft check, but you must keep the second result, even if it's worse.

*Prerequisite:* Spellshaper feat, trained in Spellcraft.

# Gnome

Gnomes are often called the forgotten race. Living in the foothills and outskirts of the woods between elf and dwarf holds, gnomes have never been great empire-builders or kingdom-forgers. They live in small villages hidden by natural features as well as the occasional illusion – a magic that gnomes have risen to an art form. They often serve as a go-between for the elves and the dwarves, getting along with both of these races better than either of them get along with each other.

Gnomes receive the following racial traits.

- **Ability Adjustments:** +2 Constitution, -2 Strength.
- **Base Speed:** 4 squares
- **Small:** Gnomes are small, not medium-sized. This gives them a +1 racial bonus to their Reflex defense and a +5 species bonus to Stealth checks, but their lifting and carrying capacity is only three-quarters that of medium-sized beings.
- **Low-light vision:** Gnomes ignore concealment (but not total concealment) due to darkness.
- **Illusion Resistance:** Gnomes may always take 10 to notice an illusion and disbelieve it, such as the ones created by the *illusion* spell, even if rushed or under pressure.
- **Skilled Alchemist:** Gnomes may re-roll any Artifice check involving alchemy or chemicals, but they must keep the second result even if it's worse.
- **Automatic Languages:** Common, Gnome.



## Gnome Talent Tree

Whenever you would gain a talent, you may take a talent from the talent tree below instead of from some other source.

**Enhanced Constitution:** Your racial bonus to your Constitution score increases by +2.

**Master Illusionist:** You may re-roll any Perception check made to disbelieve an illusion, keeping the better result. Additionally, you may take 10 on any Spellcraft check made to cast the spell *illusion*, even if rushed or under pressure.

*Prerequisites:* Spellshaper, Spell Training, trained in Spellcraft. able to cast the *illusion* spell.

**Scent:** You have a keen sense of smell. At close range (within 10 squares), you ignore concealment and cover for the purposes of Perception checks, and you take no penalty for poor visibility when tracking.

**Spell Savant:** You may re-roll any Spellcraft check, but you must keep the second result, even if it's worse.

*Prerequisite:* Spellshaper feat, trained in Spellcraft.

**Tinker:** You can re-roll any Artifice check involving wood or metal. You must keep the second result even if it is worse, however.

# HALF-ELF

The offspring of humans and elves, half-elves inherit the love of art, nature, and finer things in life of elves, coupled with the ambition, daring, and drive of humans. Half-elves live longer than humans, though not nearly as long as elves. They have sparse body hair and often inherit eye color from their elf parents, but have taller and more robust builds, though still slight by human standards. Half-elves breed true with others of their kind, yet they rarely go out and try and found kingdoms of exclusive half-elves, instead living amongst their human or elf parents. Large human cities may sometimes have half-elf exclusive sections, however.

Half-elves receive the following racial traits.

- **Base Speed:** 6 squares
- **Medium:** As medium-sized beings, half-elves receive neither bonuses nor penalties due to their size.
- **Low-light Vision:** Half-elves ignore concealment (but not total concealment) due to darkness.
- **Immunity:** Half-elves ignore any magical effect that would cause them to fall unconscious (but not non-magical effects, such as some manner of poison)
- **Bonus Skill:** Half-elves gain a bonus trained skill at 1st level.
- **Mixed Parentage:** For any effect related to race, half-elves are considered to be both humans and elves.
- **Automatic languages:** Common, Elven

## Half-elf Talent Tree

Whenever you would gain a talent, you may take a talent from either the Human talent tree or the Elf talent tree, as described above, instead of from some other source.



# HALF-ORC

On the wild frontiers of human lands, the distinction between races mingle; this is especially true amongst barbarian human tribes that regularly come into contact with orcs. Half-orcs lead lonely existences on the fringe of human society, rarely welcome due to their appearance and their lack of mental capability and sense of self. Many half-orcs take up the wandering life of an adventurer in order to earn respect and glory in the eyes of their human ancestors and forebears. Amongst orcs, half-orcs often suffer due to being physically weaker, though their greater mental abilities can often lead half-orcs to become powerful figures in an orc tribe.

Half-orcs receive the following racial traits.

- **Ability Adjustments:** +2 Strength, -2 Intelligence, -2 Charisma
- **Base Speed:** 6 squares
- **Medium:** As medium-sized beings, half-orcs receive neither bonuses nor penalties due to their size.
- **Darkvision:** Half-orcs ignore concealment (including total concealment) due to darkness. However, they cannot perceive colors in darkness.
- **Bonus Feat:** At 1st level, you gain a bonus feat. This may be any feat for which you otherwise meet the prerequisites.
- **Mixed Parentage:** For all effects related to race, including talent and feat prerequisites, a half-orc is considered to be both a human and an orc.

**Automatic Languages:** Common, Orc

## Half-orc Talent Tree

Any time a half-orc character would gain a talent, they may choose to take a talent from either the human talent tree (described above) or the orc talent tree (described below).

**Deathstrike:** Whenever an orc makes a melee attack against an opponent that is denied its Dexterity bonus to its Reflex defense, the orc's attack, if successful, deals +1 die of damage.

**Enhanced Strength:** Your racial bonus to your Strength score increases by +2.

**Hardy:** You may re-roll any Endurance check, but you must take the second result, even if it's worse.

*Prerequisite:* Trained in the Endurance skill.

**Imposing Presence:** You may use your Strength modifier instead of your Charisma modifier on Persuasion checks made to intimidate.

**Tough Defense:** Orcs often rely on their physical toughness rather than their agility. Any attack against you that would normally attack your Reflex defense can, at your discretion, attack your Fortitude defense instead. You must make this decision before any rolls are made.

*Prerequisite:* Hardy, trained in the Endurance skill.





# HALFLING

Halflings are a short race, usually about half as tall as a full-grown human. They are lithe and athletic in build, and charming in personality. Halflings have no lands of their own, instead living as nomads and wanderers, often in caravans or small river boat fleets. They are adept at getting into trouble and even better at getting out of it, and are often richer for the effort. Halflings have a very tight-knit and insular culture, however, and while not truly xenophobic, they do not easily adapt to change or take the advice of others.

Halflings receive the following racial traits.

- **Ability Adjustments:** +2 Dexterity, -2 Strength
- **Base Speed:** 4 squares
- **Small:** Halflings are small, not medium-sized. This gives them a +1 racial bonus to their Reflex defense and a +5 species bonus to Stealth checks, but their lifting and carrying capacity is only three-quarters that of medium-sized beings.
- **Improved Stealth:** Halflings may choose to reroll any Stealth check, but they must keep the second result, even if it's worse.
- **Acrobatic:** Halflings may choose to re-roll any Acrobatics check, but they must keep the second result, even if it's worse.
- **Lightning Reflexes:** Halflings gain a +1 racial bonus to their Reflex defense. This bonus stacks with their +1 size bonus to their Reflex defense in general.
- **Languages:** Common, Halfling.



## Halfling Talent Tree

Any time a halfling character would gain a talent, they may take a talent from the tree outlined below instead of from some other source.

**Courageous:** You receive a +5 bonus to your Will defense when defending against Fear effects.

**Enhanced Dexterity:** Your racial bonus to your Dexterity score increases by +2.

**Fearless:** You are immune to Fear effects.

*Prerequisite:* Courageous.

**Great Stealth:** As the halfling racial trait Improved Stealth, except you can now choose to keep the better result.

*Prerequisite:* Trained in the Stealth skill.

**Hidden Movement:** You're very good at hiding while mobile, taking no penalty on Stealth checks when moving at normal speed.

*Prerequisite:* Great Stealth, trained in the Stealth skill.



## PART TWO

# CLASSES

Classing and leveling up works the same as in *Star Wars Saga Edition*, except that the five core classes of *SE* have been replaced with the following five classes, and skills work a little differently.

**Adventurer:** On the lookout for fame, fortune, and glory, adventurers have a wide array of skills and a carefully honed ability to work with one another.

**Cleric:** Pious warriors of their patron deities, clerics are adept in combat, as well as skilled healers and practitioners of divine magic.

**Fighter:** An able warrior with exceptional combat capability and unequalled skill with weapons.

**Mage:** A master of the arcane arts, a skilled shaper of spells, and an able manipulator of arcane energies.

**Rogue:** A tricky, skillful scoundrel who succeeds with stealth and daring rather than brute force.

### Skills & Trained Skills

Each class gains a number of class skills. Characters receive a +2 class bonus on skill checks if the skill they are attempting is a class skill for them.

In addition, each character receives a number of trained skills. Trained skills are skills that your character has specialized in. Trained skills must be taken from your list of class skills. You receive a +3 trained bonus on skill checks if the skill is a class skill (this stacks with the +2 class bonus, above, for a total of +5).

## ADVENTURER

While many people may call themselves adventurers, few actually make a profession out of it. Those that do tend to be hardy individuals, skilled at working as a team to overcome the many challenges that they face. Adventurers are peerless in overcoming the odds and an absolute necessity for any group that wishes to become more than simply the sum of its parts.

### Hit Points

Adventurers begin play with a number of hit points equal to 24 + their Constitution modifier. At each level after 1st, they gain 1d8 + their Constitution modifier hit points.

### Action Points

Adventurers gain a number of Action Points each level equal to 5 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

**Table 2-1: The Adventurer**

Class Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, starting feats, talent
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

**Class Skills (Trained in 5 + Int modifier):** Acrobatics, Artifice, Climb, Endurance, Heal, Initiative, Jump, Knowledge (all skills, taken individually), Perception, Ride, Stealth, Survival, Swim

## Defense Bonuses

At 1st level, you receive a +1 class bonus to each of your defenses.

## Starting Feats

You begin play with the following feats

Armor Group Proficiency (light)

Awesome Actions

Weapon Proficiency (basic weapons plus any three others)

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from one of the talent trees presented below.

### Agile Combat Talent Tree

You are a skilled melee duelist, a dervish with a blade.

**Acrobatic Recovery:** If an effect causes you to fall prone, you can make a DC 20 Acrobatics check to remain on your feet.

**Elusive Target:** When fighting an opponent or multiple opponents in melee, other opponents attempting to target you with ranged attacks take a -5 penalty. This is in addition to the standard -5 penalty for firing into melee, for a total of -10.

**Block:** As a reaction, you may negate a melee attack by making a successful Acrobatics check. The DC of the skill check is equal to the result of the attack roll you wish to negate, and you take a cumulative -5 penalty on your Acrobatics check for every time you have used Block or Deflect since the beginning of your last turn. You must have a one-handed melee weapon drawn to use this talent, and you must be aware of the attack and not flat-footed.

If you have the Martial Arts feat, then you may use this talent even if unarmed.

**Deflect:** As a reaction, you may negate a ranged attack by making a successful Acrobatics check. The DC of the skill check is equal to the result of the attack roll you wish to negate, and you take a cumulative -5 penalty on your Acrobatics check for every time you have used Block or Deflect since the beginning of your last turn. You must have a one-handed melee weapon drawn to use this talent, and you must be aware of the attack and not be flat-footed.

This talent cannot be used to negate attacks from large siege weapons, such as catapults or ballistae.

**Skilled Defense:** As a swift action, you can use your weapon to parry your opponent's attacks, gaining a +1 deflection bonus to your Reflex Defense until the start of your next turn. You must have a one-handed melee weapon drawn to use this talent, and you don't gain the deflection bonus if you are flat-footed or otherwise unaware of the incoming attack.

You can take this talent multiple times; each time you take it, the deflection bonus increases by +1 (maximum +3). If you have the Martial Arts feat, then you may use this talent even if unarmed.

**Skirmisher:** If you move at least 2 squares before you make an attack and end your move in a different square from where you started, you gain a +1 bonus on attack rolls until the start of your next turn.



### Leadership Talent Tree

You are a naturally skilled leader of others.

**Born Leader:** Once per encounter, as a swift action, you grant all allies within your line of sight a +1 insight bonus on attack rolls. This effect lasts for as long as they remain within line of sight of you. An ally loses this bonus immediately if line of sight is broken or if you are unconscious or dead.

**Coordinate:** An adventurer with this talent has a knack for getting people to work together. When you use this talent as a standard action, all allies within your line of sight gain an additional +1 bonus when they use the aid another action until the start of your next turn.

You may use this talent multiple times; each time you do, the bonus granted by the coordinate ability increases by +1 (to a maximum of +5).

**Distant Command:** Any ally who gains the benefit of your Born Leader talent (see above) does not lose the benefit if their line of sight to you is broken.

*Prerequisite:* Born leader

**Fearless Leader:** As a swift action, you can provide a courageous example for your allies. For the remainder of the encounter, your allies receive a +5 moral bonus to their Will defense against any fear effect. Your allies lose this benefit if

they lose line of sight to you, or if you are killed or knocked unconscious.

*Prerequisite:* Born Leader

**Rally:** Once per encounter, you can rally your allies and bring them back from the edge of defeat. As a swift action, any allies within your line of sight who have less than half their total hit points remaining gain a +2 morale bonus to their Reflex defense and Will defense and a +2 bonus to all damage rolls for the remainder of the encounter.

*Prerequisites:* Born Leader, Distant Command

**Trust:** You can give up your standard action to give one ally within your line of sight an extra standard action or move action on his next turn, to do with as he pleases. The ally does not lose this action if the line of sight is later broken.

*Prerequisites:* Born Leader, Coordinate.

### Survival Talent Tree

You are skilled at navigating, and surviving, the dangerous places where adventurers often travel.

**Evasion:** Whenever you are subject to an area attack that deals half damage if it misses, you take no damage instead.

**Improved Evasion:** As Evasion, except that you take only half damage even if the attack hits, and no damage at all if it misses.

*Prerequisite:* Evasion, Uncanny Dodge I, Uncanny Dodge II.

**Uncanny Dodge I:** You retain your Dexterity bonus to your Reflex Defense regardless of being caught flat-footed or struck by a hidden attacker. You still lose your Dexterity bonus to Reflex defense if you are immobilized.

*Prerequisite:* Evasion.

**Uncanny Dodge II:** You can't be flanked; you can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.

*Prerequisites:* Evasion, Uncanny Dodge I.

**Dungeoneering Savant:** You may re-roll any Knowledge (Dungeoneering) check. You must still keep the second result, even if it's worse.

*Prerequisite:* Trained in Knowledge (Dungeoneering).

### Trapfinding Talent Tree

You are talented at finding, disarming, and manipulating traps of all kinds.

**Bypass Trap:** If you beat a trap's DC by 10 or more with an Artifice check, you can study a trap, figure out how it works, and bypass it (with your party) without disarming it.

*Prerequisite:* Trapfinding.

**Finder:** Whenever you pass within 1 square of a hidden object, such as a secret door or trap, you are entitled to a Perception check, even if you are not actively looking for hidden objects.

**Trapfinding:** You can use the Perception skill to locate traps if the DC is higher than 20.

**Trap Sense:** You gain an intuitive sense that alerts you to danger from traps, giving you a +1 dodge bonus to your Reflex Defense when attacked by a trap. You may take this talent multiple times, increasing the dodge bonus each time you do.

*Prerequisite:* Trapfinding.

## Bonus Feats

At every even-numbered level (2nd, 4th, and so on), the Adventurer gains a bonus feat. This feat must be chosen from the following list, and they must still meet any and all prerequisites for the feat.

Acrobatic Strike, Armor Group Proficiency, Awesome Actions, Combat Reflexes, Coordinated Attack, Dodge, Double Attack, Dual Weapon Mastery I, Exotic Weapon Proficiency, Extra Second Wind, Improved Defenses, Improved Damage Threshold, Linguist, Maneuver Master, Maneuver Training, Melee Defense, Point Blank Shot, Rapid Strike, Running Attack, Shake it Off, Shield Group Proficiency, Skill Focus, Skill Training, Toughness, Weapon Finesse, Weapon Focus, Weapon Group Proficiency.

## Starting Gold

A 1st-level Adventurer begins play with 5d4 x 10 gold.

# CLERIC

Clerics are servants of the gods in *Dungeons & Dragons*. They may be alternatively pious, upstanding servants of good, or debased, dark servants of evil – or anything in between. Clerics are a varied lot, and while often martial-minded warriors, some focus more on healing or spreading their faith than combat. A party without a cleric in it is worse for wear, if for no other reason than the healing touch they bring to it.

**Table 2-2: The Cleric**

Class Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, starting feats, talent
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

**Class Skills (Trained in 2 + Int modifier):** Artifice, Endurance, Gather Information, Heal, Knowledge (all skills, taken individually), Perception, Persuasion, Ride, Spellcraft

## Hit Points

Clerics begin play with a number of hit points equal to 24 + their Constitution modifier. At each level after 1st, they gain 1d8 + their Constitution modifier hit points.

## Action Points

Clerics gain a number of Action Points each level equal to 5 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

At 1st level, you receive a +2 class bonus to your Will defense and a +1 class bonus to your Fortitude defense

## Starting Feats

You begin play with the following feats

Armor Proficiency (light, medium)

Spellshaper

Weapon Proficiency (basic weapons plus any two others)

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from one of the talent trees presented below.

### Divine Spellcaster Talent Tree

You are a skilled shaper of divine magic.

**Spellcraft Adept:** You are skilled at using a particular spell. Select one spell you know. When using that spell, you have the option of spending an action die to make two Spellcraft checks, keeping the better result.

This talent may be selected multiple times, choosing a new spell each time.

*Prerequisite:* Willful Caster, trained in the Spellcraft skill.

**Spell Focus:** As a full-round action, you can make a DC 15 Spellcraft check. If the check succeeds, you regain one spent spell of your choice.

*Prerequisite:* Willful Caster, trained in the Spellcraft skill.

**Willful Caster:** You use your Wisdom modifier in place of your Charisma modifier when making Spellcraft checks and when determining how many spells you receive when taking the Spell Training feat.

*Prerequisite:* Trained in the Spellcraft skill.

### Healer Talent Tree

You are a skilled healer, adept at bringing others back from even the brink of death.

**Cure Disease:** Once per day as a standard action, you can cure a being of any diseases it has simply by touching the being. This cures both mundane and magical diseases. A being can benefit from this ability only once per day.

*Prerequisite:* Divine Healing, Lay on Hands.

**Cure Poison:** Once per day as a standard action, you can cure a being of any poison that is afflicting it simply by touching the being. A being can benefit from this ability only once per day.

*Prerequisite:* Divine Healing, Lay on Hands.

**Divine Healing:** You may make a Spellcraft check in the place of a Heal check. You are considered trained in the Heal skill for the purposes of using this talent. If you are entitled to a Heal check reroll, you may reroll your Spellcraft check instead (subject to the same circumstances and limitations).

In addition, you can administer first aid, treat disease, and treat poison without the requisite healer's kit.

**Lay on Hands:** As a standard action, you may lay your hands upon a wounded individual. They immediately recover a number of hit points equal to your Cleric level multiplied by your Wisdom modifier. A given character can benefit from Lay on Hands only once per day. Alternatively, you may forgo healing hit points on a character and instead cure him of any disease, poison, or other debilitating condition. This counts as the target's once-per-day of Lay on Hands, however.

*Prerequisite:* Divine Healing.





### Imbue Item Talent Tree

You have the ability to imbue items within your possession with holy (or unholy) power.

**Attune Weapon:** You may spend an action point to attune a weapon. Attuning the weapon takes a full round action. From that point forward, whenever you wield the attuned weapon, you gain a +1 divine bonus on attack rolls. The weapon is attuned to you alone; others who wield the weapon do not gain the divine bonus.

**Divine Talisman:** You may spend one action point to imbue a weapon or some other portable object with divine radiance, creating a talisman that provides protection to you. Creating the talisman takes a full-round action. While you wear or carry the talisman on your person, you gain a +1 divine bonus to one of your defenses (Reflex, Fortitude, or Will). You may only have one divine talisman active at any given time, and if your divine talisman is destroyed, you may not create another divine talisman for another 24 hours.

**Empower Weapon:** You may spend an action point to empower a weapon. Empowering the weapon takes a full-round action. From that point forward, the empowered weapon deals an additional die of damage, but only when wielded by you. (For example an empowered longsword deals 2d8 points of damage instead of 1d8.) Others who wield the weapon do not gain the bonus damage die.

**Greater Divine Talisman:** As Divine Talisman (above), except that the talisman's divine bonus extend to all three of your defenses (Reflex, Fortitude, and Will).

*Prerequisites:* Divine Talisman

### Inspiration Talent Tree

You can inspire your followers and allies and urge them on to greatness.

**Bolster Ally:** As a standard action, you can grant an ally within line of sight the ability to fight on longer. The ally must be able to hear you. He gains a number of bonus hit points equal to his character level if he's at one-half his maximum hit points or less. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. You can't bolster the same ally more than once in a single encounter, and you can't bolster yourself.

**Ignite Fervor:** Whenever you hit an opponent with a melee or ranged attack, you can (as a free action) choose to give one ally within your line of sight a bonus to damage on his next attack equal to his character level. Once his fervor has been ignited, the ally doesn't need to remain within your line of sight, but if his next attack misses, the fervor is wasted. You can't use this ability on yourself.

*Prerequisite:* Bolster Ally, Inspire Confidence.

**Inspire Confidence:** As a standard action, you can inspire confidence in all allies in your line of sight, granting them a +1 morale bonus on attack rolls and a +1 morale bonus on skill checks for the rest of the encounter or until you're unconscious or dead. Once inspired, your allies don't need to remain within line of sight of you. You can't inspire confidence in yourself.

**Inspire Haste:** As a swift action, you can encourage one of your allies within line of sight to make haste with a skill check. On that ally's next turn, that ally can make a skill check that normally requires a standard action as a move action instead.

**Inspire Zeal:** Whenever an ally within line of sight of you deals damage to an enemy equal to or exceeding that target's damage threshold, the target also takes a -1 penalty to all rolls, saves, and checks for the rest of the encounter.

*Prerequisite:* Bolster Ally, Inspire Confidence, Ignite Fervor.

## Bonus Feats

At every even-numbered level (2nd, 4th, and so on), the Cleric gains a bonus feat. This feat must be chosen from the following list, and they must still meet any and all prerequisites for the feat.

Armor Group Proficiency, Bull Rush, Combat Reflexes, Coordinated Attack, Dodge, Double Attack, Extra Second Wind, Great Actions, Martial Arts I, Martial Arts II, Melee Defense, Mighty Swing, Power Attack, Powerful Charge, Skill Focus, Skill Training, Spell Training, Toughness, Weapon Focus, Weapon Group Proficiency.

## Starting Gold

A 1st-level Cleric begins play with 5d4 x 10 gold.

# FIGHTER

Fighters are skilled warriors, mercenaries, bandits, knights, pirates, or any other manner of being who's principle focus is combat. Fighters could easily be noble and pious knights, or debased and treacherous corsairs, and fill either role well. Principally, fighters fight. Parties without fighters are going to have trouble in combat situations.

## Hit Points

Fighters begin play with a number of hit points equal to 30 + their Constitution modifier. At each level after 1st, they gain 1d10 + their Constitution modifier hit points.

## Action Points

Fighters gain a number of Action Points each level equal to 5 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

At 1st level, you receive a +2 class bonus to your Fortitude defense and a +1 class bonus to your Reflex defense.

