THE HARROWED EARTH:

CHARACTER CREATION SPOTLIGHT

A MODIFIED D20 GAME PRODUCT

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A WORD FROM THE AUTHOR

This book(-let) is not intended to be a complete compilation of rules for *The Harrowed Earth*, but instead a quick reference guide for making basic characters for that system. As such most of the flavor text and what "crunch" is not applicable to making a character has been removed from all entries. This, sadly, also means that many of the more esoteric character options have also had to be removed since one cannot really understand them **without** the wider context of the removed material. For instance, think about how hard it would be to make a sanity-eating Undead character that is hiding out by mimicking the functions of a living being…then go even further beyond **that** with to describe the physical incarnation of a mythological god! Both of those are examples of the more oddball character options, and because of all the added material needed to create either of them…they have had to be removed.

Instead in here you will find everything that you need to make the more "common" characters. If you want to explore the wider world of *The Harrowed Earth* then you will have to read that book. But even then much of **this** document can be a useful reference guide. Because of this, the *Character Creation Spotlight* has no page numbers, and some items are in different locations than in *The Harrowed Earth*. Any page or chapter references are for *The Harrowed Earth*, to make the full material easier to locate.

Similarly this book only covers characters of up to 5th-level, and the items that they could reasonably attain. Once again much of the material needed to use said items is not included, since that material is just too **damn** many pages of additional content! If the *Character Creation Spotlight* is to be kept to a reasonable length, some hard decisions had to be made. This included all the material that a character would have access to after 5th-level, since *The Harrowed Earth* allows characters to go up to 30th-level…or even beyond.

Which brings us to the use of the *Character Creation Spotlight*. There are two reasons for the publication of this book, and I hope that it achieves both.
1 – Providing a handy desk reference for the rules needed to make a character before actually arriving at the game.
2 – Publicizing the existence of *The Harrowed Earth* with a freely-accessible sneak peak at what is possible with it.

I hope you have even **half** the fun playing this game, as I have had **writing** it!
– Jay Barrell

CREDITS

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MEDIA

These are similarly-themed media that you can enjoy in order to "get in the mood" for a game in *The Harrowed Earth*…complete with alliteration! Obviously more will be added as they are created or encountered, but this should be enough to jumpstart the heart.
Anime Assault: "*Castlevania*", "*Hellsing Ultimate*".
Badass Books: C. Gockel "*Wolves*"; E. William Brown "*Fimbulwinter*"; Ethan Crow "*Digital Shadows*"; Garon Whited "*Nightlord: Sunset*"; J. R. Mathews "*Portal to Nova Roma*"; John Patrick Kennedy "*Princess Dracula*"; Larry Correia "*Monster Hunter International*"; Leo Frankowski "*Conrad Stargard: The Radiant Warrior*"; Lilith Saintcrow "*Angel Town*"; Maxime J. Durand "*Never die twice*"; P. N. Elrod "*The Vampire Files*"; Robert Bevan "*Critical Failures*".
Mood Music: A Sound of Thunder "*I Will Not Break*", "*Udoroth*"; Cybertronic Spree (mostly covers of other bands, but it's all VERY well done); Dio "*Holy Diver*"; Hollywood Vampires "*The Boogieman*"; Kansas "*Carry on My Wayward Son*"; Minutes Til Midnight "*Going Out Fighting*", "*Gospel of the Throttle*"; Monster on Sunday "*Believe in Yourself*", "*Heathens*", "*Stardust*"; Shotgun Rebellion "*Into the Nothing*", "*Outlaw Ways*", "*Won't Back Down*"; Smoke & Whiskey "*Screamin' Demon*"; Tom MacDonald "*America*", "*Scars*".
Movie Massacres: "*Army of Darkness*", "*Hellbound: Hellraiser II*", "*Hellraiser*", "*Overlord*" 2018, "*The Void*" 2016, "*Wyrmwood: Road of the Dead*".
TV Terror: "*AFK: The Web Series*", "*Ash vs. Evil Dead*", "*Blood Drive*", "*Dracula*" 2013 series, "*Forever Knight*", "*Hemlock Grove*", "*Midnight, Texas*", "*Penny Dreadful*", "*Salem*", "*Sleepy Hollow*", "*Supernatural*".

LEGAL BULLCRAP

TABLE OF CONTENTS

STYLE GUIDE

For ease of skimming and reference, several shortcuts in the text of this book are used from this point on.