Table 2-3: The Fighter

Class Level	Base Attack Bonus	Class Features
1st	+1	Defense bonuses, starting feats, talent
2nd	+2	Bonus feat
3rd	+3	Talent
4th	+4	Bonus feat
5th	+5	Talent
6th	+6	Bonus feat
7th	+7	Talent
8th	+8	Bonus feat
9th	+9	Talent
10th	+10	Bonus feat
11th	+11	Talent
12th	+12	Bonus feat
13th	+13	Talent
14th	+14	Bonus feat
15th	+15	Talent
16th	+16	Bonus feat
17th	+17	Talent
18th	+18	Bonus feat
19th	+19	Talent
20th	+20	Bonus feat

**Class Skills (Trained in 3 + Int modifier):** Artifice, Climb, Endurance, Heal, Initiative, Jump, Knowledge (dungeoneering), Perception, Ride, Survival, Swim.

## Starting Feats

You begin play with the following feats

Armor Proficiency (light, medium, heavy)

Weapon Proficiency (basic weapons plus any four others)



## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from one of the talent trees presented below.

### Armor Specialist Talent Tree

You can maximize the benefits of wearing armor while reducing or eliminating some of the drawbacks

**Armor Mastery:** The maximum Dexterity bonus of your armor improves by +1. You must be proficient with the armor you are wearing to gain this benefit.

*Prerequisite:* Armored Defense

**Armored Defense:** When calculating your Reflex defense, you may use either your heroic level or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

**Improved Armored Defense:** When calculating your Reflex defense, you may add your heroic level plus one-half your armor bonus (rounded down) or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

*Prerequisite:* Armored Defense

**Juggernaut:** Your armor does not reduce your speed or the distance you can move while running. You must be proficient with the armor you are wearing to gain this benefit.

*Prerequisite:* Armored Defense

**Second Skin:** When wearing armor with which you are proficient, your armor bonus to your Reflex defense and equipment bonus to your Fortitude defense increase by +1.

*Prerequisite:* Armored Defense.

### Brawler Talent Tree

You like to get “up close and personal” with your enemies and engage them in melee combat.

**Expert Grappler:** You gain a +2 competence bonus on grapple attacks.

**Improvised Weapons:** You may use item not normally considered weapons, such as a beer mug or a chair, as a weapon without penalty. Usually, improvised weapons will deal bludgeoning damage, but certain may deal piercing or slashing at the DM’s discretion. The damage dealt by an improvised weapon depends upon the weapon’s size, as follows, as well as examples in parentheses: Diminutive, 1 (ashtray); Tiny, 1d2 (fist-sized rock); Small, 1d3 (helmet); Medium, 1d4 (bar stool); Large, 1d6 (guitar), Huge, 1d8 (10-foot ladder), Gargantuan, 1d10 (desk), Colossal, 1d12 (lamp post). Fine items are too small to deal any damage. What you can actually wield as a weapon depends upon the given item’s weight and DM discretion.

This talent also covers using normal weapons in an unusual way, such as bashing someone with the butt of a crossbow.

**Melee Smash:** You deal +1 point of damage with melee attacks.

**Stunning Strike:** When you damage an opponent with a melee attack, your opponent moves an additional -1 step on the condition track if your attack roll result equals or exceeds the target’s damage threshold.

**Unbalance Opponent:** You are skilled at keeping your opponents off balance in melee combat. During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn’t get to add his Strength bonus on attack rolls when targeting you (if the opponent has a Strength penalty, he still suffers that penalty). The opponent’s Strength bonus still applies to damage, as normal. You can select a new opponent on each turn.

*Prerequisite:* Expert grappler.

### Mounted Combat Talent Tree

You are skilled at fighting from atop a mount.

**Mounted Archery:** The penalty you take while using a ranged weapon while on a mount is reduced: -2 instead of -5 if your mount is taking a double move, and -5 instead of -10 if your mount is running.

*Prerequisite:* Trained in the Ride skill, Mounted Combat

**Mounted Combat:** As a reaction, if your mount is hit in combat, you may make a Ride check to negate the hit. The DC is equal to the damage dealt to your mount.

*Prerequisite:* Trained in the Ride skill.

**Ride-By Attack:** When you are mounted and using the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of charge). Your total movement for the round can’t exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent you attack.

*Prerequisite:* Trained in the Ride skill, Mounted Combat.

**Spirited Charge:** When mounted and using the charge action, you deal double damage with a melee attack, or triple damage with a lance.

*Prerequisite:* Trained in the Ride skill, Mounted Combat, Ride-By Attack.

**Trample:** When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your

mount may make one melee attack against any target you knock down, gaining the standard +5 bonus on attack rolls against prone targets.

*Prerequisite:* Trained in the Ride skill, Mounted Combat

### Weapon Specialist Talent Tree

You are highly trained at using specific weapons.

**Devastating Attack:** Choose a single weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, treat your target’s damage threshold as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times, choosing a new weapon group each time.

**Penetrating Attack:** Choose a single weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, treat your target’s damage reduction as if it were 5 points lower when determining the result of your attack.

You may select this talent multiple times, choosing a new weapon group each time.

*Prerequisite:* Weapon Focus with the chosen weapon group.

**Weapon Specialization:** Choose a single weapon group with which you are proficient. You gain a +2 bonus on damage rolls with such weapons.

You may select this talent multiple times, choosing a new weapon group each time.

*Prerequisite:* Weapon Focus with the chosen weapon group.

## Bonus Feats

At every even-numbered level (2nd, 4th, and so on), the Fighter gains a bonus feat. This feat must be chosen from the following list, and they must still meet any and all prerequisites for the feat.

Armor Group Proficiency, Bull Rush, Careful Shot, Charging Fire, Cleave, Combat Reflexes, Coordinated Attack, Crush, Deadeye, Double Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Exotic Weapon Proficiency, Far Shot, Great Cleave, Improved Charge, Improved Disarm, Maneuver Training, Martial Arts I, Martial Arts II, Martial Arts III, Melee Defense, Mighty Swing, Pin, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Rapid Strike, Running Attack, Shake it Off, Skill Focus, Skill Training, Sniper, Throw, Toughness, Trip, Triple Attack, Triple Critical, Weapon Focus, Weapon Group Proficiency.

## Starting Gold

A 1st-level Fighter begins play with 6d4 x 10 gold.

# MAGE

Mages, also known as magicians, spellshapers, or by a host of other names, are arcane spellcasters capable of great feats of magic. While magic is open to anyone who takes the Spellshaper feat, Mages get a head-start, having been studying it all their lives rather than dabbling in it every now and then. They are not good at physical combat, but the magical prowess they bring to the battlefield is invaluable.

## Hit Points

Mages begin play with a number of hit points equal to 18 + their Constitution modifier. At each level after 1st, they gain 1d6 + their Constitution modifier hit points.

**Table 2-4: The Mage**

Class Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, starting feats, talent
2nd	+1	Bonus feat
3rd	+1	Talent
4th	+2	Bonus feat
5th	+2	Talent
6th	+3	Bonus feat
7th	+3	Talent
8th	+4	Bonus feat
9th	+4	Talent
10th	+5	Bonus feat
11th	+5	Talent
12th	+6	Bonus feat
13th	+6	Talent
14th	+7	Bonus feat
15th	+7	Talent
16th	+8	Bonus feat
17th	+8	Talent
18th	+9	Bonus feat
19th	+9	Talent
20th	+10	Bonus feat

**Class Skills (Trained in 4 + Int modifier):** Artifice, Endurance, Gather Information, Knowledge (all skills, taken individually), Perception, Spellcraft

## Action Points

Mages gain a number of Action Points each level equal to 5 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

At 1st level, you receive a +3 class bonus to your Will defense.

## Starting Feats

You begin play with the following feats  
Spellshaper

Spell Training

Weapon Proficiency (basic weapons plus any one other)

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from one of the talent trees presented below.

### Arcane Spellcaster Talent Tree

You are a learned caster of arcane magic.

**Counterspelling:** Whenever a target casts a spell, you may as a reaction attempt to counter that spell. To do so, you must make a Spellcraft check and must have an unused spell in your spell suite. The DC of your Spellcraft check is equal to the target's Spellcraft roll for the spell they cast. You take a cumulative -5 penalty on your Spellcraft check for every time you have cast a spell or attempted to counter a spell since the beginning of your last turn. If you succeed, you expend one spell from your spell suite, and negate the target's spell.

**Improved Counterspelling:** As Counterspelling, except you may spend an action die and keep the spell in your spell suite. You must still have an unused spell in your spell suite to counterspell.

*Prerequisite:* Counterspelling

**Intellectual Caster:** You use your Intelligence modifier in place of your Charisma modifier when making Spellcraft checks.

*Prerequisite:* Trained in the Spellcraft skill.

**Spellcraft Adept:** You are skilled at using a particular spell. Select one spell you know. When using that spell, you have the option of spending an action die to make two Spellcraft checks, keeping the better result.

This talent may be selected multiple times, choosing a new spell each time.

**Spell Focus:** As a full-round action, you can make a DC 15 Spellcraft check. If the check succeeds, you regain one spent spell of your choice.

**Spell:** Instead of a talent, you gain a single spell of your choice.

### Cantrip Talent Tree

You know various cantrips, or minor spells that are usable at will.

**Dancing Lights:** At will, you may create a small orb of light. The orb of light can move no further than 6 squares from you. Moving the orb is a free action. You can dismiss this orb at will, again as a free action. The orb illuminates like a torch. You may have no more than one dancing light active at a time.

**Ghost Sound:** At will, you can create a ghost sound. This sound can be any you like, but it is indistinct and quiet – you can mimic the sound of a quiet conversation, for example, but you couldn't create actual words, or make the conversation loud. This ghost sound seems to originate from a space no further than 6 squares from you.

**Magic Missile:** At will as a standard action, you may fire off magical missiles at your opponents. Magic missiles automatically hit their target (no attack roll necessary), dealing 1d4+1 points of force damage. You may select this talent multiple times, gaining additional missiles each time you do so. These missiles may be aimed individually.





### Esoteric Knowledge Tree

You have a well-rounded education, bolstered by arcane insight.

**Educated:** Thanks to your well rounded education, you may make any Knowledge check untrained.

**Spontaneous Skill:** Sometimes you surprise others with your skill. Once per day, you may make an untrained skill check as though you were trained in the skill. Exception: You cannot use this talent to make an untrained Spellcraft check. You can select this talent multiple times; each time you do, you can use it one additional time per day.

*Prerequisite:* Educated

**Arcane Perception:** You can make a Spellcraft check instead of a Perception check to avoid surprise, notice enemies, sense deception, or sense influence. You are considered trained in the Perception skill for purposes of using this talent. If you are entitled to a Perception check reroll, you may reroll your Spellcraft check instead (subject to the same circumstances and limitations).

**Foresight:** You may spend an action point to reroll an Initiative check, keeping the better of the two rolls. Additionally, if you roll a natural 20 on the Initiative check

reroll, you immediately regain the action point spent to activate this talent.

**Visions:** Whenever you use the magic spell *scry*, you may spend an action point as a swift action to see into the target's past or future instead of the glimpsing the target in the present. You declare how far into the target's past or future you wish to look, up to a maximum of 1 year per character level. Any information gained about a target's future is subject to change, depending on whether steps are taken to alter that future.

*Prerequisites:* Spell Training, *scry* spell.

### Metamagic Talent Tree

You are skilled at manipulating the very energies of magic. You may select any talent from the Metamagic tree more than once, gaining additional uses per day each time you do.

**Empower Spell:** Once per day as a free action, you may make a spell you cast have all its variable, numeric effects increase by one-half (rounded down). For example, if a spell has you roll 1d6, and you roll a 2, then the result is instead 3 ( $\frac{1}{2}$  of 2 is 1, so  $2 + 1 = 3$ ). You may not apply this talent to a spell if you have already applied another Metamagic talent to the spell. Empowering a spell raises its DC by 5.

*Prerequisite:* Any other Metamagic talent.

**Maximize Spell:** Once per day as a free action, you may spend an action point and make a spell you cast have all of its variable, numeric effects be maximized. For example, if a spell would have you roll 1d6, you instead simply get a result of 6. You may not apply this talent to a spell if you have already applied another Metamagic talent to the spell. Maximizing a spell raises its DC by 10.

*Prerequisite:* Empower spell, any other Metamagic talent.

**Metamagician:** You may apply the effects of up to two Metamagic talents to a single spell, ignoring the normal restriction. Note that any increase to spell DCs will stack.

*Prerequisite:* Any two Metamagic talents.

**Quicken Spell:** Once per day, you may cast a spell that normally takes a standard action or move action with a swift action instead. You may not apply this talent to a spell if you have already applied another Metamagic talent to the spell. Quickening a spell raises its DC by 5.

*Prerequisite:* Any other Metamagic talent.

**Still Spell:** Once per day, you may cast a spell without making any gestures. You may not apply this talent to a spell if you have already applied another Metamagic talent to the spell.

**Silent Spell:** Once per day, you may cast a spell without invoking any magical words. You may not apply this talent to a spell if you have already applied another Metamagic talent to the spell.

### Bonus Feats

At every even-numbered level (2nd, 4th, and so on), the Mage gains a bonus feat. This feat must be chosen from the following list, and they must still meet any and all prerequisites for the feat.

Awesome Actions, Dodge, Heroic Effort, Melee Defense, Mobility, Skill Focus, Skill Training, Spell Training, Weapon Group Proficiency.

### Starting Gold

A 1st-level Mage begins play with 4d4 x 10 gold.

# ROGUE

Rogues have many names: scoundrels, knaves, and just simple thieves. Rogues could also be diplomats and other perfectly legal-minded individuals. They are a varied lot, and rarely will rogues get along well with one another, though great rogues' guilds do exist in many cities. In game terms, rogues are fast, agile fighters, skilled at disrupting enemies and striking hard. This is good, because they don't have the hit points needed to stand up in long fights.

**Table 2-5: The Rogue**

Class Level	Base Attack Bonus	Class Features
1st	+0	Defense bonuses, starting feats, talent
2nd	+1	Bonus feat
3rd	+2	Talent
4th	+3	Bonus feat
5th	+3	Talent
6th	+4	Bonus feat
7th	+5	Talent
8th	+6	Bonus feat
9th	+6	Talent
10th	+7	Bonus feat
11th	+8	Talent
12th	+9	Bonus feat
13th	+9	Talent
14th	+10	Bonus feat
15th	+11	Talent
16th	+12	Bonus feat
17th	+12	Talent
18th	+13	Bonus feat
19th	+14	Talent
20th	+15	Bonus feat

**Class Skills (trained in 6 + Int Modifier):** Acrobatics, Artifice, Climb, Deception, Gather Information, Initiative, Jump, Knowledge (all skills, taken individually), Perception, Persuasion, Sleight of Hand, Stealth

## Hit Points

Rogues begin play with a number of hit points equal to 18 + their Constitution modifier. At each level after 1st, they gain 1d6 + their Constitution modifier hit points.

## Action Points

Rogues gain a number of Action Points each level equal to 5 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

At 1st level, you receive a +2 class bonus to your Reflex defense and a +1 class bonus to your Will defense.

## Starting Feats

You begin play with the following feats

Armor Proficiency (light)

Weapon Proficiency (basic weapons plus any one other)

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from one of the talent trees presented below.

### Dirty Fighting Talent Tree

The concept of a fair fight is utterly foreign to you.

**Critical Strike:** Whenever you would execute a sneak attack, you may choose instead lose one dice from your sneak attack damage roll. If you do, the critical threat range on your weapon increases by 1. If you roll multiple dice with a sneak attack, then you may drop additional dice. You must make this choice before any sneak attack rolls are made.

*Prerequisite:* Sneak attack.

**Dastardly Strike:** Whenever you make a successful attack on a target that is denied its Dexterity bonus to Reflex defense, the target moves -1 step on the condition track.

**Disrupting Strike:** Whenever you would execute a sneak attack, you may choose to deal 2 points of Strength damage to your target. If you do, you deal no sneak attack damage. You must make this choice before any attack rolls are made.

*Prerequisite:* Sneak Attack

**Sneak Attack:** Any time you catch your opponent flat-footed or it is otherwise denied its bonus to Reflex defense, your attack deals an additional 1d6 points of damage. This extra damage can be applied with either melee or ranged attacks; if a ranged attack, the target must be within 6 squares for you to execute a sneak attack. Extra damage from a sneak attack is added in *after* any critical hit multipliers.

You may take this talent multiple times, dealing an additional 1d6 points of damage on a successful sneak attack each time you do (maximum 10d6).

### Fortune Talent Tree

Many rogues like to gamble with destiny, putting everything on the line and trusting fate to bring them fortune, fame, and success.

**Fool's Luck:** As a standard action, you can spend an Action Point to gain one of the following benefits for the rest of the encounter: a +1 luck bonus on attack rolls, a +5 luck bonus on skill checks, or a +1 luck bonus to all your defenses.

**Fortune's Favor:** Whenever you score a critical hit with a melee or ranged attack, you gain a free standard action. You must take the extra standard action before the end of your turn, or else it is lost

**Knack:** Once per day, you can reroll a skill check and take the better result.

You can take this talent multiple times; each time, you can use this talent an additional time per day.

**Lucky Shot:** Once per day, you can reroll an attack roll and take the better result.

You can take this talent multiple times; each time, you can use this talent an additional time per day.



### Misfortune Talent Tree

Your mother always said you were trouble. Now your enemies know it, too.

**Counteraction:** Once per encounter as a reaction, you may spend an action point. If you do, one opponent within line of sight can't use action points for the remainder of the round. You may use this talent to cancel an action dice roll that an opponent is about to make, or to stop them from using talents or other abilities that require action points to use.

*Prerequisite:* Disruptive.

**Disruptive:** By spending two swift actions, you can use your knack for causing (and escaping) trouble to disrupt your enemies. Until the start of your next turn, you suppress all morale and insight bonuses applied to enemies in your line of sight.

**Walk the Line:** As a standard action, you can do or say something that catches your enemies off guard. All opponents within 6 squares of you and in your line of sight take a -2 penalty to their defenses until the start of your next turn. This penalty is negated if line of sight is broken.

*Prerequisite:* Disruptive.

### Thief Talent Tree

You're not simply a rogue, you're an outright thief.

**Cat Burglar:** You may use Acrobatics in place of Climb or Jump when jumping or climbing.

**Catch Weapon:** As a reaction, may catch a thrown weapon, arrow, or disarmed weapon. Make a Sleight of Hand check against the attack roll, or DC 25 for a disarmed weapon. Each catch in a round after the first applies a cumulative -5 to the roll.

**Fast Talk:** You may reroll any Deception check, but you must take the second result.

**Hidden Movement:** You're very good at hiding while mobile, taking no penalty on Stealth checks when moving at normal speed.

*Prerequisite:* Improved Stealth, trained in the Stealth skill.

**Improved Stealth:** You may choose to reroll any Stealth check, but the second result must be kept even if it's worse.

*Prerequisite:* Trained in the Stealth skill.

**Return Fire:** Once per round, you may throw back a caught weapon (or shoot back an arrow if you are armed with a bow). You still take the -5 penalty for improvised weapons if the item or weapon you are throwing was not meant to be thrown, such as swords, clubs, or fellow party members.

*Prerequisite:* Catch Weapon

**Steal:** You may pickpocket in combat as a full-round action. Roll your Sleight of Hand skill with the DC of the target's Reflex defense, and you can acquire any items that the target might have that are not *totally* impossible to get (pick pocketing the target's full plate armor is a bit much, but his wielded weapon or a potion is not out of the question).

**Steal Heart:** You may reroll any Persuasion check, but you must take the second result.

## Bonus Feats

At every even-numbered level (2nd, 4th, and so on), the Rogue gains a bonus feat. This feat must be chosen from the following list, and they must still meet any and all prerequisites for the feat.

Awesome Actions, Deadeye, Dodge, Heroic Effort, Maneuver Training, Melee Defense, Mobility, Precise Shot, Quick Draw, Rapid Shot, Rapid Strike, Running Attack, Skill Focus, Skill Training, Weapon Group Proficiency.

## Starting Gold

A 1st-level Rogue begins play with 5d4 x 10 gold.

## PART THREE

# SKILLS

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Characters begin play with a number of trained skills based on their character class, selected from their list of class skills. A Multiclass character does not gain new trained skills, but she does add the class skills of her classes together.

Skills are identical to *Star Wars Saga Edition* except where detailed in the skill description.

The skills, and their relevant abilities, are listed below.

**Acrobatics (Dex):** Used to perform feats of agility

**Artifice (Int):** Used to create objects, as well as disable devices and open locks. This is the same as the Mechanics skill in *Saga Edition*.

**Climb (Str):** Used to measure skill in climbing

**Deception (Cha):** Used to create disguises, bluff and lie, and forge documents.

**Endurance (Con):** Used to keep going despite hardships

**Gather Information (Cha):** Used to learn information while in a city.

**Heal (Wis):** Used to heal wounds. This is the same as Treat Injury in *Saga Edition*.

**Initiative (Dex):** Used to determine who goes first in combat.

**Jump (Str):** Used to leap over crevices or other obstacles.

**Knowledge (Int):** Not a specific skill, Knowledge is divided into seven categories. You must choose a specific category when you take the Knowledge skill.

*Arcane:* Measures knowledge in arcane matters, including spells, schools of magic, and magical principles.

*Area:* Measures knowledge of a specific area, such as a city or country.

*Cosmology:* Measures knowledge of the worlds beyond the Material Plane, such as the Feywild and the Shadowfell.

*Dungeoneering:* Measures knowledge of various monsters such as dragons and aberrations.

*History:* Measures knowledge of history - either in general or of a specific place or group.

*Nobility:* Measures knowledge of nobility - coats of arms and heraldry, oaths of fealty, and so on.

*Religion:* Measures knowledge of the nuances of religion, the rites to perform and their meaning, and in-depth knowledge of the pantheon.

**Perception (Wis):** Used to determine attentiveness.

**Persuasion (Cha):** Used to make friends with others, and intimidate those you can't be friendly with

**Ride (Dex):** Used to determine skill at riding a creature

**Spellcraft (Int):** Used to determine skill and working spells. See Spellcraft, over there in the next column,

**Sleight of Hand (Dex):** Used to palm small objects, cut purses, and perform other acts of larceny. This works like the Sleight of Hand skill in D&D.

**Stealth (Dex):** Used to determine how quiet and well-hidden a character can make herself.

**Survival (Wis):** Used to determine skill at surviving in the wild.

**Swim (Str):** Used to determine a character's ability to swim.

## SPELLCRAFT (CHA)

The Spellcraft skill allows a character to cast spells. You must have the Spellshaper feat in order to make any Spellcraft checks, even untrained ones.

**Cast Spell (Trained Only):** Most spells require you to make a Spellcraft check, with the DC varying based on the spell in question.

**Sense Magic:** You can sense magical energy (such as a spell being cast), pinpoint magical items, and identify spellcasters by making a DC 15 Spellcraft check. It is not necessary to see or hear the character who is casting a spell, this check represents the ability to *feel* magical energies.

For every 2 squares of distance between you and the spell, spell effect, or spellcaster you take a -1 penalty on your Spellcraft check. You also take a -5 penalty if the target has concealment or cover, or a -10 penalty if it has total concealment or total cover. (such as intervening walls) If you are trying to sense a spell that is already in place, or has been cast at some point in the past (such as enchantments, potions or magical items), then you may make an opposed Spellcraft check against the original caster's Spellcraft check. If you beat their total, then you may identify the spell or effect in place.

Sensing Magic is a swift action.

**Announce Power (trained only):** You fill your aura with magical power, causing it to flare dramatically into a brilliant display. Anyone who can sense magical energies will know exactly what your Spellcraft bonus is. This is sometimes accompanied by small bits of ground or dust rising up in a slow spiraling motion around you.

**Hide Talent (trained only):** If you wish to hide your magical ability from others, you may attempt to mute down your natural magical aura for an encounter. Anyone wishing to scan you must make an opposed roll against your Spellcraft check.

**Prestidigitation:** At will, you may create prestidigitations. Prestidigitations are minor tricks that novice spellcasters use for practice. Once you activate this talent, you can perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitations can create small objects, but they look crude and artificial. The materials created by a prestidigitations are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitations lack the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.



# PART FOUR

# FEATS

**Table 4-1: Feats**

Feat	Prerequisites	Feat	Prerequisites
Acrobatic Strike	Trained in Acrobatics	Sniper	Point Blank Shot, Precise Shot, Base Attack +4
Armor Proficiency (light)	-	Power Attack	Str 13
Armor Proficiency (medium)	Armor Proficiency (light)	Cleave	Str 13, Power Attack
Armor Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)	Great Cleave	Str 13, Power Attack, Cleave
Awesome Actions	-	Powerful Charge	Medium size or larger, Base Attack +1
Bull Rush	Str 13, Base Attack +1	Rapid Shot	Dex 13, Base Attack +1, proficient with weapon.
Charging Fire	Base Attack +4	Rapid Strike	Str 13, Base Attack +1, proficient with weapon.
Combat Reflexes	-	Running Attack	Dex 13
Coordinated Attack	Base Attack Bonus +2	Shake it Off	Con 13, Trained in Endurance
Dodge	Dex 13	Skill Focus	-
Mobility	Dex 13, Dodge	Skill Training	-
Improved Charge	Dex 13, Dodge, Mobility	Spellshaper	-
Double Attack	Base Attack +6, Proficient with weapon	Spell Training	Spellshaper
Triple Attack	Base Attack +9, Double Attack (chosen weapon), proficient with chosen weapon.	Surgical Expertise	Trained in Heal
Dual Weapon Mastery I	Dex 13, Proficient with Weapon	Toughness	-
Dual Weapon Mastery II	Dex 15, Proficient with weapon, Dual Weapon Mastery I, Base Attack +6	Trip	Base Attack +1
Dual Weapon Mastery III	Dex 17, Proficient with weapon, Dual Weapon Mastery I, Dual Weapon Mastery II, Base Attack +11	Throw	Trip, Base Attack +1
Exotic Weapon Proficiency	Base Attack Bonus +1, Proficiency with the chosen Weapon Group	Triple Crit	Proficient with weapon, Base Attack +8
Extra Second Wind	Trained in Endurance	Weapon Finesse	Base Attack +1
Heroic Effort	-	Weapon Focus	Proficiency with weapon
Improved Defenses	-	Weapon Group Proficiency	-
Improved Damage Threshold	-		
Linguist	Int 13		
Maneuver Training	-		
Maneuver Master	Maneuver Training		
Martial Arts I	-		
Martial Arts II	Martial Arts I, Base Attack +3		
Martial Arts III	Martial Arts I, Martial Arts II, Base Attack +6		
Melee Defense	Int 13		
Improved Disarm	Int 13, Melee Defense		
Whirlwind Attack	Int 13, Dex 13, Melee Defense, Base Attack +4		
Mighty Swing	Str 13		
Pin	Base Attack +1		
Crush	Pin, Base Attack +1		
Point Blank Shot	-		
Careful Shot	Point Blank Shot, Base Attack +2		
Far Shot	Point Blank Shot		
Precise Shot	Point Blank Shot		
Deadeye	Point Blank Shot, Precise Shot		

New feats are as follows.

**Awesome Actions** lets you roll d8s instead of d6s for action die.

**Heroic Effort** gives you an additional +3 Action die per level.

**Maneuver Master** allows you to re-roll skill checks with all maneuvers of a given type that you know.

*Prerequisite:* Maneuver Training

**Maneuver Training** learns you a number of maneuvers equal to 1 + your Intelligence modifier.

**Skill Focus** gives you a bonus to checks with the chosen skill equal to ½ your character level, minimum +1 and maximum +5. This is changed from how it works in the *Star Wars Saga Edition RPG*.

**Spellshaper** lets you train in the Spellcraft skill and lets you cast cantrips. If you have the Spellshaper feat, then Spellcraft is considered a class skill for you.

**Spell Training** learns you a number of spells equal to 1 + your Intelligence modifier.

*Prerequisite:* Spellshaper

## PART FIVE

# EQUIPMENT

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

## WEALTH AND MONEY

The most common coin that heroes deal with is the gold piece (gp). A gold piece is worth 10 silver pieces (sp), which is the common currency of most nonheroic characters. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp, but these are rare and not usually in common circulation.

The standard coin weighs about a third of an ounce (fifty to the pound).

### OTHER FORMS OF WEALTH

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

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

### SELLING LOOT

In general, a character can sell something for half its listed price. Trade goods (as outlined above) are an exception to the half-price rule. A trade good, in this sense, is a valuable commodity that can be exchanged as though it were cash itself. In other words, owning one square yard of silk is practically the same thing as having ten gold pieces in your pocket.

## WEAPONS

Weapons are categorized into several weapon groups. The weapon groups are: Basic weapons, axes, heavy blades, light blades, bows, crossbows, thrown weapons, spears, polearms, crushing weapons, and picks & hammers. Just about every kind of weapon fits into one of these categories, even the most exotic of weapons.

### NORMAL WEAPONS VS EXOTIC WEAPONS

Exotic weapons are weapons that require specialized training to use, even for people who are used to the type of weapon group that the exotic weapon belongs to. Examples include the bastard sword, the nunchaku, and the scythe.

Using an exotic weapon that is part of a weapon group you do not have access to imposes the standard -5 penalty. If you have the standard weapon group proficiency for the weapon, you instead suffer a -2 penalty.

To negate the penalty altogether requires the Exotic Weapon Proficiency feat. Each time you take Exotic Weapon Proficiency, choose a single weapon group with which you are proficient. You can now use any weapon from that group without penalty. For example, Exotic Weapon Proficiency (heavy blades) lets you use the bastard sword and two-bladed sword with no penalty.

### WEAPONS OF CHOICE

The following table lists the statistics for each weapon that appears in *Saga Edition D&D*. Each weapon has the following entries. Weapons marked with an asterisk are exotic weapons.

**Cost:** The weapon's cost. Most weapons have a cost measured in gold pieces (gp), but some simple weapons might cost silver or even copper to attain.

**Damage:** The damage the weapon deals. Weapons built for smaller characters do not deal as much damage as weapons built for medium-sized characters, so the entry for each weapon includes include two numbers: one for small characters, and one for medium characters.

Some weapons have two ends, such as a quarterstaff. These weapons have their damage dice listed twice, such as the '1d6/1d6' on the quarterstaff. Using both ends of a double-ended weapon is the same thing as wielding a weapon in each hand, and incurs all the standard penalties.

**Weight:** The weight of the weapon, in pounds. Weapons made for small characters weigh half as much.

**Range:** The range of a weapon, if applicable. Weapons with range increments can be used as ranged weapons with no penalty (using a non-ranged weapon as a ranged weapon incurs a -5 penalty). Ranged weapons used up to their listed distance suffer no penalty. After this distance, however, they take a cumulative -2 penalty per range increment. For example, a dagger has a range of 2 squares. At 3-4 squares, ranged attacks with the dagger take a -2 penalty. At 5-6 squares, they take a -4 penalty, and so on.

**Type:** The type of damage a weapon deals - bludgeoning, piercing, or slashing.

**Size:** The size of the weapon for a medium-sized character.

**Light:** If a weapon's size is smaller than your size (a human with a knife, for example), then the weapon is considered to be light. Light weapons can be used while grappling, and light melee weapons can be used with the Weapon Finesse feat.

<b>Table 5-1: Weapons</b>	<b>Cost</b>	<b>Dmg (S)</b>	<b>Dmg (M)</b>	<b>Range</b>	<b>Weight</b>	<b>Type</b>	<b>Size (M)</b>
<b>Basic Weapons</b>							
Club	---	1d4	1dd6	1 sq.	3 lbs	Bludgeoning	Medium
Dagger	2 gp	1d3	1d4	1 sq.	1 lb	Piercing or slashing	Tiny
Gauntlet	2 gp	1d2	1d3	---	1 lb	Bludgeoning	Tiny
Quarterstaff	---	1d4/1d4	1d6/1d6	---	4 lbs	Bludgeoning	Large
<b>Axes</b>							
*Axe, double	60 gp	1d6/1d6	1d8/1d8	---	15 lbs	Slashing	Large
Axe, throwing	8 gp	1d4	1d6	1 sq.	2 lbs	Slashing	Small
Battleaxe	10 gp	1d6	1d8	---	6 lbs	Slashing	Medium
Greataxe	20 gp	1d10	1d12	---	12 lbs	Slashing	Large
Handaxe	6 gp	1d4	1d6	---	3 lbs	Slashing	Small
*Urgrosh	50 gp	1d6/1d4	1d8/1d6	---	12 lbs	Slashing or piercing	Large
*Waraxe	30 gp	1d8	1d10	---	8 lbs	Slashing	Large
<b>Bows</b>							
Longbow	75 gp	1d6	1d8	20 sq.	3 lbs	Piercing	Large
Longbow, composite	100 gp	1d6	1d8	22 sq.	3 lbs	Piercing	Large
Shortbow	30 gp	1d4	1d6	12 sq.	2 lbs	Piercing	Large
Shortbow, composite	75 gp	1d4	1d6	14 sq.	2 lbs	Piercing	Large
Arrows (20)	1 gp	---	---	---	3 lbs	---	Tiny
<b>Chain Weapons</b>							
*Chain, spiked	25 gp	1d6	2d4	---	10 lbs	Piercing	Large
Whip	1 gp	1d2	1d3	---	2 lbs	Slashing	Medium
<b>Crushing Weapons</b>							
Greatclub	20 gp	1d10	1d12	---	8 lbs	Bludgeoning	Large
Mace, heavy	12 gp	1d6	1d8	---	8 lbs	Bludgeoning	Medium
Mace, light	5 gp	1d4	1d6	---	4 lbs	Bludgeoning	Small
Morningstar	8 gp	1d6	1d8	---	6 lbs	Bludgeoning and piercing	Medium
<b>Crossbows</b>							
*Crossbow, hand	100 gp	1d3	1d4	6 sq.	2 lb	Piercing	Small
Crossbow, heavy	50 gp	1d8	1d10	24 sq.	8 lbs	Piercing	Large
Crossbow, light	35 gp	1d6	1d8	16 sq.	4 lbs	Piercing	Medium
*Crossbow, repeating	300 gp	1d6	1d8	20 sq.	9 lbs	Piercing	Medium
Bolts (10)	1 gp	---	---	---	1 lb	---	Tiny
<b>Heavy Blades</b>							
Greatsword	50 gp	1d10	2d6	---	8 lbs	Slashing	Large
Longsword	15 gp	1d6	1d8	---	4 lbs	Slashing	Medium
*Sword, bastard	35 gp	1d8	1d10	---	6 lbs	Slashing	Large
*Sword, two-bladed	100 gp	1d6/1d6	1d8/1d8	---	10 lbs	Slashing	Large
<b>Light Blades</b>							
Katar	2 gp	1d3	1d4	---	1 lb	Piercing	Tiny
*Rapier	20 gp	1d4	1d6	---	2 lbs	Piercing	Small
Sickle	6 gp	1d4	1d6	---	2 lbs	Slashing	Tiny
Sword, short	10 gp	1d4	1d6	---	2 lbs	Piercing	Small
<b>Picks &amp; Hammers</b>							
Hammer, light	1 gp	1d3	1d4	4 sq.	2 lbs	Bludgeoning	Small
*Hammer, hooked	20 gp	1d6/1d4	1d8/1d6	---	6 lbs	Bludgeoning or piercing	Small
Pick, light	4 gp	1d3	1d4	---	3 lbs	Piercing	Small
Pick, heavy	8 gp	1d4	1d6	---	6 lbs	Piercing	Medium
Warhammer	12 gp	1d6	1d8	---	5 lbs	Bludgeoning	Large
<b>Polearms</b>							
Glaive	8 gp	1d8	1d10	---	10 lbs	Slashing	Large
Guisarme	9 gp	1d6	2d4	---	12 lbs	Slashing	Large
Halberd	10 gp	1d8	1d10	---	12 lbs	Piercing or slashing	Large
Ranseur	10 gp	1d6	2d4	---	12 lbs	Piercing	Large
*Scythe	18 gp	1d6	2d4	---	10 lbs	Piercing or slashing	Large
<b>Spears</b>							
Javelin	1 gp	1d4	1d6	6 sq.	2 lbs	Piercing	Medium
Lance	10 gp	1d6	1d8	---	10 lbs	Piercing	Large
Longspear	5 gp	1d6	1d8	---	9 lbs	Piercing	Large
Shortspear	1 gp	1d4	1d6	---	3 lbs	Piercing	Medium
Spear	2 gp	1d6	1d8	---	6 lbs	Piercing	Large
*Trident	15 gp	1d6	1d8	2 sq.	4 lb	Piercing	Medium
<b>Thrown Weapons</b>							
*Bolas	5 gp	1d3	1d4	2 sq.	2 lbs	Bludgeoning	Small
Dart	5 sp	1d4	1d4	4 sq.	½ lbs	Piercing	Tiny
*Net	20 gp	---	---	2 sq.	6 lbs	---	Large
Sling	---	1d3	1d4	10 sq.	0 lbs	Bludgeoning	Small
Bullets, sling (10)	1 sp	---	---	---	5 lbs	---	Tiny

*One-handed:* If a weapon's size is the same as yours (a human with a longsword, for example), then it is considered a one-handed weapon. You only need one hand to use it. You may choose to wield it in two hands; if you use a melee weapon in this way, then you add 1½ your Strength modifier to damage rolls with it (so someone with a Strength of 15 adds +3 to damage, rather than +2).

*Two-handed:* If a weapon is one size category larger than you (a human with a greatsword, for example), then it is a two-handed weapon for you. Two-handed weapons must be used with both of your hands. If you can't use both hands, then you take a -5 penalty to attack rolls.

*Too large to use:* If a weapon is more than one size category larger than you (a gnome with a human-sized greatsword, for example), then the weapon is too large to be used effectively, and they take a -5 penalty to any attempted attacks with it.

**Sized Weapons:** A Small character could theoretically wield a normal-sized longsword in two hands, treating it much like a Greatsword for someone of his stature. However, such a weapon would not be balanced correctly for proper use in this manner. Similarly, an ogre could pick up a Greatsword and wield it like a longsword, but he would find its balance to be unfamiliar. In both cases, the two would take a -2 penalty to their attack rolls, a result of their unwieldy nature. As a result, these races tend to size their weapons.

A sized weapon is smaller or larger than normal, meant to be used by a member of a different race. These weapons deal less damage, but can be used more effectively by members of different sized races.

Table 5-1 includes statistics for the damage of weapons sized for small characters. Small weapons are additionally one size category smaller (a sized longsword is small instead of medium, for example), and only weighs three-fourths as much (a sized longsword only weighs 3 lbs).

Of course, a human trying to wield a small-sized longsword finds the weapon to be off-balance, just like a gnome might when wielding a medium longsword.

## WEAPON DESCRIPTIONS

Weapons found on Table 5-1: Weapons that have special options for the wielder ("you") are described below.

**Arrows:** An arrow used as a melee weapon is treated as a light improvised weapon (-5 penalty on attack rolls) and deals damage as a dagger of its size. Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

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

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

**Bolas:** You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

**Bolts:** A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-5 penalty on attack rolls) and deals damage as a dagger of its size. Bolts come in a wooden

case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

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

**Chain, Spiked:** A spiked chain has reach, so you can strike opponents 2 squares away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

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

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

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon for you.

**Crossbow, Hand:** You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

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

**Crossbow, Heavy:** You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -5 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

**Crossbow, Light:** You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

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

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

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

**Dagger:** You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body.

**Gauntlet:** This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.



**Glaive:** A glaive has reach. You can strike opponents 2 squares away with it, but you can't use it against an adjacent foe.

**Guisarme:** A guisarme has reach. You can strike opponents 2 squares away with it, but you can't use it against an adjacent foe.

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

**Halberd:** If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

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

**Hammer, Hooked:** A hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage. Its hook is a piercing weapon that deals 1d4 points of damage. You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

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

**Javelin:** Since it is not designed for melee, you are treated as nonproficient with it and take a -5 penalty on attack rolls if you use a javelin as a melee weapon.

**Lance:** A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 2 squares away with it, but you can't use it against an adjacent foe.

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

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

**Longbow, Composite:** You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

A composite longbow is treated as if it were a longbow for any and all prerequisites.

**Longspear:** A longspear has reach. You can strike opponents 2 squares away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

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

An entangled creature can escape with a DC 20 Acrobatics check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

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

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -5 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

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

**Ranseur:** A ranseur has reach. You can strike opponents 2 squares away with it, but you can't use it against an adjacent foe.

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

**Rapier:** You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

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

**Shortbow:** You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

**Shortbow, Composite:** You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite

shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

A composite shortbow is treated as if it were a shortbow for any and all prerequisites.

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

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

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

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a –1 penalty on attack rolls.

**Spear:** A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

**Sword, Bastard:** A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character who does not have Exotic Weapon Proficiency (heavy blades) can still use a bastard sword with no penalty as long as they use two hands.

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

**Trident:** This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

**Urgrosh:** A urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a urgrosh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

**Waraxe:** A waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a waraxe two-handed with no penalty (as long as they are otherwise proficient with axes), or a Large creature can use it one-handed in the same way.

**Whip:** A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 3-square reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

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

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

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

## ARMOR & SHIELDS

Armor protects your character from harm by providing a bonus to your Reflex defense, although without certain Fighter talents this bonus overlaps your level bonus. Armor works precisely like it does in *Saga Edition* of the SWRPG.

**Table 5-2: Armor and Shields**

Armor	Cost	Reflex Bonus	Fort Bonus	Speed Penalty	Weight
<b>Light (-2 Check Penalty, max dex +8)</b>					
Chain shirt	100 gp	+4	+2	0 sq.	25 lbs
Leather	10 gp	+2	+1	0 sq.	15 lbs
Padded	5 gp	+1	+0	0 sq.	10 lbs
Studded	25 gp	+3	+1	0 sq.	20 lbs
<b>Medium (-5 Check Penalty, max dex +4)</b>					
Hide	15 gp	+3	+1	2 sq.	25 lbs
Breastplate	200 gp	+5	+2	2 sq.	30 lbs
Chainmail	150 gp	+5	+2	2 sq.	40 lbs
Scale mail	50 gp	+4	+2	2 sq.	30 lbs
<b>Heavy (-10 Check Penalty, max dex +2)</b>					
Banded mail	250 gp	+6	+3	2 sq.	35 lbs
Full plate	1500 gp	+8	+4	2 sq.	50 lbs
Half-plate	600 gp	+7	+3	2 sq.	50 lbs
Splint mail	200 gp	+6	+3	2 sq.	45 lbs
<b>Light Shields (-2 Check Penalty)</b>					
Buckler	15 gp	+1	+0	0 sq.	5 lbs
Light, wood	3 gp	+1	+0	0 sq.	5 lbs
Light, steel	9 gp	+1	+0	0 sq.	6 lbs
<b>Heavy Shields (-5 Check Penalty)</b>					
Heavy, wood	7 gp	+2	+1	0 sq.	10 lbs
Heavy, steel	20 gp	+2	+1	0 sq.	15 lbs
Tower shield	30 gp	+4	+2	0 sq.	45 lbs

Shields, rather than providing an armor bonus to Reflex defense, provide a shield bonus instead. This bonus stacks with (it does not overlap) armor bonus and level bonus. Shields otherwise work much like armor.

Shields may be used as bashing weapons, dealing bludgeoning damage. If you are proficient with shields, then you are considered to be proficient with shields as weapons. A buckler or small shield deals 1d4 points of damage when bashing; a large shield deals 1d6. Tower shields are too unwieldy to make effective weapons.

The different kinds of armor are outlined in Table 5-2: Armor and Shields.

**Cost:** The item's cost, in gp.

**Reflex Bonus:** The bonus to Reflex defense provided by the item.

**Fortitude Bonus:** The bonus to Fortitude defense provided by the item.

**Speed Penalty:** The speed penalty, in squares, that wearing the item imposes. Characters with a base speed of 4 squares cut this penalty in half.

**Weight:** The weight of the item. Armor made for smaller characters weighs half as much.

**Check Penalty:** As in *Saga Edition*, wearing armor or using a shield with which you are not proficient applies an armor check penalty to attack rolls as well as Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. The penalties for both armor and shields stack

## OTHER EQUIPMENT

I really don't feel like doing out all of that crap, especially since 90% of it is exactly the same. We'll just go case-by-case there.

## MASTERWORK ITEMS

The rules for Masterwork items are exactly the same as in 3.5 D&D. So, a masterwork dagger costs 302 gp, for example, and provides a +1 bonus to attack.

Clothing is considered to be armor in *Saga Edition D&D*, so even clothing can be masterwork. Only masterwork clothing can be enchanted, just like with armor.

## PART SIX

# MAGIC ITEMS

Magic items have changed significantly in *Saga Edition D&D*. I've decided to adopt the Upgrade system found in *Scum and Villainy* as a basis. This means that magic items are weaker on average than in previous editions, and as such more emphasis is placed on individual character ability.

## ITEM ENCHANTMENTS

Almost any item can be enchanted, consuming one enchantment 'slot.' However, each item has only so many item slots on it, determined by the item's size (larger items are capable of containing greater amounts of magic).

Most pieces of equipment have a single enchantment slot on them. Medium armor and heavy shields have two enchantment slots, whilst heavy armor has three. A few other items might have more enchantment slots than normal, but these are unusual.

## GAINING ENCHANTMENT SLOTS

Any item of masterwork quality has one additional enchantment slot, though not every item can be made masterwork (some items simply function as they function, regardless of quality of build). In addition, building items from certain rare, magical materials can increase the number of enchantment slots an item has. Additionally, you can add more enchantment slots by stripping an item, or by increasing its size.

## STRIPPING ITEMS

You can gain additional enchantment slots by stripping items. Stripping must reduce the capacity or utility of the item in a significant way; if stripping the item won't change the game mechanic usefulness of an item, then you also don't gain an enchantment slot. You also can't enhance an item to replace something that you stripped; if you reduced the damage dice of a longsword, you can't then enhance it in a way that modifies its damage.

Stripping an item to add one upgrade slot takes eight hours, requires a DC 20 Artifice check, and has a cost equal to 50% of the base item's cost in gold. On a failed check, the stripping goes badly; the item can't be used until fixed and doesn't gain the additional enchantment slot. It takes 1 additional hour of work and the same cost as before another DC 20 Artifice check can be made to fix the problem. Once a successful check is made, the equipment begins to function as normal again, and the upgrade slot is gained.