   Enchanted Items and Spells: Whenever these are referred to in any place other than the start of their own entries, they are given in *italicized text*. This includes the names of psychic/psionic versions of them.

   Descriptors: All references to these are given in *Capital Italics*, in descriptions, and sometimes in brackets "[ ]". They are used to classify related abilities, creatures, and effects.

   Item, Creature, and Ability Names: These are simply presented as Capitalized Entries, as if they were proper names. Those that cast spells are instead in *Capital Italics* as well.

   Poisons and Diseases: Whenever used in text they are referred to as ***Capital Bold Italic*** by their name in Chapter 12.

   Special Conditions: Whenever used in text they are referred to in ***italicized bold*** text

   If something is meant to be heavily emphasized, it will be presented in **<u>underlined bold text</u>** as well.

   PAGE REFERENCES: All page number references are for *The Harrowed Earth: Core Tome*, and not **<u>this</u>** book. Because of this, there are no page numbers in this book, just chapter tags.

* * *Subset:* Descriptive text, part of the "Subcategory".

SECTION
Explanation of the section, and terms often used in this section.

<u>Subsection</u>
Descriptive text, part of the "Section".
   Category: Descriptive text, part of the "Subsection".
* *Subcategory:* Descriptive text, part of the "Category".

This chapter covers the d20-variant rules system used in a *The Harrowed Earth* game, which is essentially a complete re-write and update of the old 3.0/3.5 rules. While the normal d20 system rule books are usually still compatible, the rules in *The Harrowed Earth* supersede any relevant rules in those books. In order to make new rules easier to find, they are broken down below into five sections: Playing RPGs (for absolute newbies), Concepts, Supernatural, Monsters, and Fear. Thanks to this, *The Harrowed Earth* can be used without needing to use any other books, while still being compatible with other d20-based products and settings.

Expansions based on this *The Harrowed Earth* "core tome" are also panned, and using them in other settings should be easy enough so long as you have *The Harrowed Earth* to use as a reference. These additional "tomes" will include both settings and rules books, with a similar naming scheme. The main priority will be Era books, covering much more history, lore, and elements of each era. The next priority will be subject books, covering general game elements such as psychic powers, which can be incorporated into any game with the same considerations.

Reading Guide

Since not all of you have the same level of experience with table-top role playing games (also called "RPGs" or "TTRPGs"), or the same need to learn information, this section is here to guide readers to what they need to know to play *The Harrowed Earth*. Probably the best way to do that is to cover creating a character, step by step. For this reason, let us assume that you are making a character for a campaign taking place in Renaissance-era England, and reference the "Building a Character" text boxes.

CONCEPTS

This section covers the basic terminology and interactions of the rules, which are all referenced in their own chapters in *The Harrowed Earth: Core Tome*.

Rolling Dice

As a dice-based game, playing this game requires (shocker!) rolling dice! Dice (singular "die") are referred to by both their quantity and size, the results of rolling them are then added together to get a value (often with a modifier, see page 4). As an easy shorthand the amount of same-sized dice rolled is listed before a "d", and the size of those dice after the "d" (i.e. "2d6" means rolling two six-sided dice and adding them together).

Die Sizes Used: *The Harrowed Earth* uses only the following dice sizes: d1, d2, d3, d4, d6, d8, d10, d12, d20, d100. Unless using specialty dice the d2, d3, and d100 are simulated with special rolls. A d2 is simulated with a d6: 1-3 as "1" and 4-6 as "2". A d3 is also simulated with a d6: 1-2 as "1", 3-4 as "2", and 5-6 as "3". A d100 is simulated with two different d10s: one as the "tens" digit, the other as the "singles" digit, and a "10" on both (or a "0" if the die runs from 0 to 9) counting as "100".

* *Die Size by Value:* Many die sizes are referenced as a value, such as "d(CL)" which means "a die that is the same size as the Caster Level". These die values use the lowest die size to that value, including multiple dice if they are relevant, starting from "1d1" (i.e. 1 point). The chart below is an easy reference:

Value	1	2	3	4-5	6-7	8-9	10-11	12-13	14-15	16-17
Dice	d1	d2	d3	d4	d6	d8	d10	d12	d8+d6	2d8

Value	18-19	20-21	22-23	24-25	26-27	28-29
Dice	d8+d10	2d10	2d10+d2	2d10+d4	2d10+d6	2d10+d8

Changing Die Sizes: Some effects can increase or decrease the size of dice to be rolled. This is usually referred to with text like "+2 die size" or "+1 damage dice sizes". In these cases the value of the dice are moved right (for "+") or left (for "–") on the chart above to fit the new value. If this reduces the die value below d1 (which is just 1 point), then the die value vanishes! If a source uses multiple dice, treat each one individually, unless the

die change states "dice sizes" instead of "die size".