## STRIPPING WEAPONS

You can strip a weapon in one of three ways.

**Damage:** Reduce the damage dice by one step. The number of dice rolled doesn't change, just their kind. For example, a Greatsword goes from 2d6 damage to 2d4 damage. You can't

reduce something to deal less than d2 damage, and anything that deals only 1 damage already can't be stripped.

**Range:** Reduce a weapon's range by 50%. For example, a longbow has a range of 20 squares; stripping it reduces it to 10 squares. You can't reduce a weapon's range down to less than 1 square.

**Design:** The standard design of a weapon can be stripped, making it an exotic weapon (weapons already in the exotic weapon category can't be stripped in this manner). By moving things around extensively, more room for enhancements can be made, at the cost of making the weapon difficult to learn to use properly.

## STRIPPING ARMOR AND SHIELDS

You can strip armor in one of two ways.

**Defensive Material:** While no actual piece of the armor or shields are removed, they do have themselves rendered more fragile due to the force of the enhancement placed within it, reducing their armor bonus to Reflex defense by 1 and its equipment bonus to Fortitude defense by 1 (to a minimum of 0).

**Joint Protection:** Swapping out the lighter material used in armors that normally allow for easier movement in favor of bulkier, but more magic-retaining, materials increases the enchantment slots on the armor by 1. However, such armor is harder to move in, reducing the maximum dexterity bonus of the armor by 1. Armor reduced in this fashion can result in a negative number.

## ITEM SIZE

The size of an item is determined slightly differently for weapons, armor, and most other pieces of equipment.

Table 6-1: Item Sizes

Weapon Size	Object Size	Item Weight
Tiny or smaller	Fine	Less than 2 lbs
Small	Diminutive	2 - 4 lbs
Medium	Tiny	5 - 10 lbs
Large	Small	11 - 100 lbs
Huge	Medium	101 - 500 lbs
---	Large	501 - 1,000 lbs
---	Huge	1,001 - 5,000 lbs
---	Gargantuan	5,001 - 10,000 lbs
---	Colossal	10,001 lbs or more

**Weapons:** Weapon size represents how bulky it is compared to other weapons, so their listed sizes represent how big a character must be to use them in one hand. Weapons are the size of a creature two categories smaller. Thus a short sword, a Small weapon, is about the same size as a diminutive creature.

**Armor & Shields:** A suit of armor is the same size as the creature that intends to wear it. So, in other words, any armor worn by a medium-sized creature is, itself, medium-sized.

Light shields are two size categories smaller than the intended wearer; heavy shields (except tower shields) are one



size smaller. Tower shields as the same size as the intended wielder.

**Other Items:** Unless otherwise noted, the size of a piece of equipment is determined by its listed weight. If no size or weight is listed, treat it as Diminutive for the purposes of upgrade rules.

## INCREASING ITEM SIZE

Any item can gain an enchantment slot by increasing its size by one step and doubling its cost. This has no effect on the item's effectiveness, and indeed may actually hinder it in some way (for example, a longsword increased in size this way still deals 1d8 damage, but as it is now a large weapon, it must be wielded with two hands). This represents both physically making the weapon larger in order to hold more magic, and using sturdier, larger components to prevent the stress of the new modification from damaging the item. Armor undergoing this process doesn't change in size, but it does become one step heavier (light armor becomes medium, medium becomes heavy). Heavy armor can't benefit from this option, and no item can gain more than one enchantment slot by increasing its size.

## ENCHANTING ITEMS

Enchanting an item can take anywhere from a few hours of work to a week of frustrating chanting and hand-motions in an overheated ceremony room. The amount of time and check DCs required depend upon the number of enchantment points required.

Enchanting an item, at least so that the enchantment will remain in place, is not inexpensive, and nor is it quick. After the time listed on Table 6-2: Enchantment Times, make a Spellcraft check against the appropriate DC. On a success, the enchantment has taken well to the item and functions properly. On a failure, something went wrong during the enchantment process; you may attempt the Spellcraft check again, but each retry requires the same amount of time and costs half as much as the original attempt.

Removing an enchantment from an item requires the same amount of time, but reduce the Spellcraft DC by 5. On a failure, the enchantment has been suppressed but not removed; you may attempt the Spellcraft check again (which requires the same amount of time). Once the enchantment is successfully removed, the enchantment slot that it as occupying is freed up.

**Table 6-2: Enchantment Times**

Enchantment		
Points	DC	Time
0	15	1 hour
1	25	1 day
2	35	1 week

## ITEM LIMITS

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body (over a vest, vestment, or shirt)
- One belt around the waist (over a robe or suit of armor)
- One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One pair of bracers or bracelets on the arms or wrists
- One glove, pair of gloves, or pair of gauntlets on the hands
- One ring on each hand (or two rings on one hand)
- One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect.

Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

## THE ENCHANTMENTS

The following are the various enchantments available in *Saga Edition D&D*.

Unless stated otherwise, an item can have only one enchantment of a given kind at a time. A single item, for example, can have only one *action* enchantment on it.

**Table 6-3: Enchantments**

Enchantment	Slots	Cost
<b>General Enchantments</b>		
Action	1	1,000 gp
Enhancing	1	1,000 gp
Enspelled	1	1,500 gp
Ghost Touch	0	500 gp
Light	0	50 gp
Protective	1	1,000 gp
Skilled	1	1,000 gp
Shielding	2	2,000 gp
<b>Weapon Enchantments</b>		
Aligned	1	+2,000 gp
Damaging	1	+1,500 gp
Dancing	1	+2,000 gp
Distance	1	+1,000 gp
Energy	1	+1,500 gp
Keen	1	+2,000 gp
Merciful	2	+2,500 gp
Returning	1	+2,000 gp
Seeking	2	+3,000 gp
Speed	2	+4,000 gp
Throwing	1	+2,000 gp
<b>Armor/Shield Enhancements</b>		
Defensive	1	+1,000 gp
Fortified	2	+2,000 gp
Glamoured	0	+500 gp
Mirrored	2	+3,000 gp
Resistant	1	+1,000 gp

## GENERAL ENCHANTMENTS

The following enchantments can be placed upon any item.

**Action:** An item with the *action* property grants an additional action point at each level to the character who uses the item, as long as the item is in their possession. If the character loses the *action* item, he immediately loses 1 action point (minimum of 0).

**Enhancing:** An *enhancing* item grants a +2 enchantment bonus to one ability score chosen at the time the enchantment is placed on the item.

An item can have the *enhancing* enchantment on it up to six times, once for each ability score.

**Enspelled:** An *enspelled* item has a single spell stored within it, chosen at item creation. The spell can be used once per day by any character who possesses the item, even if they don't have the Spellshaper feat. When they use the item, they make a Spellcraft check to cast the spell as normal (ignoring the normal rule that you must be trained in Spellcraft in order to cast a spell). A character cannot create an Enspelled item, however, unless he knows how to cast the spell himself. A character cannot create a ring that lets him cast *fire*, for example, unless that character already knows how to cast *fire*.

An item can have the *enspelled* enchantment on it multiple times, either to grant different spells or to allow for more casting of the same spell.

**Ghost Touch:** This item seems almost translucent. It can be picked up, moved, and worn by incorporeal creatures at any time. Essentially, a ghost touch item counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

**Light:** The object shines like a torch, illuminating out to 6 squares. The color of the light can be chosen at the item's imbuing. This is a very common enchantment.

**Protective:** This item grants a +1 enchantment bonus to any one defense (Reflex, Fortitude, or Will).

An item can have the *protective* enchantment up to three times, once for each defense.

**Skilled:** A *skilled* item lets its holder re-roll any one skill check once per day, keeping the better result. Multiple items keyed to the same skill allow for multiple re-rolls. However, a character cannot imbue an item with the *skilled* enchantment unless they are trained in the skill they wish to key to it. A character untrained in Ride, for example, cannot create an item that enhances his Ride skill.

An item can have the *skilled* item on it multiple times, granting re-rolls for multiple skills, or multiple re-rolls for one skill.

**Shielding:** A *shielding* item grants a character a +3 enchantment bonus to each of their defenses against spells.

## WEAPON ENCHANTMENTS

The following enchantments can be placed only upon weapons. However, note that, since shields can be used as weapons, a shield could have any of the enchantments listed below placed upon it, as long as it otherwise qualifies for them.

**Aligned:** An Aligned weapon deals an extra two dice of aligned damage against its opposing alignment. For example, a *good longsword* deals 1d8 slashing damage against most targets, +2d8 aligned damage against evil targets.

A weapon can be *aligned* twice, once for the good/evil axis and once for the lawful/chaotic one. If enchanted in this manner, then the weapon deals the full four dice of damage against its directly opposing alignment. For example, a *chaotic good longsword* deals 3d8 damage against evil and 3d8 damage against lawful, but 5d8 damage against lawful evil.

If a weapon is partially *aligned* against your alignment, then you take two dice of damage per round that you hold it, with the dice's type being the weapon's type. For example, an evil character holding a *good longsword* takes 2d8 aligned damage per round. If it is fully aligned against you (a lawful evil character holding a *chaotic good longsword*), then you take four dice of damage.

**Damaging:** The item deals an additional dice of damage of whatever type the weapon can normally deal. For example, a *damaging* longsword deals 2d8 damage. If the weapon can deal multiple types of damage, such as an *urgrosh*, then pick one damage type. The weapon deals an extra dice of damage with that damage type and normal damage with its other type (unless enchanted with the *damaging* property again for the other type).

**Dancing:** As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

**Distance:** The range of a *distance* weapon is doubled. This enchantment can be applied only to weapons that already have a base range, such as a longbow or a weapon that has been enchanted with the *throwing* enchantment.

**Energy:** The weapon deals an additional dice of damage of one magical energy type (acid, cold, electric, fire, or sonic). For example, a *flaming longsword* deals 1d8 slashing damage and 1d8 fire damage.

A weapon can have the *energy* property twice, either to deal additional damage of one energy type (1d8 slashing, 2d8 fire, based on the example above) or to deal two different energy types of damage (such as, say, a *sword of fire and thunder*, which would deal 1d8 slashing plus 1d8 fire plus 1d8 sonic).

**Keen:** A *keen* weapon has its threat range increased by 1. For most weapons, this means it has a critical range of 19-20, though the improved critical feat may increase this threat range to 18-20 or further. The weapon still only automatically hits on a natural 20, however.

**Merciful:** Whenever a character hits an opponent with a *merciful* weapon, instead of dealing damage, he can choose to move that opponent down the condition track.

**Returning:** Only thrown weapons, such as knives, darts, or a weapon imbued with the *throwing* enchantment, can be enchanted with the *returning* property. A *returning* weapon

returns to its owner's hand at the beginning of their next turn, provided a hand is still free to catch the item and the owner hasn't moved more than six squares in that time. Catching a *returning* item is a free action that does not provoke an attack of opportunity.

**Seeking:** Only ranged weapons can have the *seeking* enchantment. *Seeking* weapons ignore partial concealment for their target. They still can't hit a target that has total concealment, however.

**Speed:** A *speed* weapon seems to cut through the air with every swing. The holder of a *speed* weapon can make one extra attack per round if they make a full attack. This attack is made at their normal base attack bonus.

Weapons that can't be fired in quick succession can't have the *speed* property. For example, a longbow can have the *speed* property, but most crossbows (except for repeating crossbows) can't.

**Throwing:** This enchantment can only be placed on a melee weapon. The weapon gains a range of 2 squares, and can be effectively thrown by any proficient in its use.

## ARMOR/SHIELD ENCHANTMENTS

The following enchantments can only be placed upon armors or shields.

**Defensive:** A *defensive* armor or shield adds a +2 dodge to its bonus to Reflex defense. Dodge bonuses stack, unlike other kinds of bonuses, so someone wearing *defensive* armor and carrying a *defensive* shield gets the full +4 bonus from the two of them.

**Fortified:** Armors or shields enchanted with the *fortified* property are highly sought after. Whenever the wearer or bearer of such protection would be struck by a critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated. The attack still hits, but doesn't deal extra damage from these sources.

**Glamoured:** The secret behind the power of many mages, *glamoured* armor is enchanted to look and even feel like normal clothing. Apart from appearance, however, this is purely a cosmetic change. At will, the wearer of *glamoured* armor can drop the disguise (making it seem like they are suddenly wearing armor).

**Mirrored:** This enchantment can only be applied to a shield. Whenever a ranged attack or spell against the bearer of a *mirrored* shield fails by 5 or more, the owner can deflect the attack or spell back at the attacker, making any attack rolls or Spellcraft checks as though they had been the one to make the attack or cast the spell. They take a cumulative -5 penalty to each mirrored attack beyond the first before the start of their next turn, however.

**Resistant:** Armor or shields enchanted with the *resistant* enchantment are heavily sought after by adventurers. *Resistant* armors or shields have energy resistance 5 against one type of magical energy (acid, cold, electricity, fire, or sonic). This means that the first 5 points of damage from such a source is ignored. For example, a *flaming longsword* deals 1d8 slashing damage and 1d8 fire damage. When striking a *fire resistant* suit of armor, the slashing damage is dealt as normal, but unless the *flaming longsword* rolls at least a 6 on its fire damage die, then the wearer of the armor will take no damage at all.

A suit of armor or a shield can have this property applied twice, either to grant multiple resistances (against, say, fire and sonic), or to increase the resistance against one to 10.

## SPELL TRIGGERS

Spell triggers are different from other magic items. Rather than a permanent enchantment, a spell trigger represents a stored spell that, under the right conditions, can be released. Spell trigger items can take many forms, such as potions, talismans, scrolls, and so on. Each needs to be activated in different ways. A *scroll of fire* must be unrolled, for example, while a *potion of cure* needs to be imbibed and a *talisman of scrying* needs to be broken. Once used, a spell trigger item is destroyed. Using a spell trigger item is usually standard action.

Spell triggers store spells at a pre-set Spellcraft check. A *scroll of fire DC 15*, for example, stores a fire spell at a DC of 15. Once released, it unleashes *fire* as though the wielder of the spell trigger item has just cast *fire* with a Spellcraft result of 15. Using a spell trigger item is a standard action that provokes an attack of opportunity.

Spell trigger items cost 50 gp + 50 gp per 5 in their Spellcraft DC result. For example, a *potion of cure DC 0* costs just 50 gp, while a *potion of cure DC 15* costs 200 gp. The initial 50 gp covers the cost of most base items used to contain and create the spell trigger, such as the parchment and ink for a scroll or the bottle for a potion.

Creating a spell trigger item costs 25 gp plus 25 gp per 5 in their Spellcraft DC result, takes 1 hour, and requires a Spellcraft check with a DC equal to the result you want +10 (so creating a *potion of cure DC 0* is a DC 10 Spellcraft check). You must know the spell you wish to cast in the process of creating the spell trigger item, and cast it as part of the creation process. *However*, if you do, that removes that use of the spell from your spell suit for 24 hours - you can't cast that spell for some time afterwards, in other words.

## PART SEVEN

# SPELLS

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Spells work a lot like Force powers from *Saga Edition*. In order to learn a spell, you must take the Spell Training feat, or take the 'spell' talent from the Mage class. Each time you take a spell, you can use it once per encounter. Certain talents allow you to regain spells. You can take a spell multiple times in order to gain multiple uses per encounter.

A new feature to spells that is not present with Force powers is the concept of spell prerequisites. That is to say, some spells have prerequisites, usually requiring you to know other spells. For example, *clear* requires you to be able to cast *cure* three times per encounter. For the purposes of spell prerequisites, only actual spell knowledge counts. Having a magic item that lets you cast *missile* three times per day doesn't count.

Casting a spell provokes an attack of opportunity. If a spellcaster is damaged while casting a spell, then the spellcaster must succeed at an Endurance check, with a DC equal to the amount of damage they've taken. If they fail, then their spell fails. That spell is still used up from their spell suite.

### AERO

You create a gust of wind that knocks your target around.

**Time:** Standard action

**Target:** One object or character within 12 squares and within line of sight.

**Make a Spellcraft check.** The target makes a Strength check. If you beat the target's Strength check, you push it back 1 square plus an additional 1 square for every 5 points by which you exceed the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target gains a bonus or penalty to its Strength check based on its size: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, -5; Tiny, -10; Diminutive, -15; Fine, -20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

**Special:** You can spend an action point to apply a -5 penalty to the target's Strength check made to resist *aero*. Additionally, if you successfully push the target into a larger object, you deal an additional 2d6 points of damage from the extreme force of the thrust.

### BLIZZARD [cold]

You lob icy missiles as your targets.

**Time:** Standard action

**Target:** One or more targets within 6 squares

**Make a Spellcraft check.** If you equal or exceed the targets' Reflex defenses, you hit and get one of the following results, depending on your Spellcraft check result:

**DC 20:** You create one missile which deals 1d8 cold damage.

**DC 25:** As DC 20, except you create two missiles.

**DC 30:** As DC 20, except you create three missiles.

**DC 35:** As DC 20, except you create four missiles.

You may aim the missiles independently, hitting between one and four targets (depending on the number of missiles).

**Special:** You may spend an action point to create two additional missiles. These additional missiles must hit the same target, however, and that target must be targeted by one of your normal targets (or in other words, one target will be hit by at least three missiles, and the remaining missiles can be aimed as you please).

### CHARM [mind-influencing]

For a time, you make yourself more likeable and charming to those you meet.

**Time:** Full-round action

**Target:** Self

**Make a Spellcraft check.** The result determines the spell's result, if any.

**DC 15:** You receive a +10 bonus to all Deception, Gather Information, and Persuasion checks for the next minute

**DC 20:** As DC 15, except the bonuses are +20 instead.

**DC 25:** As DC 15, except the bonuses are +30 instead.

Whenever you attempt to use any of the skills listed above during *Charm's* duration, compare your Spellcraft check result to your target's Will defense. If you succeed, you gain the bonuses. If you fail, you do not. The DM does not have to tell you whether you have succeeded or failed. In either case, the target usually won't realize that they have just resisted a magical effect, such charm is a passive spell that seeks to influence rather than dominate.

**Special:** You may spend an action point to make the bonuses last for 10 minutes instead of 1 minute.

Note that this improves your own personal magnetism, but does not give you any actual control over other targets.

### COMMAND [mind-influencing]

You issue a single command to the target, which it must follow.

**Prerequisites:** Able to cast *charm* 3/encounter

**Time:** Standard action

**Target:** One target within 6 squares that you can see and which can see and hear you.

**Make a Spellcraft check.** Compare the result to the target's Will defense. If your result equals or exceeds their Will defense, you may issue a simple command (up to five words in length), which they are compelled to follow to the best of their ability immediately. Because magic is involved, your target does not need to actually understand your command, but it must see and hear you.

When issuing a *command*, you must follow three principle rules.

1. You cannot *command* a target to undertake an obviously suicidal action, such as "attack that flight of dragons."
2. You cannot *command* a target to undertake an action that grossly violates its morals, such as "kill that child."

3. You cannot *command* a target to undertake a physically impossible action for it, such as *commanding* a target to fall asleep in the middle of a raging battle.

The DM may have additional conditions for a *command* depending upon the circumstances surrounding it.

The target of a *command* is aware that they have been mentally dominated and acted against their will. A *command* lasts for one minute or until the ordered action is completed, after which time a subject must be targeted by the spell again. While you may *command* a target to undertake a task which would take longer than one minute, after one minute they are free to stop (For example, you could *command* a target to “travel around the world.” They would immediately set out on their journey, but then probably cease after 1 minute).

**Special:** You may spend an action point to issue a *command* as part of an ordinary conversation. If you do so, those who are privy to the conversation are entitled to a Perception check (DC = your Spellcraft check result) to notice the unusual emphasis you have placed upon the words of your *command*.

## CURE

You use magical energies to heal your target.

**Time:** Standard action

**Target:** One target you can touch.

**Make a Spellcraft check.** The result determines how many hit points are recovered.

*DC 0:* The target recovers 1d6+1 hit points per level.

*DC 10:* The target recovers 1d8+1 hit points per level.

*DC 20:* The target recovers 1d10+1 hit points per level.

*DC 30:* The target recovers 2d6+2 hit points per level.

*DC 40:* The target recovers 2d8+2 hit points per level.

**Special:** Undead creatures are harmed by *cure* instead of restored, and so *cure* can be used as an attack. If you succeed on a melee touch attack against the undead target, you deal 1d6 holy damage on a Spellcraft check result of 15, and an additional 1d6 damage for every five points by which you exceed 15.

## CLEAR

You call upon magical energies to restore your target to a healthy condition.

**Prerequisites:** Able to cast *cure* 3/encounter.

**Time:** Standard action

**Target:** One target you can touch.

**Make a Spellcraft check.** The result determines *clear*’s result, if any:

*DC 15:* You cure any poison or acid the target has

*DC 20:* You cure any disease the target has

*DC 25:* You restore any lost ability points

*DC 30:* You restore any drained levels.

## DISPEL

You reach out and cancel the magical energies that are enhancing your target.

**Time:** Standard action

**Target:** One object, person, or area with an ongoing spell effect within 12 squares (if targeting an area, you must target the center of the area of effect)

**Make a Spellcraft check.** Compare the result of your Spellcraft check with the Will defense of your target (an

unattended object or area has a Will defense of 10 for the purposes of *dispel*). If your check result equals or exceeds the target’s Will defense, then the ongoing spell is cancelled, ending immediately. This has the following effects for spells listed in this section.

*Charm:* The target loses its skill bonuses.

*Command:* The *command* ends.

*Illusion:* The illusion ceases to be. This can also dispel a stored *illusion* (see the *illusion* spell for descriptions of stored illusions).

*Meteor:* The *meteor* storm ends.

*Poison:* The target is cured of poison

*Resist:* The target loses its energy resistance

*Shield:* The target loses its bonus to Reflex defense provided by the spell

**Special:** You may spend an action point to treat the Will defense of your target as being 5 lower for the purposes of your *dispel* attempt against them.

## FIRE [fire]

You pull upon arcane energies to create a bolt of fire to strike your target.

**Time:** Standard action

**Target:** One target within 12 squares or within line of sight.

**Make a Spellcraft check.** If you equal or exceed your target’s Reflex defense, you hit and get one of the following results, depending on your Spellcraft check result:

*DC 15:* 1d6 fire damage

*DC 20:* 2d6 fire damage

*DC 25:* 3d6 fire damage

*DC 30:* 4d6 fire damage

**Special:** You may spend an action point to increase the damage dealt by *fire* by 2d6.

The fire created by *fire* is magical and cannot normally actually cause something to catch fire, unless that object is normally highly flammable, such as oil or dry wood.

## GRAVITY

You manipulate arcane energies to create an area of extreme gravity.

**Time:** Standard action

**Target:** All targets within a 3-square sphere. The center of the sphere can be no more than 12 squares away, and it must target a physical object (you cannot target a point in space).

**Make a Spellcraft check.** Make one roll and compare the result to each target’s Fortitude defense. If the result equals or exceeds a target’s Fortitude defense, it takes 6d4 points of force damage and is knocked prone. If the result is less than the target’s Fortitude defense, it takes half damage and is not knocked prone. This is an area effect.