* *Examples:* A weapon that deals 2d6 damage is affected three different times by three different modifiers: +2 die size, +1 dice sizes, and –1 die size. "+2 die size" causes the damage to become 1d6+1d10 (a d6 goes up two steps to d10), but it can be simplified to just 2d8 if desired. "+1 dice sizes" however automatically just increases both dice by one step, to 2d8. "–1 die size" reduces one of the dice by one step, for a total of 1d4+1d6.

Making Checks

The Harrowed Earth is a d20-based game, and as that name suggests, it is based on rolling 20-sided dice. A "d20 check" is the core mechanic, used to determine the success or failure of most tasks. This is typically referred to by rolling 1d20 plus any modifiers (see page 4), and comparing them to a DC (i.e. "Difficulty Class"). If the result equals or exceeds the DC, the check succeeded. On roles made under stress (such as combat checks, and some skill checks) an unmodified "1" on the die (called a "natural 1") is an automatic failure, and for combat checks an unmodified "20" on the die (likewise, called a "natural 20") is an automatic success…just not for **skill** checks!

Difficulty Class (DC): This is a numerical score used in a d20 check to determine how hard the task is to achieve. The "typical" DC is 15. An "easy" DC would be 10 or 12, "average" would be 15, and a "hard" one would be 18 or 20. DCs higher than 20 are anywhere from "challenging" at up to 25, to "professional" up to 30, "legendary" up to 40, and even "epic" beyond 40!

* *Opposed:* Sometimes the difficulty of one character's check is determined by the ability of their opponent to resist (like when arm wrestling, you would each check "Stunt" totals). The initiator of the check is the attacker, the other party(s) are the defender(s). The attacker must roll higher than the defender to succeed against that defender.

* *Task-Total:* Often a skill check will have a "Task-Total" that is required in order for it to fully succeed. In such cases the check is

only considered completed when the initiator of the check has succeeded by at least the designated amount, then passes a check against its DC, often requiring multiple d20 checks (such as the arm wrestling, which has a Task-Total equal to the opponent's [Constitution score] +[Strength score]!).

Booster and Sinker Dice: Sometimes you can get one or more "Booster" or "Sinker" dice to a die roll, usually through traits or feats. Booster dice add an additional roll for each Booster dice (i.e. "Booster +2" means you roll three times), and you keep the **highest** result! Likewise Sinker dice require making multiple checks, but you keep the **worst** result. If the same die roll gets both Booster and Sinker dice, subtract the smaller amount from the larger amount and retain the value of the result…if any (i.e. "Booster +2 and Sinker –1" results in just Booster +1 to the roll).

d100: For actions and events that you typically have no way to influence, such as when attacking an *invisible* creature or rolling for random encounters, 1d100 is rolled to determine the results. Combat checks refer to this as a "failure chance" (i.e. "a 20% failure chance"), and you must roll **higher** than that chance in order to succeed.

Modifiers

The vast majority of die rolls are added to (i.e. a "bonus") or subtracted from (i.e. a "penalty") by one or more "modifiers". Any relevant modifiers are added together and then applied to the **result** of the die roll in question, to generate the actual "total" of the roll (i.e. "stacking" the modifiers). If multiple modifiers of the same name would be applied to the same roll, instead use **only** the largest absolute values for any same-named bonuses and penalties, added together (i.e. "does not stack"). A few modifiers will still stack with same-named modifiers, and these are called out in their descriptions.

Negatives and Positives: While positive modifiers are written as "+#", negative ones are written as "–#". This is in addition to text which explains that the associated number is added or subtracted from the relevant value, even if this would technically result in a double negative, you still just subtract it.

The most common types of modifiers (some entries fit in several categories) are:
* *Ability Score:* "Ability" modifier, enhancement, inherent. Unless specifically called for with "+/– Ability Score", all references to an ability score modifying a die roll will be referring to its "Ability modifier" (see Table1-1).
* *Combat:* Armor, Base Attack Bonus (i.e. "BAB"), critical (damage bonus only), competence, critical (bonus on critical hits against living targets only), deflection, dodge (stacks with itself), enhancement, natural armor, pain (penalty only), range (Attack and Listen/Spot penalty only), shield, size.
* *Mystical:* Alchemical, divine, enhancement, infernal, deflection, some special abilities.
* *Skill:* Competence, key ability, pain (penalty only), racial, skill ranks, synergy (stacks with itself).