**Special:** When you use this power, you can spend an action point to increase the sphere’s radius to 6 squares.

## HOLY

You call upon holy light to strike down your foes.

**Prerequisites:** Able to cast *cure* 3/encounter and *fire* 3/encounter

**Time:** Standard action

**Target:** One target within line of sight and within 6 squares of you.



**Make a Spellcraft check.** Make one roll and compare the result to the target's Fortitude defense. If the attack hits, the target takes 8d6 points of holy damage and moves -1 step along the condition track. If the attack misses, the target takes only half damage, and it does not move along the condition track.

**Special:** Holy damage only affects evil beings; that is, beings whose alignments are Lawful Evil, Neutral Evil, or Chaotic Evil. *Holy* is totally ineffective against non-evil beings.

Only good characters (Lawful, Neutral, or Chaotic) may learn or cast *holy*.

## ILLUSION

You create illusions out of shadowstuff

**Time:** Full-round action

**Target:** None or target touched (see below).

**Make a Spellcraft check.** The result determines the reality of your illusion.

**DC 15:** The illusion has an indistinct form that lacks true substance.

**DC 20:** The illusion can be seen and can itself see, but can't be heard (nor can it hear). It can move, but it can't physically interact with the 'real' world. It has a distinct physical form.

**DC 25:** As DC 20, plus the illusion can be heard and can itself hear. It can speak specific phrases or be programmed to respond to specific questions or actions.

**DC 30:** As DC 20, plus the illusion can be felt, tasted, and smelled and can itself feel, taste, and smell. The illusion still cannot physically interact with the 'real' world itself. It can be programmed with complex actions or phrases.

**DC 35:** The illusion is at least partially real. It has a Strength, Dexterity, Intelligence, Wisdom, and Charisma score of 10 (but it is not alive and so has no Constitution). The illusion has Defenses of 10, 10 HP, and a BAB of +1. It can attack a target for 1d3 bludgeoning damage, but only to targets that believe it to be real (see below). The illusion is not self-aware, however it can be programmed to appear so in most ways. It knows everything you know. It can also interact with the real world, picking up and utilizing items. It is untrained in all skills except any Knowledge skills you are trained in.

An illusion persists for one minute per point of your Spellcraft check result (17 minutes for a result of 17, for example). An individual who interacts with the illusion can notice that it is unreal by making a Perception check against your Spellcraft check result. If they succeed, they disbelieve the illusion. They can still perceive it, but they know it is illusory and can't be affected by it.

You can wrap an illusion around a targeted creature, thus creating disguises. You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen disguise. The reality of the disguise is determined by the reality of your illusion as outlined above.

If you use this spell to create a disguise, you get a +10 bonus on the Deception check.

**Special:** You can spend an action point to 'store' an illusion until a certain condition is met. There is no limit to how long the illusion can be stored in this fashion, but the condition must be fulfilled within 6 squares of the illusion.

## INFLECT

You touch a target and cause blinding pain.

**Time:** Standard action

**Target:** One target you can touch (you must first succeed on a melee touch attack).

**Make a Spellcraft check.** The result of the roll determines the effect, if any:

**DC 15:** The target takes 2d6 points of damage. If your Spellcraft check result equals or exceeds their Fortitude defense, the target can take only a single swift action on their next turn.

**DC 20:** As DC 15, except they take 4d6 points of damage.

**DC 25:** As DC 15, except the target takes 6d6 points of damage.

**Special:** You can spend an action point to deal an additional 2d6 points of damage with *inflect*.

## METEOR

You call a meteor shower down from the heavens to strike your foe

**Prerequisites:** Able to cast *aero* 3/encounter, *fire* 3/encounter, and *gravity* 3/encounter

**Time:** Full-round action

**Target:** All targets within a 12-square radius, centered on you.

**Make a Spellcraft check.** Make a single check and compare the result to the Reflex defense of each target within the area of effect. Each target whose Reflex defense you equal or exceed takes damage as outlined below.

**DC 20:** 1d6 fire and 1d6 bludgeoning for 1d4+1 rounds

**DC 25:** 2d6 fire and 2d6 bludgeoning for 1d4+1 rounds

**DC 30:** 3d6 fire and 3d6 bludgeoning for 1d4+1 rounds

**DC 35:** 4d6 fire and 4d6 bludgeoning for 1d4+1 rounds

Meteor is an area effect. A target that makes its Reflex save takes only half damage per round.

**Special:** You may spend an action point to summon a particularly large storm. Add 1d6 fire and 1d6 bludgeoning damage. You may also spend an action point to increase *meteor's* duration by 1d4+1 rounds.

## POISON

You create a virulent poison within a target

**Prerequisites:** Able to cast *inflict* 3/encounter

**Time:** Standard action

**Target:** One target you can touch (you must succeed on a melee touch attack).

**Make a Spellcraft check.** Compare the result to your target's Fortitude defense. If your Spellcraft result equals or exceeds its Fortitude defense, consult the following table for the result:

**DC 15:** The target takes 5 poison damage and takes an additional 1d6 points of poison damage at the beginning of each of their turns

**DC 20:** As DC 15, except the target takes 10 poison damage initially.

**DC 25:** As DC 15, except the target takes 15 poison damage initially.

**DC 30:** As DC 15, except the target takes 20 poison damage initially.

Whenever a target takes poison damage, their damage threshold is considered to be 5 less than what it is for the purposes of whether or not they move down the condition track.

A character continues to take poison damage until the poison is *cleared* or until they catch a second wind.

**Special:** You can spend an action point to increase the amount of poison damage they take per turn to 2d6.

## RESIST

You wrap magical energies around your target, granting them resistance to energy.

**Prerequisites:** Able to cast *shield* 3/encounter.

**Time:** Standard action

**Target:** Self

**Make a Spellcraft check.** The result determines *resist*'s effect, if any.

**DC 15:** Choose one specific magical energy type (acid, cold, electric, fire, or sonic). You gain resistance to that energy 5.

**DC 20:** As DC 15, except the resistance is 10.

**DC 25:** As DC 15, except the resistance is 15.

**DC 30:** As DC 15, except the resistance is 20.

The energy resistance granted by *resist* persists for a number of rounds equal to 3 + the target's Charisma modifier.

**Special:** You may spend an action point to grant a +5 bonus to your energy resistance.

## SCRY

You gain a vague, momentary impression of events happening around a particular being in some distant place.

**Time:** Full-round action

**Target:** One creature you have met before.

**Make a Spellcraft check.** If your check result is less than the target's Will defense, you gain no information (including whether the target is alive or dead) and cannot use this spell against the same target for 24 hours. If you succeed, you can sense whether or not the target is alive or dead and gain a vague sense of its immediate surroundings, what it's currently doing, and any strong emotion or sensation it may be feeling (such as rage or pain). A dead target has a Will defense of 30 for the purposes of this spell.

**Special:** If you successfully use this power, you can spend an action point to gain a clear mental image of the target's surroundings and other creatures and objects within 6 squares of it.

## SHIELD

You wrap magical energies around your target, making them harder to hit.

**Time:** Standard action

**Target:** One target you can touch

**Make a Spellcraft check.** The result determines *shield*'s effect, if any.

**DC 15:** You receive a +2 enchantment bonus to their Reflex defense.

**DC 20:** You receive a +3 enchantment bonus to their Reflex defense.

**DC 25:** You receive a +4 enchantment bonus to their Reflex defense.

**DC 30:** You receive a +5 enchantment bonus to their Reflex defense.

The bonus to Reflex defense lasts for a number of rounds equal to 3 + your Charisma modifier.

**Special:** You can spend an action point to gain DR 5 for the duration of *shield*.

## SHIFT

You use magic to bend space, transporting an object almost instantaneously from one place to another.

**Time:** Full-round action

**Target:** One held or unattended object or creature within 6 squares or one vehicle you occupy.

**Make a Spellcraft check.** The result of the check determines the maximum size of the object you can transport and the distance you can transport it. For the purposes of this spell, 'object' includes creatures.

**DC 20:** You can move a Medium or smaller object up to 6 squares

**DC 25:** You can move a Large or smaller object up to 12 squares

**DC 30:** You can move a Huge or smaller object up to 18 squares

**DC 35:** You can move a Gargantuan or smaller object up to 24 squares

**DC 40:** You can move a Colossal or smaller object up to 30 squares

**Special:** If the object you are transporting contains other objects or creatures (such as a ship), the objects or creatures contained within are transported as well.

You can spend an action point to increase the maximum size of the object you can move by two categories, up to Colossal in size, or double the distance moved.

## STOP

You use magic to slow your targets as if they are encumbered by an extremely heavy load, making it difficult for them to move.

**Prerequisites:** Able to use *surge* 3/encounter

**Time:** Standard action

**Target:** One creature within 12 squares and within line of sight.

**Make a Spellcraft check.** If your result equals or exceeds your target's Fortitude defense, they take the following effects as determined by your check result:

**DC 15:** Target's speed is reduced by 1 square until the beginning of your next turn. The target is also encumbered, as though carrying a heavy load, taking a -10 penalty on Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim checks.

**DC 20:** As DC 15, except the target's speed is reduced by 2 squares instead.

**DC 25:** As DC 15, except the target's speed is reduced by 3 squares instead.

**DC 30:** As DC 15, except the target's speed is reduced by 4 squares instead.

The target gains a bonus or penalty to its Strength check based on its size: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium or smaller, +0.

**Special:** You can spend an action point to apply a -5 penalty to the target's Fortitude defense when using *slow*.

## STRIKE

You use magic to enhance your battle prowess

**Prerequisites:** Able to cast *surge* 3/encounter

**Time:** Swift action

**Target:** Self

**Make a Spellcraft check.** The result of the check determines the effect, if any:

*DC 15:* You gain a +1 bonus to your next attack roll and deal 1d6 points of damage if your attack hits.

*DC 20:* As DC 15, but the damage is 2d6 instead.

*DC 25:* As DC 15, but the damage is 3d6 instead.

*DC 30:* As DC 15, but the damage is 4d6 instead.

**Special:** You can spend an action point to deal an additional 2d6 points of damage.

## SURGE

You enable yourself and others to leap far and run fast.

**Time:** Swift action

**Target:** Self plus one other for every 5 points by which you exceed 15 on your Spellcraft check.

**Make a Spellcraft check.** The result of the check determines the effect, if any:

*DC 15:* You receive a +10 bonus on Jump checks and your speed increases by 2 squares until the start of your next turn. The bonus to jump checks takes into account your increases speed.

*DC 20:* As DC 15, except the bonus to Jump is +20 instead, and your speed increases by 4 squares

*DC 25:* As DC 15, except the bonus to Jump is +30 instead, and your speed increases by 4 squares

**Special:** You can spend an action point to increase *surge's* bonus on Jump checks by 10 and the bonus speed by an additional 2 squares.

## THUNDER [electric]

You call down thunder from the heavens to strike a target.

**Time:** Standard action

**Target:** Multiple targets within a 6-square radius centered on you.

**Make a Spellcraft check.** Make a single check and compare the result to each target's Reflex defense. If you equal or exceed their Reflex defense, you deal 3d8 points of electric damage to each target. Your maximum number of targets is equal to your Spellcraft check result divided by 5.

**Special:** You may spend an action point to deal an additional 2d8 damage to each target you hit.

## PART EIGHT

# MANEUVERS

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Maneuvers are complex actions that you can perform during combat, which have a variety of effects. Maneuvers are based off of the lightsaber form powers from the *Jedi Academy Training Manual*.

In order to learn a maneuver, you must take the Maneuver Training feat, which allows you to learn a number of maneuvers equal to 1 + your Intelligence modifier each time you take that feat.

Each time you learn a maneuver, it is added to your maneuver suite (which is distinct from your spell suite). Each time you use a maneuver, it is removed from your maneuver suite and you can't use it again until you've had a chance to rest up or unless you spend an action dice, which recovers 1 spent maneuver.

You must have the weapon you wish to use drawn in order to make use of a maneuver.

Most maneuvers are not magical in any way, but they are presented in a manner similar to spells. All maneuvers require you to make a skill check, but the precise skill varies from maneuver to maneuver. You do not need to be trained in the skill needed to perform a maneuver.

*Acrobatics:* Rising Whirlwind, Saber Swarm, Saber Sweep

*Deception:* Fluid Riposte, Pass the Blade, Slide Riposte

*Endurance:* Circle of Shelter, Deflecting Slash, Falling Avalanche, Lion's Ferocity

*Initiative:* Contentious Opportunity, Knockback Shot, Tempered Aggression, Twin Strike

*Jump:* Hawk Dive-swoop, Panther Deflection, Swift Flank, Unhindered Charge

*Perception:* Assured Strike, Barrier of Blades, Bull's Eye, High Ground Defense

*Sleight of Hand:* Disarming Slash, Unbalancing Block

*Spellcraft:* Draw Closer, Pushing Slash

**Enspelled Maneuvers:** Enspelled maneuvers (Draw Closer and Pushing Slash, for example) are maneuvers that make use of magic. While they are not themselves spells - you can't learn them with Spell Training, only with Maneuver Training - they are considered spells for the purposes of talents, feats, and abilities that affect spells, so long as they are relevant to the maneuver. For example, they can be countered, recovered with Spell Focus, or quickened with Quicken Spell.

### Assured Strike

You trade power for accuracy.

**Time:** Standard action

**Target:** One enemy within your reach

**Make Two Perception Checks.** Keep the better result and use it in the place of an attack roll. You take a penalty to damage based on your check result:

*DC 15:* You take a -5 penalty to damage

*DC 20:* As DC 15, except the penalty is -2

*DC 25:* As DC 15, except the penalty is -1

*DC 30:* As DC 15, except there is no damage penalty.

**Special:** You can spend an action point to make Perception checks, keeping the best result.

### Barrier of Blades

You whip your weapon around you, creating a barrier through which ranged attacks rarely penetrate

**Time:** Swift action

**Target:** You

**Make a Perception Check.** Until the start of your next turn, you can use the result of your Perception check in the place of your Reflex Defense against incoming non-area ranged attacks.

**Special:** You may spend an action point to use this maneuver to protect any allies adjacent to you from ranged attacks as well.

### Bull's Eye

You center your target, line him up, and get ready to try and take him out with one shot.

**Time:** Standard action

**Target:** One target within range that you can see.

**Make a Perception Check.** Use the result of your Perception check in the place of a ranged attack roll. The effect of the Perception check depends on your check result:

*DC 15:* You deal +1 die of damage. In addition, if the attack hits, compare the result of your Perception check to the target's Fortitude defense. If the Perception check result equals or exceeds the target's Fortitude defense, the target moves -1 step on the condition track.

*DC 20:* As DC 15, except you deal +2 die of damage.

*DC 25:* As DC 15, except you deal +3 die of damage.

*DC 30:* As DC 15, except you deal +4 die of damage.

**Special:** You may spend an action point to move the target an additional step down the condition track if your Perception check equals or exceeds their Fortitude defense.

### Circle of Shelter

You create a protected area around yourself, through which enemies have difficulty reaching you or your allies.

**Time:** Standard action

**Target:** You plus all allies adjacent to you.

**Make an Endurance Check.** The result of the check determines the result, if any.

*DC 20:* Until the end of your next turn, you and all adjacent allies gain a +1 deflection bonus to your Reflex defense.

*DC 25:* As DC 20, except the bonus increases to +2

*DC 30:* As DC 20, except the bonus increases to +5.

**Special:** You can spend an action point to also add this bonus granted by this maneuver to the Fortitude defense of yourself and your allies.

### Contentious Opportunity

You seize the moment when your opponent gives you an opening, darting in to strike.

**Time:** Free action (when you make an attack of opportunity).

**Target:** One enemy within your reach.

**Make an Initiative Check.** Use your Initiative check in the place of a melee attack roll. If the attack hits, use your Initiative check to determine the effect:

*DC 20:* If you hit with your attack of opportunity, you deal +1 die of damage.

*DC 25:* As DC 20, except you deal +2 die of damage.

*DC 30:* As DC 20, except you deal +3 die of damage.

*DC 35:* As DC 20, except you deal +4 die of damage.

**Special:** If you hit with the attack of opportunity, you may immediately spend an action point to reduce the target's speed by 2 squares until the end of its next turn.

## Deflecting Ricochet

You use the momentum of your effort to deflect a projectile to strike at an adjacent opponent.

**Time:** Reaction (when targeted by a non-area ranged attack).

**Targets:** You plus one enemy within 3 squares

**Make an Endurance Check.** The result of the check determines the effect, if any.

*DC 15:* Compare the result of your Endurance check against the attack roll of the incoming attack. If your result equals or exceeds the incoming attack roll, the attack does half damage on a hit. In addition, the remaining half of the damage is dealt to a single enemy within 3 squares of you.

*DC 20:* As DC 15, and you deal +1 point of damage to the target of your weapon attack on a hit.

*DC 25:* As DC 15, and you deal +3 points of damage to the target of your weapon attack on a hit.

*DC 30:* As DC 15, and you deal +5 points of damage to the target of your weapon attack on a hit.

**Special:** You can spend an action point to take no damage from the incoming attack if your skill check equals or exceeds its attack roll (you still deal only half damage (plus bonuses for a high Endurance check) to your target)

## Disarming Slash

You strike at an opponent's weapon, attempting to rip it from their grasp.

**Time:** Standard action

**Target:** One enemy within range

**Make a Sleight of Hand Check.** Use your Sleight of Hand check result in the place of a melee attack roll. The result of your check determines the effect:

*DC 15:* If the attack deals damage, you can use your Sleight of Hand check in place of an attack roll to make an immediate disarm attempt against the target. If you succeed, the weapon drops to the ground.

*DC 20:* As DC 15, except your target gains only a +5 bonus to resist being disarmed (instead of a +10 bonus)

*DC 25:* As DC 15, except your target gains only a +2 bonus to resist being disarmed (instead of a +10 bonus)

*DC 30:* As DC 15, except your target gains no bonus to resist being disarmed (instead of a +10 bonus)

**Special:** If you possess the Catch Weapon talent, you may attempt to catch the disarmed weapon as normal, assuming you have a free hand and are adjacent to your target.

You may spend an action point to deal damage to the weapon equal to the damage you dealt to the target, provided you successfully disarm that opponent.

## Draw Closer [enspelled]

You grab an opponent with mystical energy, drawing him into the path of your weapon

**Time:** Standard action

**Target:** One enemy within 6 squares of you and within line of sight.

**Make a Spellcraft Check.** The result of the check determines the result, if any:

*DC 15:* If your target is Medium or smaller in size and is neither grabbed nor grappled, you immediately pull it into the nearest unoccupied space adjacent to you (if no space adjacent to you is a legal space for the target due to its size, the maneuver fails). This movement does not provoke an attack of opportunity. You can then make a single melee attack against the target, using your Spellcraft check result in the place of a melee attack roll.

*DC 20:* As DC 15, except your target may be Large or smaller.

*DC 25:* As DC 15, except your target may be Huge or smaller.

*DC 30:* As DC 15, except your target may be Gargantuan or smaller.

**Special:** You can spend an action point to pull the target into any adjacent space (occupied or otherwise).

## Falling Avalanche

You raise your weapon above your head and then bring it crashing down on your opponent with incredible force

**Time:** Standard action

**Target:** You plus one enemy within your reach

**Make an Endurance Check.** Use your Endurance check result in the place of a melee attack roll. The result of your check determines the effect:

*DC 15:* If your attack deals damage and your target is no more than one size category larger than you, you can push the target 1 square away from you, and then move into the space that enemy just vacated. Neither your movement nor the target's movement provokes attacks of opportunity. You cannot move a target that is grabbed or grappled.

*DC 20:* As DC 15, except you can push the target 2 squares and can move through spaces your target passed through to end adjacent to your target.

*DC 25:* As DC 15, except you can push the target 3 squares and can move through spaces your target passed through to end adjacent to your target.

*DC 30:* As DC 15, except you can push the target 4 squares and can move through spaces your target passed through to end adjacent to your target.

**Special:** You can spend an action point to knock your opponent prone at the end of its forced movement.

## Fluid Riposte

You smoothly turn aside an opponent's melee attack, stepping in to deliver your own attack

**Time:** Reaction (when an adjacent opponent makes a melee attack against you).

**Target:** You plus one enemy within your reach

**Make a Deception Check.** Compare the result of your Deception check against the attack roll of the incoming attack. If your Deception check equals or exceeds the incoming attack



roll, the attack deals half damage on a hit. You can then immediately move to any other square adjacent to your attacker and use the result of your Deception check in the place of a melee attack roll against your opponent. The movement does not provoke attacks of opportunity.

**Special:** You can spend an action point to treat the attacker as flat-footed for the purposes of your reaction attack.

## Hawk Dive-swoop

You leap into action against your foe, striking with your weapon before other enemies have a chance to react.

**Time:** Standard action

**Targets:** You plus one enemy within your reach

**Make a Jump Check.** The result determines the effect, if any.

*DC 15:* You move up to 2 squares; this movement does not provoke attacks of opportunity. If you end your movement adjacent to a target, you may use your Jump check in the place of a melee attack roll to make an attack against your target.

*DC 20:* As DC 15, except you can move up to 4 squares.

*DC 25:* As DC 15, except you can move up to 6 squares.

*DC 30:* As DC 15, except you can move up to 8 squares.

**Special:** You can spend an action point to deal an additional +2 die of damage against your target.

## High Ground Defense

You know how to take advantage of the terrain and gain a defensive advantage from it.

**Time:** Swift action

**Target:** You

**Make a Perception Check.** The result of the check determines the effect, if any.

*DC 15:* Until the start of your next turn, if you are standing on a low object or in difficult terrain, any creature that moves adjacent to you provokes an attack of opportunity from you, using your Perception check result in the place of a melee attack roll.

*DC 20:* As DC 15, except you gain a +1 circumstance bonus on attacks of opportunity until the start of your next turn.

*DC 25:* As DC 15, except you gain a +2 circumstance bonus on attacks of opportunity until the start of your next turn.

*DC 30:* As DC 15, except you gain a +5 circumstance bonus on attacks of opportunity until the start of your next turn.

**Special:** You can spend an action point to move 1 square each time you make an attack of opportunity until the start of your next turn. This movement does not provoke attacks of opportunity.

## Knockback Shot

You hit your opponent with a counter-strike, hard enough to send them flying

**Time:** Reaction (to being targeted by a melee attack)

**Target:** You plus one target adjacent to you.

**Make an Initiative Check.** The result of the check determines the effect, if any:

*DC 15:* Compare the result of your Initiative check to the incoming attack roll. If your Initiative check result equals or exceeds the attack roll, the attack deals half damage on a hit.

In addition, you can move one square in any direction, then use your Initiative check result in the place of a ranged attack roll to make a single ranged attack roll against your target. If the attack hits, they are pushed backwards 2 squares. Neither your movement nor your target's forced movement provokes an attack of opportunity.

*DC 20:* As DC 15, except your target moves back 3 squares.

*DC 25:* As DC 15, except your target moves back 4 squares.

*DC 30:* As DC 15, except your target moves back 5 squares.

**Special:** You may spend an action point to knock the target prone at the end of its forced movement.

## Lion's Ferocity

You ferociously attack your foe, aiming to end the battle quickly and decisively.

**Time:** Standard action

**Target:** One enemy within your reach

**Make an Endurance Check.** Use your Endurance check result in the place of a melee attack roll. The result of the check determines the effect, if any:

*DC 20:* If your attack hits, you deal +1 die of damage.