Statistics

Every game character is based on several numerical scores, and the relative value of these scores to other characters determines their relative power and weakness in those categories (hence why they are called "statistics"). The main categories of these statistics, the ones **all** characters have, are listed here.

Ability Score: This determines the absolute measure of a core aspect of your character's capabilities, in numerical terms. While 10 or 11 is considered "average", and confers no special considerations, ratings below 10 cause penalties and those above 11 confer bonuses (i.e. the score's "modifier"). This means that

only even ability scores can increase your bonus, but does not mean that odd scores are worthless – since prerequisites are typically based on the **odd** score! Below is a description of what each ability score can do for you, described in terms of rocks, as well as a brief description of what having a high score in it will do for you…and what having none of it does **to** you!

* *Charisma (Cha):* Convincing somebody else to get into that rock fight on your side, or in your place. Controls interpersonal skills and initial NPC (i.e. "Non-Player Character") reactions; also the Eldritch Soul, Psychic Medium, and Psychic Mentalism traits. Characters at 0 in this score will do anything they are told as if under a *suggestion* spell, and will do nothing on their own.

* *Wisdom (Wis):* Figuring out when, what, and where to swing or throw the rock. Controls Will save, sensory and decision based skills; also the Divine Agent, Psychic Senses, and Spiritualism traits. Characters at 0 in this score are incapable of sensing their surroundings in any notable detail, and risk hurting themselves from this as well as from the random actions they take due to a total lack of impulse control.

* *Intelligence (Int):* Realizing which rock is best to use, and thus will hit harder. Controls how many skill points you get (you gain an additional 2 +(Hit Die) skill points to your skill points each level, for any level at which your **base** modifier increased, before determining the rest of your skill points for that level), information-based skills; also the Arcanism and Psychic Attack traits. Characters at 0 in this score are incapable of making decisions or motivating themselves, and will follow only pre-determined specific actions in response to stimulus.

* *Dexterity (Dex):* How accurately you can throw a rock, and avoid being hit by someone else's rock. Controls ranged Attack, AC (i.e. "Armor Class"), Reflex saving throw, and agility or nimbleness based skills. You cannot take any physical action when it reaches 0, but you can still take actions that don't require more than blinking.

* *Constitution (Con):* How much damage you can take from the rocks before you drop. Controls Fortitude save, body-awareness-based skills; also the Psychic Healing trait. Living creatures die if this hits 0 at the same time as Strength, otherwise they are just *staggered*. If a character does not have this statistic, then damage to it instead applies to their Strength, instead of being *staggered*.

* *Strength (Str):* How hard you can hit something with a rock. Controls melee Attack, muscle-powered damage, athletic skills, and how much you can carry. Living creatures die if this hits 0 at the same time as Constitution, otherwise they are *paralyzed*. Every +2 Strength modifier above 11 increases the Range Increment of thrown weapons by +5 ft., **after** Era increases. If a character does not have this statistic, then damage to it instead applies to their Charisma, instead of being *paralyzed*.

TABLE 1-1: ABILITY SCORES

Score	---	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17
Modifier	†	–5	–4	–3	–2	–1	+0	+1	+2	+3
Score	18-19	20-21	22-23	24-25	26-27	28-29	30-31	+2per		
Modifier	+4	+5	+6	+7	+8	+9	+10	+1per		

† Automatically fails any check based or related to this ability.

Durability: All person-sized characters start with a "1" in Durability, but those that drop below 1 take +100% damage for each point they are below 1. Incoming damage is divided by a character's Durability – but only after subtracting (in order, if relevant): Temporary Hit Points, Damage Reduction, Energy Resistance, Hardness. Round the result **up**, even if below 1…you **always** take some damage from attacks that get past your defenses! Durability has no effect on damage dealt directly to an ability score. "Damage over Time" effects drop Durability by 1

each time you take damage, which comes back completely once it stops dealing damage (see page 195).

* *Size Category:* If your size category is other than "Medium", then you have a penalty or bonus to Durability equal to the difference in size categories. To make up for this, Small-size characters gain +1 size bonus to Armor Class and Attack (see Table 9-1).

Armor Class (AC): This is the DC of all Attack rolls against you, representing how hard it is to make a solid hit against you rather than a glancing blow that at best leaves a small bruise. The "average" is a 10, much like an ability score, but it can go higher thanks to things like armor and good Dexterity, as well as lower thanks to poor Dexterity and other factors. It is further separated out into three sub-categories for specialized types of attacks:

* *Flat-Footed:* Sometimes no matter how nimble you are, you are just too shocked or unaware to be able to react in time. This means that your AC in such situations (such as an *invisible* attacker or being caught "flat-footed" for any other reason) is equal to your normal AC minus any competence, Dexterity, and dodge **bonuses**. Penalties **still** apply!

* *Half-Touch:* Crossbows and early-Era Firearms did not have rifling, and because of this the projectiles were somewhat vulnerable to tumbling and thus being knocked aside by armor like any other ranged weapon. This means that your "half-touch AC" is equal to the **average** of your normal AC and our Touch AC, rounded down. However, remember, this only applies to **early** Firearms and Crossbows in their first Range Increment…

* *Touch:* Some attacks ignore armor because it only needs to hit the target's aura, personal space, or thinks of armor as tissue paper. Against attacks like this you use your normal AC, but without armor, natural armor, and shield **bonuses**.

Saving Throws: When subjected to an effect that never really changes in potency, but instead relies on overcoming your resistance to it, you must make a Save vs. that effect (and can choose to voluntarily fail it). This is a d20 check against the effect's DC. The specific save needed is determined by the effect, but they all fall under these three general categories:

* *Fortitude (Fort):* How hardy your bodily health is, and thus your ability to resist things like disease and poison. Modified by both Constitution and Strength.

* *Reflex (Ref):* How fast your reaction to area assaults is, and thus your ability to resist things like blasts and pit traps, but this is automatically a natural 1 when asleep. Modified by both Dexterity and Intelligence.

* *Willpower (Will):* How sturdy your sense of self is, and thus ability to resist things like fear and mental assaults (has Sinker –1 when asleep). Modified by both Charisma and Wisdom.

Attack Bonuses: This is what you add to your d20 check to see if they hit successfully, with different Attacks potentially generating a "critical hit" if confirmed by a subsequent follow-up Attack roll made at that time for this purpose (see "Lethal" below). The main types of Attack roll modifiers you have are:

* *Melee:* Made to hit targets within your Reach (see page 187), often by using a weapon. Modified by BAB and Strength.

* *Ranged:* Made to hit targets at a distance (see page 187), often with a projectile weapon. Modified by BAB and Dexterity.

* *Lethal:* This is an intuitive understanding of how to inflict "critical hits" (which always deal a minimum of ×2 damage roll). This bonus is added to the follow-up Attack roll to confirm a critical hit (see page 191), and to the final damage roll as a critical bonus **even if** the confirmation failed!

* *Stunt:* A special kind of **opposed** Attack made to initiate or resist special maneuvers like Grappling. You each use your (Strength modifier) +(Base Attack Bonus) +(race and feat bonuses), modified by +4 for every size category above Medium-

size, and –4 for every size category below.

Skills: These are learned areas of study which can be improved on by anybody, so long as they engage in proper study and practice. You often have skills that you can master no matter what other training you undergo, but often to progress in a skill you must engage in relevant training as represented by taking a trait that enables spending points on it at that Hit Die. Your total in a skill is based on the number of "skill ranks" (often shortened to just "ranks"), and is limited to a total of 3 +(Hit Die) in any given skill. You then added skill's "key ability" modifier, racial, and synergy bonuses – and modifiers from other sources that specifically name the skill or that are named in that skill. Because of this all skills are categorized by their key ability score, and some are further subcategorized by their specific application. The total of the ranks and modifiers is referred to as the "skill total". Then you add this total to the 1d20 check, to see if you succeed at whatever relevant task you attempted.

Actions and Types

Characters take turns performing actions in sequence, which is produced by rolling for Initiative at the start of an encounter (see page 190). Each character gets either a single "full" action or both a "move" and "standard" action a round, and any number of "free" actions.

The **categories** of actions fall into three general categories, no matter what **type** they are. These are described below:

Extraordinary (Ex): These actions do not require any sort of mystical energy in order to be used, although they might affect those energies if they are from another effect. Includes non-action abilities.

* *Example:* Activating the Cleave feat.