*DC 25:* As DC 20, except you deal +2 die of damage.

*DC 30:* As DC 20, except you deal +3 die of damage.

*DC 35:* As DC 20, except you deal +4 die of damage.

**Special:** You can spend an action point to use this power at the end of a charge.

## Panther Deflection

You deflect an incoming attack and leap towards your attack with fierce abandon.

**Time:** Reaction (when an attacker makes a non-area ranged attack against you).

**Target:** You plus one enemy within your reach

**Make a Jump Check.** The result of the check determines the effect, if any.

*DC 15:* Compare the result of your Jump check against the attack roll of the incoming attack. If your Jump check result equals or exceeds the attack roll, you take half damage on a hit. You can then move up to your speed towards your attacker, and if you end your movement within reach of the target, you can use your Jump check in the place of a melee attack roll and attack them.

*DC 20:* As DC 15, except you can move your speed +2 squares.

*DC 25:* As DC 15, except you can move your speed +4 squares.

*DC 30:* As DC 15, except you can move your speed +6 squares.

**Special:** You can spend an action point to take no damage from the attack on a hit if your skill check equals or exceeds the incoming attack.

## Pass the Blade

You suddenly change the angle of your attack, getting past your opponent's defenses.

**Time:** Standard action

**Target:** You plus one enemy within reach

**Make a Deception Check.** Use the Deception check result in the place of a melee attack roll. The result of your Deception check determines the effect, if any:

*DC 15:* Your opponent takes a -2 penalty on Acrobatics checks made to block your attack if it hits, as per the Block talent.

*DC 20:* As DC 15, except the opponent takes a -5 penalty on its Acrobatics check.

*DC 25:* As DC 15, except the opponent takes a -10 penalty on its Acrobatics check.

*DC 30:* As DC 15, except the opponent cannot use the Block talent to negate the attack.

**Special:** You can spend an action point to deal +2d6 damage with your attack if it hits.

## Pushing Slash [enspelled]

You strike at your target with your weapon, then hurl them away from you with magic.

**Time:** Standard action

**Target:** One enemy within your reach

**Make a Spellcraft Check.** Use the result of your Spellcraft check in the place of a melee attack roll. The result of your Spellcraft check determines the effect, if any:

*DC 15:* If the attack hits, in addition to dealing damage, compare the result of your Spellcraft check to the target's Fortitude defense. If your Spellcraft check result equals or exceeds the target's Fortitude defense, you push the target 2 squares away from you. This movement does not provoke attacks of opportunity. You cannot move a target that is grabbed or grappled.

*DC 20:* As DC 15, except you push the target 3 squares away from you.

*DC 25:* As DC 15, except you push the target 4 squares away from you.

*DC 30:* As DC 15, except you push the target 5 squares away from you.

**Special:** You can spend an action point to knock the target prone at the end of its forced movement.

## Rising Whirlwind

You swing your weapons around your body, creating a whirlwind of deadly steel.

**Time:** Standard action

**Target:** Two enemies within your reach.

**Make Two Acrobatics Checks.** Use these check results in the place of attack rolls, each one against a different target. The result of each check determines the effect, as follows:

*DC 15:* If both attacks hit, you gain 10 bonus hit points. Damage is subtracted from bonus hit points first, and any remaining bonus hit points disappear at the end of the encounter.

*DC 20:* As DC 15, except you gain 15 bonus hit points.

*DC 25:* As DC 15, except you gain 20 bonus hit points.

*DC 30:* As DC 15, except you gain 25 bonus hit points.

**Special:** You must be wielding two weapons to use this maneuver. You can spend an action point to deal an additional +1d6 damage to each target you hit.

## Saber Swarm

You slash at your opponent rapidly, aiming many short strikes at the target's body

**Time:** Standard action

**Target:** One enemy within your reach.

**Make Two Acrobatics Checks.** The result of the checks determines the effect, if any:

*DC 15:* You can use each Acrobatics check in the place of melee attack rolls, dealing damage for each hit. Each Acrobatics check is made at a -5 penalty.

*DC 20:* As DC 15, except the checks are made at a -2 penalty.

*DC 25:* As DC 15, except the checks are made at a -1 penalty.

*DC 30:* As DC 15, except the checks are made at no penalty.

**Special:** You must be wielding two weapons to use Saber Swarm. You can spend an action point to move up to 2 squares before or after you use this maneuver. This movement does not provoke attacks of opportunity.

## Saber Sweep

You lash out at multiple enemies, striking them with a sweeping motion.

**Time:** Standard action

**Target:** One enemy within your reach (the primary target) plus one other enemy within your reach (the secondary target).

**Make an Acrobatics Check.** Use the result of your Acrobatics check in the place of a melee attack. The result of the check determines the effect, if any:

*DC 15:* The attack deals normal damage to the primary target and 5 points of damage to the secondary target if the attack hits.

*DC 20:* As DC 15, except increase the damage to the secondary target by +1d6 points.

*DC 25:* As DC 15, except increase the damage to the secondary target by +2d6 points.

*DC 30:* As DC 15, except increase the damage to the secondary target by +3d6 points.

**Special:** You can spend an action point to affect two secondary targets, provided both enemies are within your reach and adjacent to the primary target of your attack.

## Slide Riposte

You are trained in a technique that allows you to slightly change the angle of an opponent's attack before striking with a decisive riposte of your own.

**Time:** Reaction (when an adjacent opponent makes a melee attack against you).

**Target:** You plus one enemy within your reach.

**Make a Deception Check.** Compare the result of your Deception check against the attack roll of the incoming attack. If your Deception check result equals or exceeds the incoming attack roll, the attack deals half damage on a hit. In addition, you can use the result of your Deception check in the place of a melee attack roll to make a single melee attack against your target. You deal half damage to your target on a miss.

**Special:** You can spend an action point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

## Swift Flank

You leap over or dash around your opponent, striking before he has a chance to react

**Time:** Standard action

**Target:** You plus one adjacent opponent

**Make a Jump Check.** The result of the check determines the effect, if any.

*DC 20:* You can move up to half your speed; this movement does not provoke attacks of opportunity. You can then use the result of your Jump check in the place of a melee attack roll to make a single melee attack against your opponent. If the space you occupy and the space you started in are spaces that flank the opponent, the opponent is considered to be flanked for your attack.

*DC 25:* As DC 20, except you can move up to your speed.

*DC 30:* As DC 20, except you can move up to your speed + 2 squares.

*DC 35:* As DC 20, except you can move up to your speed + 4 squares.

**Special:** You can spend an action point to increase your movement by 2 squares.

## Tempered Aggression

You throw yourself at an opponent, controlling your aggression to prevent it from getting the better of you.

**Time:** Standard action

**Target:** One enemy within your reach

**Make an Initiative Check.** Use your Initiative check result in the place of a melee attack roll. The result of your check attack roll determines the effect, if any.

*DC 30:* If you beat the target's Reflex defense by 10 or more, the attack is treated as a critical hit.

*DC 35:* As DC 30, except you must beat the target's Reflex defense by 5 or more.

*DC 40:* As DC 30, except you must beat the target's Reflex defense by 2 or more.

**Special:** You can spend an action point to deal +2 dice of damage with the attack if it hits. This extra damage is added after the damage is doubled, if it is a critical hit.

## Twin Strike

You swing both of your weapons in an arc towards the target, slamming them home with great force.

**Time:** Standard action

**Target:** One enemy within your reach

**Make an Initiative Check.** Use the result of your Initiative check in the place of a melee attack roll. The result of your Initiative check determines the result, if any:

*DC 15:* If the attack hits, add the base damage dice of your other weapon to the damage roll.

*DC 25:* As DC 15, and you gain a +1 bonus on the attack roll.

*DC 30:* As DC 15, and you gain a +2 bonus on the attack roll.

**Special:** You must be wielding two weapons to use this maneuver. You can spend an action point to add +1 die of damage to the damage from your attack.

## Unbalancing Block

You catch an opponent's weapon on your blade and then pull back, causing him to stumble.

**Time:** Reaction (when an adjacent enemy makes a melee attack against you).

**Target:** You

**Make a Sleight of Hand Check.** Compare the result of your check against the attack roll of the incoming attack. If the

Sleight of Hand check equals or exceeds the incoming attack roll, the attack deals half damage on a hit. Additionally, if your Sleight of Hand check equals or exceeds the target's Will defense, the target is considered to be flat-footed until the end of your next turn.

**Special:** You can spend an action point to take no damage from the incoming attack if your skill check equals or exceeds the attack roll of the incoming attack.

## Unhindered Charge

You leap towards your opponent, ignoring any difficult terrain or obstacles.

**Time:** Standard action

**Target:** You plus one enemy within your reach

**Make a Jump Check.** The result of the check determines the effect, if any.

*DC 15:* You can move up to your speed towards your enemy, ignoring any difficult terrain and low obstacles. If you end your movement within reach of the enemy, you can make a single melee attack against that target, using your Jump check result in the place of a melee attack roll.

*DC 20:* As DC 15, except you can move up to your speed +2 squares.

*DC 25:* As DC 15, except you can move up to your speed +4 squares.

*DC 30:* As DC 15, except you can move up to your speed +6 squares.

**Special:** You can spend an action point to move an additional 2 squares.

## PART NINE

# PRESTIGE CLASSES

A prestige class is a blah blah blah you know what a God damned prestige class is. There's ten listed below. Each one is conceived as being an extension of a Heroic class. A Barbarian is a Fighter upgrade, for example. This isn't a strict classification, though; a Spellblade could just as easily be considered a Mage upgrade, for example, and the Sorcerer class is open to anyone with a bit of magic in them regardless of class.

A brief description of each class so that you don't ask me what each class does, but I know you will anyway now just to annoy me, follows.

**Arcane Archer:** Skilled with a bow and with spells, this warrior is a dangerous foe.

**Barbarian:** A warrior who fights with his rage and fury rather than finesse or guile.

**Bard:** A charlatan trickster whose music and dance contains powerful magic.

**Duelist:** An agile, canny fighter who relies on speed and guile rather than brute strength

**Monk:** A combatant who specializes in unarmed combat and powerful *ki* techniques

**Paladin:** A holy warrior armed with powers of evil's bane and the blessings of the gods.

**Ranger:** A stealthy combatant at home in the wilderness who specializes in battling one kind of foe.

**Shadowdancer:** A thief, dancer, or other agile individual who can call upon the concealing power of shadows.

**Sorcerer:** A natural, wild spellcaster who casts spells through force of personality rather than intellect.

**Spellblade:** A warrior who mixes sorcery with swords to create a deadly combination.

**Wizard:** A learned sage and practiced magic user that relies on intellect over brute spell power.

## ARCANE ARCHER

Why in the world would you want to get close to your opponents? They might hit you! The problem is, eventually, you run out of spells, and arrows by themselves might not be what you need. Enter the Arcane Archer, who mixes archery with magic to create a potent long-ranged warrior who doesn't need to get close to get to his foes.

This prestige class is ideal for any archer, complementing their abilities nicely, but also for many mages who might wish for more hit points and more combat options.

### Prerequisites

In order to become an Arcane Archer, you must meet the following prerequisites:

**Minimum Heroic Level:** 7th

**Trained Skills:** Perception, Spellcraft

**Talents:** Weapon Specialization (bows), Spell Focus

**Feats:** Point Blank Shot, Precise Shot, Spellshaper, Spell Training, Weapon Focus (bows)

### Hit Points

At each level, Arcane Archers gain a number of hit points equal to 1d8 + their Constitution modifier.

### Action Points

Arcane Archers gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

### Defense Bonuses

A 1st-level Arcane Archer receives a +4 class bonus to their Reflex defense and a +2 class bonus to their Will defense.

**Table: The Arcane Archer**

Class Level	Base Attack Bonus	Class Features
1st	+1	Talent
2nd	+2	Arcane Volley 1/encounter
3rd	+3	Talent
4th	+4	Arcane Volley 2/encounter
5th	+5	Talent
6th	+6	Arcane Volley 3/encounter
7th	+7	Talent
8th	+8	Arcane Volley 4/encounter
9th	+9	Talent
10th	+10	Arcane Volley 5/encounter

### Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from the Survivor talent tree, the Imbue Item talent tree, the Weapon Specialist talent tree, or the Spell Arrow talent tree.

#### Spell Arrow Talent Tree

You can imbue your arrows with the power of magic.

**Arrow Ricochet:** You may spend an action point to have your next attack with an arrow hit any target that does not have total cover and which you are aware of, accomplishing this feat by ricocheting your arrow off of walls, the floor, or other smooth surface. Damage from your attack is reduced by 1 die type, however (2d6 becomes 2d4, for example).

**Prerequisite:** Greater Weapon Focus (bows), Weapon Focus (bows), Weapon Specialization (bows).

**Energy Arrow:** You may spend an action point as a swift action to have all your attacks with a bow for the next round deal +1 die of damage. The damage is of the magical energy type of your choice (acid, cold, electric, fire, or sonic).

**Greater Weapon Focus (bows):** You gain a +1 bonus to attack rolls with weapons from the (bows) group. This stacks with the +1 bonus provided by Weapon Focus.

*Prerequisite:* Weapon Focus (bows), Weapon Specialization (bows)

**Greater Weapon Specialization (bows):** You gain a +2 bonus to damage with weapons from the (bows) group. This stacks with the +2 bonus to damage provided by Weapon Specialization.

*Prerequisite:* Greater Weapon Focus (bows), Weapon Focus (bows), Weapon Specialization (bows).

**Volley Explosion:** You may spend an action point as a swift action to cast spells with area effects on any target of your Arcane Volley. If you do, the target of the Arcane Volley is considered the center of the spell.

*Prerequisite:* Volley Storm, Arcane Volley class feature.

**Volley Storm:** You may spend an action point as a swift action to apply the effects of your Arcane Volley to all attacks you make with a bow for the next round.

*Prerequisite:* Arcane Volley class feature.

## Arcane Volley

Beginning at 2nd level, once per encounter, whenever you successfully hit a target with an arrow, you may immediately cast any one non-area effect spell from your spell suite on them, ignoring the normal range of the spell you cast. However, if the spell can normally target multiple individuals (such as with *thunder* and *blizzard*), the spell effects only the target of your arrow.

You may do this an additional time per encounter at 4th, 6th, 8th, and 10th levels.

# BARBARIAN

A barbarian is a warrior who eschews complex learning of battle forms and combat styles in favor of pure, unbridled rage. Wild and free, a barbarian is a terror to behold in battle, often able to shrug off wound far in excess of what any other character could, and possessed of a mindless fury to find and destroy the object of their rage.

Barbarian is an excellent prestige class for any character that wants to excel in sheer combat capability.

## Prerequisites

In order to become a barbarian, you must meet the following prerequisites:

**Base Attack Bonus:** +7

**Trained Skills:** Endurance

**Talents:** Melee Smash

**Feats:** Cleave, Extra Second Wind, Power Attack, Shake it Off

**Alignment:** Any non-lawful.

## Hit Points

At each level, barbarians gain a number of hit points equal to 1d12 + their Constitution modifier.

## Action Points

Barbarians gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

A 1st-level Barbarian receives a +4 class bonus to their Fortitude defense and a +2 class bonus to their Reflex defense.

**Table 8-1: The Barbarian**

Class Level	Base Attack Bonus	Class Features
1st	+1	Talent
2nd	+2	Rage 1/encounter
3rd	+3	Talent
4th	+4	Rage 2/encounter
5th	+5	Talent
6th	+6	Rage 3/encounter
7th	+7	Talent
8th	+8	Rage 4/encounter
9th	+9	Talent
10th	+10	Rage 5/encounter

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from the Survival talent tree, the Brawler talent tree, or from the Berserk talent tree.

### Berserk Talent Tree

You rely upon fury and ferocity in battle rather than cunning or guile.

**Calm Down:** You may voluntarily end a Rage that you are in.

*Prerequisite:* Rage class ability.

**Endless Rage:** When your Rage would end, you may make an Endurance check, with a DC of 15 + the number of rounds you have been in Rage. If you succeed, you may continue Raging.

*Prerequisite:* Rage class ability.

**Extra Rage:** You may enter a Rage one additional time per encounter. You may take this talent multiple times, gaining additional uses of the Rage ability each time you do.

*Prerequisite:* Rage class ability.

**Fearsome Rage:** The bonuses to your Strength and Constitution while Raging increase to +6, and the bonus to your Will defense improves to +3.

*Prerequisite:* Rage class ability.

**Mighty Rage:** The bonuses to your Strength and Constitution while Raging increase to +8, and the bonus to your Will defense improves to +5. This overlaps (does not stack with) Fearsome Rage.

*Prerequisite:* Rage class ability, Fearsome Rage

## Rage

Starting at 2nd level, you may enter a Rage once per encounter, and you gain an additional Rage per encounter at 4th, 6th, 8th, and 10th levels. While in a Rage, you gain a +4

bonus to your Strength and Constitution, and a +2 bonus to your Will defense, but you take a -2 penalty to your Reflex defense. Your increases Strength improves your melee attack and damage rolls, as normal, while your increased Constitution grants you extra hit points per level. These hit points are not lost first, the way temporary hit points are. You cannot use any skill or feat that requires concentration while in a Rage, as determined by the DM. The Rage lasts for a number of rounds equal to 3 + your (newly improved) Constitution modifier.

At the end of the rage, the Barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

You cannot voluntarily end the Rage unless you have the Calm Down talent. You cannot enter into both a Rage and a Fury (as per the Orc talent) at the same time.

## BARD

There is magic in music, or so they say, while others note that music soothes the savage beast. Perhaps this is more than just a saying. Bards are individuals who use music and dance to create magical, extraordinary effects to help their allies and hinder their foes. Armed with nothing more than a musical instrument and a bit of magic, a bard could bring down even a mighty dragon if he plays his cards right - and did we mention that bards tend to be quite good at card games?

Bard is a good prestige class for anyone who wants to mix magic with guile and who wants more talents than an angry audience could throw rotten tomatoes at (because hopefully they didn't bring pointed sticks).

### Prerequisites

In order to become a bard, you must meet the following prerequisites:

**Minimum Heroic Level:** 7th

**Trained Skills:** Persuade, Spellcraft

**Talents:** Fool's Luck, Walk the Line

**Feats:** Awesome Actions, Spellshaper

**Alignment:** Any non-lawful.

### Hit Points

At each level, bards gain a number of hit points equal to 1d6 + their Constitution modifier.

### Action Points

Bards gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

### Defense Bonuses

A 1st-level Bard receives a +4 class bonus to their Reflex defense and a +2 class bonus to their Will defense.

**Table 8-2: The Bard**

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	Talent
3rd	+2	Talent
4th	+3	Talent
5th	+3	Talent
6th	+4	Talent
7th	+5	Talent
8th	+6	Talent
9th	+6	Talent
10th	+7	Talent

### Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from the Fortune talent tree, the Misfortune talent tree, the Inspiration talent tree, the Dancer talent tree, or the Songster talent tree.

#### Dancer Talent Tree

Some people think there is magic in your movement. As it turns out, they're right.

**Blade Dance:** When using a melee weapon, you may make two strikes as a single attack against a single target. You deal +1 die of damage with a successful attack. The effects of this talent do not stack with the extra damage provided by the Mighty Swing feat.

**Elusive Grace:** You may take 10 on Acrobatics checks to tumble even when distracted or threatened. Additionally, each threatened or occupied square that you tumble through only counts as one square of movement.

**Evasion:** Whenever you are subject to an area attack that deals half damage if it misses, you take no damage instead.

**Improved Evasion:** As Evasion, except that you take only half damage even if the attack hits, and no damage at all if it misses.

*Prerequisite:* Evasion.

**Mystical Movement:** When you take this talent, you must choose a spell you know to apply it to. You may cast that spell even while you are silenced or gagged as long as you can move freely. You may select this talent multiple times. Each time you do, it applies to a new spell that you know.

*Prerequisite:* Spell Training.

**Magic Dance:** Whenever you cast a spell with a duration (such as *surge* or *illusion*), you may extend the spell's duration indefinitely as long as you spend a move action each round to dance, maintaining the spell. You may not cast another spell while you are maintaining the first.

#### Songster Talent Tree

Your music can do more than soothe the savage beast - it can convince them to dance along.

**Lullaby:** You can make a Spellcraft check as a full round action. All enemies who can hear and understand you must compare the result of your Spellcraft check to their Will defense. If the result of the Spellcraft check equals or exceeds their Will defense, move the target(s) -1 step on the condition track. If you spend an action point, the target(s) move -2 steps



on the condition track instead. This is a persistent effect as you take a standard action each round to maintain the song.

**Countersong:** You can attempt to disrupt any spell being cast. You may take a Standard action and make a Spellcraft check with a DC of the opponent's Spellcraft check. If you succeed, the spell is countered. You may attempt to counter multiple spells each round, however each spell that is countered after the first in a round adds a cumulative –5 to your Spellcraft check. This song may be maintained from round to round as a standard action. You may only counter a spell that is being cast while you are singing.

**Inspirational Melody:** You may apply any Inspiration talent you know to all allies who can hear and understand you, and you are not limited to line of sight.

**Potent Song:** You may spend an action point to double the effects of any Inspiration talent.

**Battle Hymn:** As a standard action you may grant all allies able to hear and understand you a +2 morale bonus to all damage rolls.

## DUELIST

Feint, parry, riposte! Strike and retreat! *En garde!* Blade flashing and a smile painted on his face, the duelist is the master of quick, agile combat. Duelists are expert sword-wielders, specializing in light blades such as short swords and rapiers. They favor speed and guile, misdirection and fortune, over brute combat power. A single hit from a duelist probably won't kill you, but a duelist isn't going to hit you only once.

Play a duelist if you want to be able to move around the battlefield freely rather than be locked in place after each attack, and thereby turn yourself into dervish of steel and style.

### Prerequisites

In order to become a duelist, you must meet the following prerequisites:

**Minimum Heroic Level:** 7th

**Trained Skills:** Acrobatics, Initiative, Jump

**Talents:** Elusive Target, Skilled Defense, Skirmisher

**Feats:** Maneuver Training, Weapon Finesse, Weapon Focus (light blades)

**Maneuvers:** Contentious Opportunity, Fluid Riposte, Saber Swarm

### Hit Points

At each level, duelists gain a number of hit points equal to 1d8 + their Constitution modifier.

### Action Points

Duelists gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

### Defense Bonuses

A 1st-level Duelist receives a +4 class bonus to their Reflex defense and a +2 class bonus to their Fortitude defense.

**Table 8-3: The Duelist**

Class Level	Base Attack Bonus	Class Features
1st	+1	Talent
2nd	+2	Mobile Combatant (2 squares)
3rd	+3	Talent
4th	+4	Mobile Combatant (3 squares)
5th	+5	Talent
6th	+6	Mobile Combatant (4 squares)
7th	+7	Talent
8th	+8	Mobile Combatant (5 squares)
9th	+9	Talent
10th	+10	Mobile Combatant (6 squares)

### Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from the Agile Combat talent tree, the Weapon Specialist talent tree, or the Fencer talent tree.

#### Fencer Talent Tree

Your blade strikes fast and true.