Spell-Like (Sp): Special powers that invoke a spell effect and are treated like the spell in question, or that function as if they were a spell effect. These abilities typically take a standard action to use, and have no components, no matter the spell's characteristics.

* *Example:* Tiefling using their Darkness racial special ability.

Supernatural (Su): An ability that draws on the mystical energy inherent in the universe in order to invoke some effect, which is not bound by the rules and restrictions of a spell. Includes many non-action abilities.

* *Example:* a Hellhound's Breath Weapon.

Corruption

Your body and soul is being warped by some sort of energy and/or supernatural infestation. As a result you lose more and more of "yourself", represented by a permanent penalty to your Constitution once your counter goes up too far, with Spell Resistance directly subtracting from each Corruption roll. If the total accumulated counter ever equals or exceeds your Constitution score, then you take Constitution drain equal to the Corruption counter divided by your Durability, and then your Corruption counter resets to 0. Constructs and Undead do not have a Constitution score, rendering them immune to Corruption, as are Evil Outsiders. Good Outsiders instead take Constitution damage instead of drain, as the vileness of the Corruption neutralizes their inherent purity.

Mitigating Corruption: There are several ways to resist or even fully prevent gaining Corruption, each detailed here:

* *Holy Things:* Holy Ground completely suppresses any Corruption that enters it, but only while you remain on the Holy Ground. Likewise Holy Water suppresses any Corruption you take while covered in it, until they next sunset. This means that Aasimar and other "Good"-subcategory Outsiders with Divine Blood will instead take 1 Constitution damage, preventing their

taking Constitution drain, from their Corruption counter.

* *Race:* Tieflings and "Evil"-subcategory Outsiders are already filled with Corruption, preventing them from gaining it from exposure to the Hell Realms and other sources. Similarly, Aberrations are immune to sources of Corruption, since they are already a fully-tainted soul in equally befouled flesh.

* *Spell Resistance:* If you have this special ability you get to subtract your Spell Resistance from each Corruption exposure, effectively rendering you immune to Corruption in many cases.

* *Spells:* Any spell that creates Holy Ground can create a temporarily-safe area, by the creation of that Holy Ground. If an area is contaminated by prolonged exposure to Holy Ground, this will instead cleanse the same area rather than make Holy Ground.

* * *Protection from Evil:* Grants you ablative Corruption counter-points equal to the Caster Level until the next sunset, but does not stack with itself.

* * *Restoration:* You gain no benefit from *lesser restoration*, but *restoration* resets your current Corruption counter to 0, while *true restoration* also erases a point of Constitution drain.

Descriptors

A "Descriptor" is a short-hand way of indicating that an effect will be generated in a specific way, which can be used to indicate interactions between different effects (i.e. an effect which "prevents *Scrying* to the target" means that any other effect with the "*Scrying*" descriptor will ignore the existence of the target of the first effect). Effects, such as spells and special abilities, which are based on or designed to affect a specific type of magic will also have these "Descriptors". These are used to describe how different spells interact with other effects.

The Descriptors used in effects, and an explanation of what types of effects they are referring to, are listed below:

Acid: Generates, alters, or protects from acid.

Air: Generates, alters, or protects from air and weather.

Animal: Only works on living creatures whose unmodified Intelligence score is 2 or less.

Chaos: Only works on targets of the Chaotic alignment, or is greatly reduced when affecting those closely related to it. Prolonged use of these effects will make your alignment shift towards Chaos.

Charm: Warps the target's will to the user's desires.

Cold: Generates, alters, or protects from cold.

Darkness: Generates, alters, or protects from darkness and shadows.

Death: Causes death directly, or affects only the dead.

Earth: Generates, alters, or protects from soil and stone.

Electric: Generates, alters, or protects from electricity.

Evil: Only works on targets of the Evil alignment, or is greatly reduced when affecting those closely related to it. Prolonged use of these effects will make your alignment shift towards Evil.

Fear: Generates different levels of terror, causing those who fail a Will save against it to lose one or more Charisma.

Fire: Generates, alters, or protects from fire.

Force: Generates, alters, or protects from kinetic energy.

Good: Only works on targets of the Good alignment, or is greatly reduced when affecting those closely related to it. Prolonged use of these effects will make your alignment shift towards Good.

Healing: Conjuration spell school effects that summon lost flesh and spirit to restore health. Subject to the Heal skill if used on a living creature, or Knowledge (religion) on the Undead.