**Arterial Strike:** When attacking with a blade, you score a critical hit on a natural roll of 19 or 20. However, a natural 19 is not considered an automatic hit; if you roll a natural 19 and still miss the target, you do not score a critical hit.

**Prerequisites:** Duelist, Weapon Focus (light blades), Weapon Specialization (light blades), base attack bonus +12

**Riposte:** Once per round when an opponent hits you with a melee attack, you may spend an action point as a reaction to make an immediate attack against that opponent.

**Duelist:** Once per encounter, you may spend an action point as a swift action to designate a single enemy in your line of sight. For the remainder of the encounter, you may reroll your first attack roll each round against that opponent, keeping the better result.

**Heart of Battle:** When wielding a blade, you gain a +1 bonus to your Reflex defense and Will defense.

**Improved Feint:** By harnessing your unique knowledge of blades, you can catch your opponent off guard by quick light thrusts and feinting movements. When wielding a sword, you may spend two swift actions to make a Deception check to feint in combat.

**Prerequisites:** Weapon Focus (light blades), Weapon Specialization (light blades), base attack bonus +12

**Steel Wall:** When you use the Skilled Defense talent, you gain twice the normal deflection bonus to your Reflex defense when you are wielding two swords.

**Prerequisites:** Blade Defense talent, Heart of Battle

**Surgical Strike:** You may add your Dexterity bonus (instead of your Strength bonus) on damage rolls when wielding a sword. When you wield a sword two-handed, you may apply double your Dexterity bonus (instead of double your Strength bonus) to the damage.

### Mobile Combatant

Beginning at 2nd level, whenever you perform a full attack on a target, you may afterwards move up to 2 squares (thereby likely preventing a full attack on yourself). You may move an

additional square at 4th, 6th, 8th, and 10th levels. Moving in this way still provokes attacks of opportunity as normal.

## Monk

Monks are philosophers and thinkers who believe that spiritual enlightenment is found within oneself. They practice training regimens that focus on their physical form in order to achieve a state of balance between their mind and body. As a side-effect of this free-thinking philosophy, a well-trained monk can break stone with his bare fists.

The Monk prestige class is excellent if you want to focus on order, enlightenment, self-discipline, and the ability to kill people with your bare hands.

### Prerequisites

In order to become a monk, you must meet the following prerequisites:

**Minimum Heroic Level:** 7th

**Trained Skills:** Acrobatics, Endurance

**Talents:** Expert Grappler, Stunning Strike

**Feats:** Maneuver Training, Martial Arts I, Martial Arts II

**Maneuvers:** Any three

**Alignment:** Any lawful

### Hit Points

At each level, Monks gain a number of hit points equal to 1d8 + their Constitution modifier.

### Action Points

Monks gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

**Table 8-4: The Monk**

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	Unarmed Combat +1
3rd	+2	Talent
4th	+3	Unarmed Combat +2
5th	+3	Talent
6th	+4	Unarmed Combat +3
7th	+5	Talent
8th	+6	Unarmed Combat +4
9th	+6	Talent
10th	+7	Unarmed Combat +5

### Defense Bonuses

A 1st-level Monk receives a +2 class bonus to each of their Reflex, Fortitude, and Will defenses.

### Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from the Brawler talent

tree, the Survivor talent tree, the Healer talent tree, or the Martial Artist talent tree.

### Martial Artist Talent Tree

You are skilled at fighting without a weapon.

**Chakra:** Whenever you use your second wind, you regain a number of additional hit points equal to 1d6 per action point you possess (max 10d6).

**Prerequisite:** Equilibrium

**Counter:** Once per round when an opponent hits you with a melee weapon, you may as a reaction make an immediate attack against that opponent.

**Damage Reduction:** You can spend an action point as a standard action to gain damage reduction 10 for 1 minute.

**Equilibrium:** As a swift action, you can spend an action point to remove all debilitating conditions affecting you and return to your normal state.

**Far Fist:** By focusing your *ki*, you can strike targets you shouldn't be able to. Far Fist lets you spend an action point to make a single melee attack against a target up to 1 + your Wisdom modifier squares away. You must be unarmed to use the Far Fist talent.

**Fortified Body:** You have learned to use your inner *ki* to shield yourself against ailments and toxins, making you immune to disease and poison.

**Prerequisite:** Equilibrium

**Intuitive Initiative:** You may choose to reroll any Initiative check, but you must keep the second result even if it's worse.

**Prerequisite:** Trained in Initiative.

**Untouchable:** You may take 10 on Acrobatics checks to tumble even when distracted or threatened. In addition, each threatened or occupied square that you tumble through counts as only 1 square of movement.

**Prerequisite:** Acrobatic Recovery, trained in Acrobatics.

### Unarmed Combat

At 2nd level, a monk adds +1 to his attack and damage rolls when fighting unarmed or with any of the following weapons: gauntlet, dagger, katar, or quarterstaff. This bonuses increase by +1 at 4th, 6th, 8th, and 10th levels.

## Paladin

Warriors of evil's bane who carry a holy light with them wherever they go, paladins are those called upon by the deities, the forces of good, or even simply within their own hearts. Paladins steadfastly stand against evil wherever they go, combining the will to oppose evil with the power to fight it wherever they encounter it. Paladins are not necessarily knights in shining armor, but they are certainly enough to send most evil-doers running.

The paladin class is excellent for any who has a bone to pick with the forces of evil.

### Prerequisites

In order to become a paladin, you must meet the following prerequisites:

**Base Attack Bonus:** +7

**Talents:** Attune Weapon, Empower Weapon, Weapon Specialization (any)

**Feats:** Weapon Focus (any)

**Alignment:** Lawful Good

## Hit Points

At each level, paladins gain a number of hit points equal to 1d10 + their Constitution modifier.

## Action Points

Paladins gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

A 1st-level paladin receives a +3 class bonus to their Fortitude defense and a +3 class bonus to their Will defense.

**Table 8-5: The Paladin**

Class Level	Base Attack Bonus	Class Features
1st	+1	Talent
2nd	+2	Smite Evil 1/day
3rd	+3	Talent
4th	+4	Smite Evil 2/day
5th	+5	Talent
6th	+6	Smite Evil 3/day
7th	+7	Talent
8th	+8	Smite Evil 4/day
9th	+9	Talent
10th	+10	Smite Evil 5/day

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The talent must be chosen from the Imbue Item talent tree, the Inspiration talent tree, the Weapon Specialist talent tree, or the Paladin talent tree.

### Paladin Talent Tree

You bring fear to the hearts of evildoers everywhere.

**Battle Meditation:** Paladins learn a technique known as Battle Meditation that allows you and your allies to work together seamlessly and with an astonishing level of precision. As a full round action, you can spend an action point to give you and all allies within 6 squares of you a +1 insight bonus on attack rolls that lasts until the end of the encounter. This bonus does not extend to allies outside the range of the effect, even if they move within 6 squares of you later on. Allies who benefit from the Battle Meditation must remain within 6 squares of you to retain the insight bonus, and they lose it if you are knocked unconscious or killed. This is a mind-affecting effect.

**Prerequisite:** Weapon Focus feat, Weapon Specialization with the weapon you wish to use in conjunction with this talent.

**Detect Alignment:** At will, you can choose a target within your line of sight and make a Wisdom check. If your result

equals or exceeds the target's Will defense, then you know their alignment. Certain steps can be taken to give a false reading, however.

**Divine Grace:** You add your Charisma modifier (if positive) to your Reflex, Fortitude, and Will defenses.

**Fearless:** You are immune to fear, and all mind-affecting fear affects.

**Severing Strike:** When you deal damage with a slashing weapon that is equal to or greater than both the target's current hit points and the target's damage threshold (that is, when you would deal enough damage to kill your target), you may choose to use this talent. Instead of dealing full damage, you instead deal half damage to your target and move it -1 step on the condition track. In addition, you sever one of your target's arms at the wrist or elbow joint, or one of the target's legs at the knee or ankle joint (your choice).

Severing part of an arm prevents the target from wielding weapons or using tools in that hand and imposes a -5 penalty on skill checks and ability checks keyed to Strength and Dexterity. Severing part of a leg knocks the target prone, reduces the target's speed by half, reduces its carrying capacity by half, and imposes a -5 penalty on skill checks keyed to Strength and Dexterity.

Because of the severity of such an injury, losing a part of a limb causes a persistent condition that can only be removed by certain very powerful magic or technology.

## Smite Evil

Starting at 2nd level, once per day, you may attempt to smite evil with one normal melee attack. You add your Charisma bonus (if any) to your attack roll and deal 1 extra point of damage per paladin level. If the you accidentally smite a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

You may attempt to smite evil an additional time per day at 4th, 6th, 8th, and 10th levels.

# RANGER

Rangers combine martial prowess with stealth and an uncanny ability to find what they're looking for. Most put their skills to use as wilderness explorers, scouts, and skirmishers, but some prefer a more urban environment and the thrills of city life. Rangers tend to be loners in either case, but a group with a ranger in it will rarely lose its way - or its target.

Become a ranger if you want to be skilled at stalking and finding things and people you're looking for - and then taking them down.

## Prerequisites

In order to become a ranger, you must meet the following prerequisites:

**Minimum Heroic Level:** 7th

**Trained Skills:** Endurance, Stealth, Survival

**Talents:** Evasion, Uncanny Dodge, Improved Stealth

**Feats:** Heroic Effort

## Hit Points

At each level, rangers gain a number of hit points equal to 1d8 + their Constitution modifier.

## Action Points

Rangers gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

A 1st-level ranger receives a +4 class bonus to their Fortitude defense and a +2 class bonus to their Reflex defense.

**Table 8-6: The Ranger**

Class Level	Base Attack Bonus	Class Features
1st	+1	Talent
2nd	+2	Target +1
3rd	+3	Talent
4th	+4	Target +2
5th	+5	Talent
6th	+6	Target +3
7th	+7	Talent
8th	+8	Target +4
9th	+9	Talent
10th	+10	Target +5

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The talent must be chosen from the Survival talent tree, the Thief talent tree, the Trapfinding talent tree, or the Tracker talent tree.

### Tracker Talent Tree

You are quite adept at finding things that people don't want you to find, as well as hiding yourself from view.

**Acute Senses:** You may choose to reroll any Perception check, but you must keep the second result, even if it's worse.

**Expert Tracker:** You take no penalty on Survival checks made to follow tracks while moving your normal speed (normally, you take a -5 penalty).

*Prerequisite:* Acute Senses

**Hidden Movement:** You're very good at hiding when mobile. You take no penalty on your Stealth check when moving your normal speed.

*Prerequisite:* Improved Stealth

**Long Stride:** Your speed increases by 2 squares if you are wearing light armor or no armor. If you have a natural fly, climb, or swim speed, it increases by 2 squares as well. You can't use this talent if you're wearing medium or heavy armor.

**Mark:** If you aim before making a ranged attack, you move the target -1 step on the condition track if the attack deals damage.

**Relentless:** This talent applies only to an opponent you've designated as your Target (see below). An attack or effect originating from the target that would normally move you

along the condition track does not, in fact, move you along the condition track.

*Prerequisite:* Mark, Target class ability.

**Sprint:** When you use the run action, you can move up to five times your speed (instead of four times).

**Surefooted:** Your speed is not reduced by difficult terrain.

**Total Concealment:** Any situation that would give you concealment grants you total concealment instead.

*Prerequisite:* Hidden Movement, Improved Stealth

## Target

Rangers excel at dealing with a single target. Starting at 2nd level, at the start of each encounter the ranger may designate a single opponent. The ranger gains a +1 bonus to all attack rolls and skill checks against that opponent, and a +1 bonus to each of his Reflex, Fortitude, and Will defenses against that opponent. The Ranger may not change his Target until the end of the encounter or unless his Target is defeated (such as by being killed).

The bonuses provided by the Target class ability improve by +1 at 4th, 6th, 8th, and 10th levels.

# SHADOWDANCER

Shadows are the playground of shadowdancers - individuals of legendary ability and unrivaled mobility who can move between the shadows, appearing and disappearing at will. Shadowdancers themselves are a varied lot, some acting as simple performers and dancers, while others may be thieves, and some are even assassins.

The shadowdancer prestige class is perfect for any player who wants a character that can basically ignore the rules on movement and position themselves anywhere there's a bit of shadow.

## Prerequisites

In order to become a shadowdancer, you must meet the following prerequisites:

**Minimum Heroic Level:** 7th

**Trained Skills:** Acrobatics, Stealth

**Talents:** Cat Burglar, Hidden Movement, Improved Stealth

**Feats:** Skill Focus (Stealth)

## Hit Points

At each level, shadowdancers gain a number of hit points equal to 1d6 + their Constitution modifier.

## Action Points

Shadowdancers gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

A 1st-level shadowdancer receives a +4 class bonus to their Reflex defense and a +2 class bonus to their Will defense.

**Table 8-7: The Shadowdancer**

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	Shadow Jump (2 squares)
3rd	+2	Talent
4th	+3	Shadow Jump (4 squares)
5th	+3	Talent
6th	+4	Shadow Jump (6 squares)
7th	+5	Talent
8th	+6	Shadow Jump (8 squares)
9th	+6	Talent
10th	+7	Shadow Jump (10 squares)

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The talent must be chosen from the Survival talent tree, the Dancer talent tree, the Thief talent tree, or the Shadowdancing talent tree.

### Shadowdancing Talent Tree

Why would you want to walk anywhere, when you can shadowdance?

**Dark Corridor:** Whenever you shadow jump, you may choose to leave behind a dark corridor. The dark corridor persists for 1 round and is clearly visible. Any character may enter the dark corridor simply by walking into it. If they do, they instantly move to wherever you shadow jumped to. You may also enter your own dark corridors if you are able.

You may concentrate on each of your turns to make your dark corridor persist for longer than 1 round. Doing so requires a successful Charisma check (DC 10) each round.

*Prerequisite:* Shadow Jump class feature.

**Endless Shadowdancing:** The distance you can shadow jump according to Table 8-7 is doubled. For example, if before you could shadow jump 10 squares, you can now shadow jump 20 squares.

*Prerequisite:* Shadow Jump class feature, Shadow Recover

**Hide in Plain Sight:** You may make use of the Stealth skill even if you are being directly observed and have nothing to hide behind, as long as there is some amount of shadow around. You can't hide in your own shadow, however, unless you have the One's Own Shadow talent.

**One's Own Shadow:** You may use your own shadow to begin a shadow jump.

*Prerequisite:* Shadow Jump class feature, Hide in Plain Sight

**Shadow Clone:** Whenever you shadow jump, you may choose to leave behind a shadow clone instead of a puff of shadowstuff. The shadow clone persists for 1 round. You may command your shadow clone to move or attack as a free action. However, any attempt by an individual to physically interact with your shadow clone, including attacking it, instantly destroys it in a puff of shadowstuff. The shadow clone itself is completely unreal, and can be noticed as such with a successful Perception check (DC 20).

You may concentrate on each of your turns to make your shadow clone persist for longer than 1 round. Doing so requires a successful Charisma check (DC 10) each round.

*Prerequisite:* Shadow Jump class feature.

**Shadow Recover:** As a standard action, you may expend an action die. If you do, you recover 1 square of shadow jumping per shadowdancer level, effectively treating it as though you never shadow jumped those squares at all.

*Prerequisite:* Shadow Jump class feature.

## Shadow Jump

Starting at 2nd level, you may execute shadow jumps. Shadow jumping is a move action. You may shadow jump any number of times per encounter, but the total distance you may shadow jump is limited. At 2nd level, you may shadow jump up to 2 squares per encounter. This may be in a single 2-square jump, or two 1-square jumps. The distance you may shadow jump increases by 2 at 4th, 6th, 8th, and 10th levels; the Long Shadowdancing and Endless Shadowdancing talents improve this limit further.

In order to shadow jump, you must begin and end in an area that has at least some shadow, but you can't use your own shadow unless you have the One's Own Shadow talent. You must also either have line of sight to where you wish to shadow jump, or else you must have been to the location before. You never risk accidentally shadow jumping into solid matter - if the square you are trying to shadow jump to is occupied to capacity, you instead appear in the nearest square.

When you shadow jump, you leave behind a puff of shadowstuff. This flows like slow-moving smoke. It is entirely harmless, and dissipates after 1 round.

# SORCERER

Most people who use magic do so through a combination of learning and innate potential. That is, while their innate potential allows them to perform some magic tricks, they must actively learn how to cast their spells by studying and practice. A lucky few, however, are an exception to this rule. They learn how to cast spells because magic is almost literally in their blood. These people are known as sorcerers.

Play a sorcerer if you want to be able to use magic in the same way that other people are able to breathe and blink - innately, with no true effort expended on your part.

## Prerequisites

In order to become a sorcerer, you must meet the following prerequisites:

**Minimum Heroic Level:** 7th

**Trained Skills:** Spellcraft

**Feats:** Spellshaper, Spell Training

**Spells:** The character must be able to cast at least six spells.

## Hit Points

At each level, sorcerers gain a number of hit points equal to 1d6 + their Constitution modifier.

## Action Points

Sorcerers gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

A 1st-level sorcerer receives a +4 class bonus to their Will defense and a +2 class bonus to their Reflex defense.

**Table 8-8: The Sorcerer**

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	Spontaneous Spells 1/encounter
3rd	+1	Talent
4th	+2	Spontaneous Spells 2/encounter
5th	+2	Talent
6th	+3	Spontaneous Spells 3/encounter
7th	+3	Talent
8th	+4	Spontaneous Spells 4/encounter
9th	+4	Talent
10th	+5	Spontaneous Spells 5/encounter

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from the Arcane Spellcaster talent tree, the Metamagic talent tree, or the Sorcerer talent tree.

### Sorcerer Talent Tree

You cast spells based not on learning or arcane formulae, but instead due to sheer force of will.

**Forceful Caster:** You use your Charisma modifier in place of your Intelligence modifier when determining how many spells you receive when taking the Spell Training feat.

**Spell Power:** Choose a spell you know with an effect that requires you to roll a dice (such as *fire*). The number of dice you roll for that spell increases by one. You may select this talent multiple times; each time you do, you may either increase the number of dice rolled for an already chosen spell, or else choose a new spell. You may only select this talent three times for a single spell.

## Spontaneous Spells

Sorcerers are innately skilled at directing and shaping magical energies. At 2nd level, once per encounter, a sorcerer may choose to cast any spell they know by expending a use of any other spell they know. For example, a sorcerer who knows how to cast *fire* twice per encounter and *thunder* twice per encounter, may choose to use up one of their uses of *thunder* and instead cast *fire*. Effectively, a skilled sorcerer should rarely be caught unprepared, since they can channel one spell into another spell.

A sorcerer can do this an additional time per encounter at 4th, 6th, 8th, and 10th levels.

# SPELLBLADE

Some people just can't decide whether they prefer hacking something to pieces, or else burning them to cinders with conjured fire. It is a tough choice, after all. Fortunately, untold centuries of magical experimentation and practice have resulted in the creation of spellblades - mage-warriors who are adept at both magic and mayhem.

This prestige class is for the characters who want swords and sorcery.

## Prerequisites

In order to become a spellblade, you must meet the following prerequisites:

**Minimum Heroic Level:** 7th

**Trained Skills:** Spellcraft

**Talents:** Spell Focus, Weapon Specialization (any)

**Feats:** Maneuver Training, Spellshaper, Spell Training, Weapon Focus (any)

**Spells:** The character must be able to cast any three spells.

**Maneuvers:** Draw Closer, Pushing Slash

## Hit Points

At each level, spellblades gain a number of hit points equal to 1d8 + their Constitution modifier.

**Table 8-9: The Spellblade**

Class Level	Base Attack Bonus	Class Features
1st	+1	Talent
2nd	+2	Bonus Feat
3rd	+3	Talent
4th	+4	Bonus Feat
5th	+5	Talent
6th	+6	Bonus Feat
7th	+7	Talent
8th	+8	Bonus Feat
9th	+9	Talent
10th	+10	Bonus Feat

## Action Points

Spellblades gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

A 1st-level spellblade receives a +4 class bonus to their Will defense and a +2 class bonus to their Reflex defense.

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from the Armor Specialist talent tree, the Imbue Item talent tree, the Metamagic talent tree, or the Mage Knight talent tree.



## Mage Knight Talent Tree

Swords or sorcery. Why choose?

**Energy Sword:** You may spend an action point as a standard action to make a ranged attack up to 6 squares away that deals 1d6 points of damage per class level to the target. The damage is acid, cold, electric, fire, or sonic at your discretion.

**Focus Armor:** As a full-round action, you can spend an action point to focus a suit of armor, permanently increasing its armor bonus by +2. In addition, the maximum Dexterity bonus of the focused armor permanently increases by +1. Only you can benefit from wearing the focused armor; the benefits do not apply if someone else dons it.

**Improved Focus Armor:** You have learned to bond with your armor to an even greater degree. Select any suit of armor with which you have made use of the Focus Armor talent. By spending an action point as a full-round action, you can permanently increase the armor's Fortitude bonus by +2. In addition, the armor now grants damage reduction equal to one-half its Reflex Defense bonus. If it already granted damage reduction, then its DR rating is improved by this amount instead.

**Osmose Sword:** As a standard action, you may spend an action point to make a ranged attack roll against a target up to 6 squares away. If you attack roll equals or exceeds the target's Will defense, you may steal one spell from the target's suite and add it to your own. The target may refresh that spell normally, and once you cast the spell, you cannot recover it; otherwise, you may retain the stolen spell indefinitely.

**Spell Sword:** Whenever you successfully strike a target in melee combat, you may spend an action die. If you do, you may immediately cast any one spell from your spell suite on them.

## Bonus Feat

At each even-numbered level (2nd, 4th, and so on), you gain a single feat. This may be any feat from the Fighter feat list for which you otherwise meet the prerequisites.

# WIZARD

Mages are quite good at magic, but compared to a wizard, a mage is simply so much untapped potential. While sorcerers are able to bend and twist magic in unexpected ways, wizards are the most adept beings at putting power behind their spells. If you want sheer spell power, then you want a sorcerer, but if you want someone who can twist magic and make it do tricks, find a wizard.

Wizard is the ideal prestige class for any character that wants to get more bang for their buck from spells.

## Prerequisites

In order to become a wizard, you must meet the following prerequisites:

**Minimum Heroic Level:** 7th

**Trained Skills:** Spellcraft

**Talents:** Counterspelling, Intellectual Caster, Spell Focus

**Feats:** Spellshaper, Spell Training

**Spells:** The character must be able to cast any six spells.

## Hit Points

At each level, wizards gain a number of hit points equal to 1d6 + their Constitution modifier.

## Action Points

Wizards gain a number of Action Points each level equal to 6 + ½ their character level (rounded down). Any Action Points left over from previous levels are lost.

## Defense Bonuses

A 1st-level Wizard receives a +6 class bonus to their Will defense.

Table 8-10: The Wizard

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	Refined Spell
3rd	+1	Talent
4th	+2	Refined Spell
5th	+2	Talent
6th	+3	Refined Spell
7th	+3	Talent
8th	+4	Refined Spell
9th	+4	Talent
10th	+5	Refined Spell

## Talents

At every odd-numbered level (1st, 3rd, and so on), you gain a Talent. The Talent must be chosen from the Arcane Spellcaster talent tree, the Metamagic talent tree, or the Wizard talent tree.

### Wizard Talent Tree

You are able to do things to spells that others can only dream of.

**Area Effect:** Whenever you cast a spell with a single target (other than 'self'), you may spend an action point. If you do, the spell instead effects all valid targets within a 3-square radius. Note that unless the spell specifically mentions otherwise, this will cause it to target both allies and enemies.

**Disciplined Spell:** Whenever you use the Area Effect talent, you may choose to exclude any target that would otherwise be effect. This, for example, lets you use *fire* as an area effect without the risk of hitting your allies.

*Prerequisite:* Area Effect

**Greater Metamagician:** You gain an extra daily use of each metamagic talent you know.

*Prerequisite:* Metamagician, any two other Metamagic talents.

## Refined Spell

At 2nd level, choose a spell you know. Whenever you cast the chosen spell, you may make two Spellcraft checks, keeping

the better result. You may choose an additional spell at 4th, 6th, 8th, and 10th levels.



## PART TEN

# MONSTERS

Jesus I haven't been looking forward to this.

For the purposes of Saga Edition, a 'monster' is specifically any creature that can't be played as a hero, at least not without special considerations. A goblin, for example, technically isn't a monster, but a dragon or elemental is.

## Monster Classes

All monsters belong to a single monster class; monsters generally can't multiclass into another monster class, though that might be a creative way to create new monsters, I guess. Player Characters generally can't take levels in the monster classes.

The various monster classes are as follows:

**Aberration:** A monster with a bizarre anatomy and alien mindset.

**Animal:** A simple creature with few, if any, unusual abilities and a very low Intelligence

**Construct:** An automaton, such as a golem or a homunculus.

**Dragon:** The archetypal monster of any given campaign, dragons are a force unto themselves.

**Elemental:** A monster with close ties to a specific plane.

**Fey:** A creature with magical abilities, usually tied closely to nature.

**Humanoid:** Remarkably normal.

**Magical Beast:** Similar to animals, but can have an Intelligence of higher than 2 and often have some magical ability.

**Outsider:** A creature native to another plane of existence, but usually without some kind of intrinsic tie to that plane (such as what an elemental has).

**Plant:** A vegetative creature. Note that regular plants, such as normal trees or grass, lack Wisdom or Charisma scores and so are objects, not creatures, even though they are alive.

**Undead:** The walking dead. Or floating, as the case may be. In any event, undead are not alive, but not truly dead.

## MONSTER FEATURES

While monsters have numerous similarities with other classes, monsters are distinct in many ways as well, as follows.

**Abilities:** Monsters increase only one ability score by one point at every fourth level, instead of two (like heroic characters). A monster with an Intelligence of 1 or 2 cannot choose to increase its Intelligence score.

**Level:** Monsters have no maximum level. The tables provided here list their level progression out to 10th level, but they may continue to advance in level indefinitely.

**Talents:** Any monster can select any talent from any talent tree, provided they meet any prerequisites for the talent (including class levels, if the talent specifically mentions class levels).

**Feats:** Monsters gain 1 feat at 1st level, another at 3rd, and an additional feat every 3 levels thereafter, just like characters.

Also just like characters, they must meet any feat prerequisites.

**Skills & Trained Skills:** Monsters with an Intelligence score of 2 or less are untrained in all skills and may never attempt skill checks with the following skills: Artifice, Gather Information, Heal, Knowledge, and Spellcraft. They do, however, still have class skills, and gain the normal +2 class bonus to checks with those skills.

Monsters with an Intelligence of 3 or more gain a number of trained skills at 1st level as determined by their monster class.

**Action Points:** Monsters don't gain action points.

## ABERRATION

Aberrations have bizarre anatomy, alien mindsets, strange powers, or a combination of these three traits. Aberrations include such varied creatures as gelatinous cubes, gibbering mouthers, and the deadly aboleths

Table 1-1: The Aberration

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	
3rd	+2	Talent
4th	+3	
5th	+3	Talent
6th	+4	
7th	+5	Talent
8th	+6	
9th	+6	Talent
10th	+7	
Etc...	Etc...	Etc...

**Class Skills (Trained in 2 + Int modifier):** Climb, Deception, Endurance, Jump, Knowledge (all skills, taken individually), Perception, Persuasion, Stealth, Survival, Swim

## Aberration Traits

All aberrations have the following traits.

- **Darkvision:** Aberrations ignore concealment (including total concealment) due to darkness. However, they can't perceive color in darkness.
- **Bizarre Anatomy:** Due to their strange anatomy, whenever an aberration would be struck by a critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated. The attack still hits, but doesn't deal extra damage from these sources.
- **Requirements:** Aberrations eat, sleep, and breathe.

## Hit Points

Aberrations gain 1d8 + their Constitution modifier hit points at each level.

## Defense Bonuses

Aberrations gain a +2 class bonus to their Will defense and a +1 class bonus to their Fortitude defense.

## Starting Feats

A 1st-level Aberration has the following feats.  
Weapon Group Proficiency (basic)

## ANIMAL

Any relatively mundane creature - that is, a creature with no special abilities or powers beyond natural weapons - is an animal. Animals include any creature that has historically existed on Earth, such as tigers and sharks, as well as dinosaurs. Animals also can include any relatively simple fantastic creature, such as a rothé (from the *Forgotten Realms*) a chocobo (from *Final Fantasy*), or a dire creature.

Table 1-2: The Animal

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	
3rd	+2	Talent
4th	+3	
5th	+3	Talent
6th	+4	
7th	+5	Talent
8th	+6	
9th	+6	Talent
10th	+7	
Etc...	Etc...	Etc...

**Class Skills (Trained in 2 + Int modifier):** Acrobatics, Climb, Endurance, Initiative, Jump, Perception, Stealth, Survival, Swim

## Animal Traits

All animals have the following traits.

- **Unintelligent:** All animals have an Intelligence score of 1 or 2. When increasing ability scores, an animal cannot increase its Intelligence.
- **Low-light vision:** Animals ignore concealment (but not total concealment) due to darkness.
- **Requirements:** Animals eat, sleep, and breathe.

## Hit Points

Animals gain 1d8 + their Constitution modifier hit points at each level.

## Defense Bonuses

Animals gain a +2 class bonus to their Fortitude defense and a +1 class bonus to their Reflex defense.

## Starting Feats

A 1st-level Animal has the following feats.  
Weapon Group Proficiency (simple)

## CONSTRUCT

Any creature that is physically crafted from some material is a construct. Constructs include golems, homunculi, and modrons.

Table 1-3: The Construct

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	
3rd	+2	Talent
4th	+3	
5th	+3	Talent
6th	+4	
7th	+5	Talent
8th	+6	
9th	+6	Talent
10th	+7	
Etc...	Etc...	Etc...

**Class Skills (Trained in 2 + Int modifier):** Artifice, Climb, Knowledge (all skills, taken individually), Perception

## Construct Traits

All constructs have the following traits.

- **No Constitution:** Constructs are not alive and so have no constitution score.
- **Low-light vision:** Constructs ignore concealment (but not total concealment) due to darkness.
- **Darkvision:** Constructs ignore concealment (including total concealment) due to darkness. However, they can't perceive color in darkness.
- **Fortified Construction:** Due to their lack of vulnerable spots as opposed to most other creatures, whenever an construct would be struck by a critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated. The attack still hits, but doesn't deal extra damage from these sources.
- **Immunities:** Constructs are immune to mind-influencing effects, poison, sleep effects, paralysis, stunning, disease, ability drain, ability damage, fatigue, and exhaustion. Constructs can't move along the condition track.
- **Destruction:** Constructs are immediately destroyed when at 0 hit points or less. Since they were never alive in the first place, they can't be brought back from the dead.

- **Repair:** Constructs cannot heal damage on their own, cannot catch a second wind, and cannot benefit from the effects of a *cure* spell. However, certain effects may heal them, and the Artifice skill can be used to repair damage to them as though it were the Heal skill.
- **Requirements:** Constructs do not breathe, eat, or sleep.

## Hit Points

Constructs gain 1d10 hit points at each level. Because Constructs are a mass of nonliving matter, constructs are hard to destroy. At 1st level, constructs gain bonus hit points based on their size: Small, 10; Medium 20; Large, 30; Huge 40; Gargantuan, 60; Colossal, 80.

## Defense Bonuses

Constructs gain no defense bonuses.

## Starting Feats

A 1st-level Construct has the following feats.  
Weapon Group Proficiency (simple)

# DRAGON

Dragons are reptile-like creatures, usually winged, with unusual abilities. Dragons are often more than a character can handle at any level - they tend to be smart, cunning, and powerful

**Table 1-4: The Dragon**

Class Level	Base Attack Bonus	Class Features
1st	+1	Talent
2nd	+2	
3rd	+3	Talent
4th	+4	
5th	+5	Talent
6th	+6	
7th	+7	Talent
8th	+8	
9th	+9	Talent
10th	+10	
Etc...	Etc...	Etc...

**Class Skills (Trained in 6 + Int modifier):** All skills are class skills for dragons.

## Dragon Traits

All dragons have the following traits.

- **Low-light vision:** Dragons ignore concealment (but not total concealment) due to darkness.
- **Darkvision:** Dragons ignore concealment (including total concealment) due to darkness. However, they can't perceive color in darkness.
- **Immunities:** Dragons are immune to sleep and paralysis effects.

- **Requirements:** Dragons eat, sleep, and breathe.

## Hit Points

Dragons gain 1d12 + their Constitution modifier hit points at each level.

## Defense Bonuses

Dragons gain a +2 class bonus to each of their defenses

## Starting Feats

A 1st-level Dragon has the following feats.  
Spellshaper  
Weapon Group Proficiency (simple)

# ELEMENTAL

An elemental is a being composed of pure natural force, usually one of the four classical elements (air, earth, fire, or water). However, elementals can also be tied to other forces, such as a shadow elemental or void elemental.

**Table 1-5: The Elemental**

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	
3rd	+2	Talent
4th	+3	
5th	+3	Talent
6th	+4	
7th	+5	Talent
8th	+6	
9th	+6	Talent
10th	+7	
Etc...	Etc...	Etc...

**Class Skills (Trained in 2 + Int modifier):** Acrobatics, Climb, Endurance, Initiative, Jump, Knowledge (arcane), Knowledge (cosmology), Knowledge (religion), Perception, Stealth

## Elemental Traits

All elementals have the following traits.

- **Low-light vision:** Dragons ignore concealment (but not total concealment) due to darkness.
- **Darkvision:** Elementals ignore concealment (including total concealment) due to darkness. However, they can't perceive color in darkness.
- **Immunities:** Elementals are immune to poison, sleep, paralysis, stunning, and critical hits. They can't be flanked and
- **Destruction:** Unlike most living creatures, an elemental does not have a dual nature - its body and soul are one and the same. When an elemental is slain, no soul is set loose, so spells and effects that bring creatures back from

the dead don't work on elementals unless the spell's description specifically states that it can.

- **Requirements:** Elementals do not eat, breathe, or sleep.

## Hit Points

Elementals gain 1d8 + their Constitution modifier hit points at each level.

## Defense Bonuses

Elementals gain a +1 bonus to their Will defense and a +2 to bonus to either their Fortitude or Reflex defense, chosen at 1st level.

## Starting Feats

A 1st-level Elemental has the following feats.  
Weapon Group Proficiency (basic)

# FEY

A fey is a spirit with magical abilities, usually ties to either nature or some other place. Fey are almost always native to the Feywild, a parallel plane to that of the mundane world. Fey include most nature spirits, pixies, sprites, and fairies.

**Table 1-6: The Fey**

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	
3rd	+1	Talent
4th	+2	
5th	+2	Talent
6th	+3	
7th	+3	Talent
8th	+4	
9th	+4	Talent
10th	+5	
Etc...	Etc...	Etc...

**Class Skills (Trained in 6 + Int modifier):** Acrobatics, Deception, Gather Information, Initiative, Jump, Knowledge (arcane), Knowledge (area), Knowledge (dungeoneering), Perception, Persuasion, Spellcraft, Sleight of Hand, Stealth, Swim

## Fey Traits

All fey have the following traits.

- **Low-light vision:** Fey ignore concealment (but not total concealment) due to darkness.
- **Requirements:** Fey eat, breathe, and sleep.

## Hit Points

Fey gain 1d6 + their Constitution modifier hit points at each level.

## Defense Bonuses

Fey gain a +2 bonus to their Reflex defense and a +2 bonus to their Will defense.

## Starting Feats

A 1st-level Fey has the following feats.

- Spellshaper
- Spell Training
- Weapon Group Proficiency (basic)

# HUMANOID

Humanoids are any creature of better-than-animal intelligence (3+) and which is basically human in shape - two arms, two legs, one head, and a torso, and which possess few extraordinary qualities. There are some exceptions to this rule, however.

Properly speaking, there is no humanoid class. All humanoids are at least Nonheroics, and many belong to a Heroic class. Humanoid is included here for the sake of completion and because, though it is not a class in the proper sense, it is a type for the purposes of spells and effects.

## Humanoid Traits

All humanoids have the following traits.

- **Requirements:** Humanoids eat, sleep, and breathe.
- All humanoids have additional traits, based on their race.

## Hit Points

Humanoids gain hit points based on their class.

## Defense Bonuses

Humanoids gain defense bonuses based on their class.

## Starting Feats

Humanoids gain feats based on their class

# MAGICAL BEAST

Magical beasts are similar to animals, but can have an Intelligence of higher than 2. They usually have magical or extraordinary abilities. Magical beasts include unicorns, owlbeats, and sphinxes.

## Magical Beast Traits

All magical beasts have the following traits.

- **Low-light vision:** Magical beasts ignore concealment (but not total concealment) due to darkness.
- **Darkvision:** Magical beasts ignore concealment (including total concealment) due to darkness. However, they can't perceive color in darkness.
- **Requirements:** Magical beasts eat, breathe, and sleep.

**Table 1-7: The Magical Beast**

Class Level	Base Attack Bonus	Class Features
1st	+1	Talent
2nd	+2	
3rd	+3	Talent
4th	+4	
5th	+5	Talent
6th	+6	
7th	+7	Talent
8th	+8	
9th	+9	Talent
10th	+10	
Etc...	Etc...	Etc...

**Class Skills (Trained in 4 + Int modifier):** Acrobatics, Climb, Endurance, Initiative, Jump, Perception, Stealth, Survival, Swim

## Hit Points

Magical beasts gain 1d10 + their Constitution modifier hit points at each level.

## Defense Bonuses

Magical beasts receive a +2 bonus to their Reflex defense and a +2 bonus to their Fortitude defense.

## Starting Feats

A 1st-level magical beast has the following feats.  
Weapon Group Proficiency (basic)

# OUTSIDER

An outsider is at least partially composed of the essence, if not necessarily the material, of another plane. Outsiders also occasionally include beings who began their existences as some other form of creature and became outsiders. Outsiders include demons, angels, and djinni.

## Outsider Traits

All outsiders have the following traits.

- **Darkvision:** Outsiders ignore concealment (including total concealment) due to darkness. However, they can't perceive color in darkness.
- **Destruction:** Unlike most living creatures, an outsider does not have a dual nature - its body and soul are one and the same. When an outsider is slain, no soul is set loose, so spells and effects that bring creatures back from the dead don't work on outsiders unless the spell's description specifically states that it can.
- **Requirements:** Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

## Hit Points

Outsiders gain 1d8 + their Constitution modifier hit points at each level.

**Table 1-8: The Outsider**

Class Level	Base Attack Bonus	Class Features
1st	+1	Talent
2nd	+2	
3rd	+3	Talent
4th	+4	
5th	+5	Talent
6th	+6	
7th	+7	Talent
8th	+8	
9th	+9	Talent
10th	+10	
Etc...	Etc...	Etc...

**Class Skills (Trained in 6 + Int modifier):** Artifice, Climb, Deception, Endurance, Initiative, Jump, Knowledge (arcane), Knowledge (cosmology), Knowledge (religion), Perception, Persuasion, Spellcraft, Stealth

## Defense Bonuses

Outsiders receive a +2 bonus to each of their defenses.

## Starting Feats

A 1st-level Outsider has the following feats.  
Spellshaper  
Weapon Group Proficiency (basic)

# PLANT

Plants are vegetable creatures that have at least some level of animation - enough to attack, at any rate. Plants do not include ordinary plants, such as trees or grass. Examples of plants include treants and assassin vines.

## Plant Traits

All plants have the following traits.

- **Low-light vision:** Plants ignore concealment (but not total concealment) due to darkness.
- **Immunities:** Plants are immune to all mind-influencing effects, poison, sleep, paralysis, stunning, and shape-changing effects.
- **Bizarre Anatomy:** Due to their strange anatomy, whenever a plant would be struck by a critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated. The attack still hits, but doesn't deal extra damage from these sources.
- **Requirements:** Plants breathe and eat, but do not sleep.



## Hit Points

Plants gain 1d8 + their Constitution modifier hit points at each level.

## Defense Bonuses

Plants receive a +3 bonus to their Fortitude defense

**Table 1-9: The Plant**

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	
3rd	+2	Talent
4th	+3	
5th	+3	Talent
6th	+4	
7th	+5	Talent
8th	+6	
9th	+6	Talent
10th	+7	
Etc...	Etc...	Etc...

**Class Skills (Trained in 2 + Int modifier):** Climb, Endurance, Heal, Perception, Survival

## Starting Feats

A 1st-level Plant has the following feats.  
Weapon Group Proficiency (basic)

# UNDEAD

Undead are once-living creatures animated through spiritual or supernatural forces. Undead include simple creatures, such as skeletons, to powerful wraiths and specters, to the dreaded vampires and liches.

## Undead Traits

All undead have the following traits.

- **No Constitution:** Undead are not alive (per say), and so have no Constitution.
- **Darkvision:** Undead ignore concealment (including total concealment) due to darkness. However, they can't perceive color in darkness.
- **Immunities:** Undead are immune to all mind-influencing effects, poison, sleep, paralysis, stunning, disease, or ability drain. They are immune to ability damage to their physical ability scores (Strength and Dexterity), as well as to fatigue and exhaustion. Undead cannot move down the condition track. Finally, Undead are immune to any attack on their Fortitude defense.
- **Keyed Ability Change:** Undead can make Endurance checks, but use their Charisma modifier instead of their Constitution modifier.
- **Destruction:** An Undead reduced to 0 hit points is immediately destroyed.

- **Resurrection:** Undead are immune to any magical attempt to bring them back to life unless they are destroyed (reduced to 0 hit points) first.
- **Requirements:** Undead do not breathe, eat, or sleep.

**Table 1-10: The Undead**

Class Level	Base Attack Bonus	Class Features
1st	+0	Talent
2nd	+1	
3rd	+1	Talent
4th	+2	
5th	+2	Talent
6th	+3	
7th	+3	Talent
8th	+4	
9th	+4	Talent
10th	+5	
Etc...	Etc...	Etc...

**Class Skills (Trained in 4 + Int modifier):** Acrobatics, Climb, Deception, Initiative, Jump, Perception, Stealth, Swim

## Hit Points

Undead gain 1d12 hit points at each level.

## Defense Bonuses

Undead receive a +3 bonus to their Will saves.

## Starting Feats

A 1st-level undead has the following feats.  
Weapon Group Proficiency (simple)

# MONSTER TRAITS

The following are additional traits for monsters.

## Size

Everything has a size of some kind. By default, all monsters are assumed to be of medium size, but some may be larger or smaller. Size is a very important trait, because it can grant numerous bonuses and penalties.

**Strength, Dexterity, and Constitution:** Apply these modifiers to the monster. These modifiers can't reduce a monster's abilities to less than 1.

**Reflex/Attack:** Apply this number as a size bonus or penalty to the monster's Reflex defense and attack rolls.

**Grapple:** Larger creatures have easier times in grapples, while smaller creatures have harder times.

**Damage Threshold:** Apply this number as a bonus to appropriately large sized creature's damage threshold.

**Table 2-1: Size**

Size	Str*	Dex*	Con	Reflex / Attack	Grapple Bonus	Damage Thresh.
<b>Fine</b>	-8	+8	+0	+10	-20	+0
<b>Diminutive</b>	-6	+6	+0	+5	-15	+0
<b>Tiny</b>	-4	+4	+0	+2	-10	+0
<b>Small</b>	-2	+2	+0	+1	-5	+0
<b>Medium</b>	+0	+0	+0	+0	+0	+0
<b>Large</b>	+8	-2	+8	-1	+5	+5
<b>Huge</b>	+16	-4	+16	-2	+10	+10
<b>Gargantuan</b>	+24	-4	+24	-5	+15	+20
<b>Colossal</b>	+32	-4	+32	-10	+20	+50

*\*Applying these modifiers to a monster can't reduce it's ability scores to less than 1.*

## Speed

Most monsters are able to move, though some, especially plants, can't. Speed measures how fast they can move.

Speed comes in a number of categories. A monster can have any number of modes of movement. Most monsters have a land speed, but there is no real limit to the modes of movement that a monster could have.

**Land Speed:** A monster with a land speed can move across solid ground, usually by walking or slithering. Smaller monsters have shorter legs and so are generally slower, but larger monsters aren't necessarily faster due to increased mass and effort in order to move.

A monster with four or more legs has double the base movement speed listed on table 2-2.

**Swim Speed:** A monster with a swim speed can move quickly through liquid, usually water. They never need to make swim checks in order to swim, and have a +10 racial bonus on Swim checks for any other tasks that require a Swim check; further, they can always choose to take 10, even if rushed or under pressure. A monster can use the run or charge action while swimming, provided they swim in a straight line.

**Burrow Speed:** A monster with a burrow speed can tunnel through dirt, but not rock unless its description specifically states that it can. Monsters can't use the run or charge action while burrowing. Generally, they don't leave behind a tunnel, either because any tunnel they would leave fills in behind it, or else because they don't actually dislocate any mass while moving.

**Fly Speed:** A monster with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load).

A monster that flies can make dive attacks. A dive attack works just like a charge, but the diving monster must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A monster can use the run action while flying, provided it flies in a straight line.

**Climb Speed:** A monster with a climb speed has a +10 racial bonus on all Climb checks. The monster must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The monster climbs at the given

speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. Monsters cannot run while climbing. A monster retains its Dexterity bonus to its Reflex defense (if any) while climbing, and opponents get no special bonus on their attacks against a climbing monster.

**Table 2-2: Monster Speed**

Size	Monster Base Speed				
	Land	Swim	Burrow	Fly	Climb
<b>Fine</b>	4 sq.	8 sq.	3 sq.	12 sq.	4 sq.
<b>Diminutive</b>	4 sq.	8 sq.	3 sq.	12 sq.	4 sq.
<b>Tiny</b>	4 sq.	8 sq.	3 sq.	18 sq.	4 sq.
<b>Small</b>	4 sq.	8 sq.	3 sq.	18 sq.	4 sq.
<b>Medium</b>	6 sq.	12 sq.	4 sq.	18 sq.	4 sq.
<b>Large</b>	6 sq.	12 sq.	4 sq.	18 sq.	6 sq.
<b>Huge</b>	6 sq.	12 sq.	4 sq.	18 sq.	6 sq.
<b>Gargantuan</b>	6 sq.	12 sq.	4 sq.	12 sq.	6 sq.
<b>Colossal</b>	6 sq.	12 sq.	4 sq.	12 sq.	6 sq.