Language: Requires that you and the target share a spoken language, or the target is using *comprehend languages*, either one of you is using *tongues*, or similar effects.

Law: Only works on targets of the Lawful alignment, or is greatly reduced when affecting those closely related to it. Prolonged use of these effects will make your alignment shift towards Law.

Light: Generates, alters, or protects from light.

Mind-Affecting: Directly manipulates the target's mind.

Negative Energy: Generates, alters, or protects from the powers of spiritual decay.

Plant: Only affects living or dead plant material, or the effect is directly related to plants.

Retribution: These spells call upon the attention of a Deity or its representatives. If used by a Spiritualist they must roll for "Divine Retribution" (see "Spiritualism" page 43).

Scry: Sends out one or more senses to a distant location.

See Text: Has more than one descriptor, described in the text for the effect, but you must choose between them and then apply that descriptor in the place of this one.

Sonic: Generates, alters, or protects from sound.

Summon: Conjuration spell school effects that calls a creature or pulls a target item from its current location to the presence of the user, and usually binds them to your service.

Teleportation: Move you, or something near you, to another location that you designate – without crossing the intervening distance and/or planes.

Transformation: Reshapes flesh into a new form. Subject to the Control Shape skill (see page 64).

Water: Generates, alters, or protects from water.

Creature Category, Subcategory, and Race

Creatures of all varieties come in a wide selection of categories (described in Chapter 14), but most player characters will be of either the Humanoid, or the Outsider category with the Native subcategory. This section describes what all this means, and how it relates to race.

Creature Category: This is the broad category that a large group of creatures with similar fundamental characteristics fit into. For example "Humanoid" refers to living bipedal four-limbed creatures that have two legs, attached to a central torso with vertical symmetry with a head atop it, and that contains an endoskeleton based on collagen and calcium for structural integrity, but without the need to rely on magical forces to sustain basic biological functions. This broad category can describe everything from small bird-winged flying tribesmen to…Humans, like **you**, the person reading this!

Subcategory: This is a descriptor that can be applied to one or more creature categories, to define those that possess altered or additional characteristics and applicable rules. For example "Native" applies to the "Outsider" creature categories, and it makes them function as if Earth's plane was their home plane – so they cannot be *banished*, nor can they be *summoned*.

Race: This is the specific example from a Creature category that describes the basic characteristics of a member of that species. It provides modifiers to ability scores, size category, skill adjustments, special bonuses, and a Favored trait. Particularly powerful races have a Level Adjustment to represent their absolute numerical advantage over a Human built otherwise identically, which represents the amount of Hit Die that characters of that race must "lose" in order to balance out the two characters. However those that have severe social problems gain "Advantages" that they can use to compensate. See the rules for your setting to find your race's adjustments, if not using those presented here in *The Harrowed Earth*.

Alignment

This is a quick two-axis reference guide used to describe your character's general motivations and behavior. While you usually act in accordance to this reference, it does not restrict your behavior – but if you often act against this alignment you will see your alignment change to match their new behavior pattern. The exception to this are special effects which **force** a change in alignment, as these are considered to work by overwriting your character's core motivations, and in that way they will force you to act in accordance with your new alignment for as long as the effect lasts. The two axis are often described as "social" (Chaos / Neutral / Law) and "moral" (Evil / Neutral / Good), describing how you choose to relate to other people and also how you relate to society as a whole, respectively. Each of the resulting nine potential alignment combinations is briefly described below ("Neutral Neutral" is referred to as "True Neutral", or just "TN"):

Chaotic Evil (CE): Screw everybody else, and morality can piss off, because carnage and depravity are just **fun**!

Chaotic Neutral (CN): Other people exist…are you sure they aren't squirrels? Anyways you are naked, better grab that can of shoes for breakfast! This is the alignment of the insane and the manic.

Chaotic Good (CG): Other people's concerns and wishes (and property) are inconsequential, as long as individuals in need benefit from your actions then you see nothing wrong with them.

Neutral Evil (NE): The rules of society are more like…suggestions. Things that can be taken into consideration, and often are, but much like other people's feelings you only use them as tools to manipulate situations for your benefit.

True Neutral (TN): Inner peace requires separating yourself from the concerns of both people and civilizations, in order to view the world and your place in it without any bias whatsoever. Often referred to as "nature's alignment", or "Neutral Hungry" (for wild animals just looking to eat).

"Social" Axis

	Chaotic	Neutral	Lawful
"Moral" Axis	Chaotic Evil	Neutral Evil	Lawful Evil
	Chaotic Neutral	True Neutral	Lawful Neutral
	Chaotic Good	Neutral Good	Lawful Good

Neutral Good (NG): People should focus on the common good in their day to day lives, living in peace when possible, and you try to live by that maxim even if others do not.

Lawful Evil (LE): Loopholes, deals, and fine print (in another language) are the tools of the trade. This "trade" being other people's misery for your amusement and personal enrichment, of course. After all, no drink was ever as satisfying as the tears of your victims.

Lawful Neutral (LN): The rules are there for a reason, they are the glue that holds society together and without them all would be chaos and pain…life, brutal and short. Because of this, no matter how unfair those rules might be on individual cases, they must be maintained for the good of everybody else!

Lawful Good (LG): You firmly believe in the phrase "the greatest good for the greatest number", and seek to uphold the righteousness of lawful communally-agreed-upon rules in order to achieve peace and happiness for everybody they govern. Your nightmares begin when faced with the moral dilemma of having to choose between the rules and what is good for the innocent, and in those situations you usually side with the innocent.

Mathematics

Your crafting-oriented character, or if you just want to do some gear customization, you will quickly run into the problem with how to apply the modifications' costs and statistic adjustments. In both cases this section describes the process. Once an item is fully modified, **then** you adjust its statistics, **not** while selecting the adjustments.

The order in which mathematic operations are applied is:

1 – Modifiers for material, such as those on Table 7-2.
2 – Multipliers like "x2" or "x1/2", the order does not matter.
3 – Add together then apply any percentage modifiers.
4 – Add in any +/– modifiers, like those on Table 7-10.
5 – If it is a cost, round up, otherwise round down (see below).

If your character can make their own gear at character creation, then they can count such items as half-Price since they made it themselves. This applies to mundane gear like weapons and alchemical items, as well as enchanted gear like wands and Anchored items (see "Spellcraft" page 73).

Values listed with a number sign "#" in parenthesis "(#xyz)" or brackets "[#]" should be read as "number of times this is taken". If there is no number sign then they should be read as "replace with the value named". Abbreviated values in either are references to their mathematical value, like Caster Level "(CR)".

*** Examples:** An entry of "(#Delving) +(Lbs) ×2" should be read as "number of times the subject has the Delving trait, plus twice as many Lbs. of weight the subject has".

Rounding: Most mathematical results are rounded down, except for the cost of things and some effects that would otherwise state "per each odd", which round up. In all such cases round off or up to the first two digits of whatever the value is.

Now that you have been introduced to all the core concepts of the game, and even given a few examples, it is time to talk about character creation and advancement. And that is what this section is all about! If you don't want to re-invent the wheel, you can find 10-level build guides in "Character Archetypes" on page 124, which can be combined with "Character Concepts" below:

Character Concepts

A good way to make a character is to first decide what role you want your character to fulfill. This is called a "Concept", and the most common ones are shown below. This is by far not an exhaustive list, just the most common examples. Some character types are more complicated to play than others, and these relative values are listed in "( )" after the name, going from "**A**" for the simplest on to "**Z**" for most complicated.

Artillerist (C): You specialize in throwing area, or multiple-target Attacks, at range. This often utilizes Alchemy and/or Arcane spellcasting. Typical traits are Eldritch Soul or Skillful.

Crafter (D): You like to dig down into the depths of the item creation systems of the game, in order to get the most out of it for the party. You have several Craft skills, as well as related skills, and often feats focused on making items. Typical traits are Craftsman, Skillful, and often a spellcasting feat to access magic-crafting options through the Spellcraft skill.

Face (B): You are a social monger who can do in a town what adventurers do in dungeons. This often utilizes Charisma-linked skills and/or *Mind-Affecting* psychic powers. Typical traits are Minstrel, Psychic Mentalism, or Skillful.

Gunslinger (B): You focus on firearms, slinging as many dice of hot lead into your targets as possible. This is usually done by taking Alchemy and Craft (firearms) to make and maintain your gear, as well as Spot to reduce ranged Attack penalties. Psychic variants take Psychic Senses to gain access to *true strike*, while magical variants take spellcasting traits so they can use Spellcraft "Anchoring" to enchant single-use Bullets for additional effects. Typical traits are Battle Skills, Combat Bonuses, and Rifleman.

Healer (C): You focus on repairing the bodies and minds of others. This is usually done by supernatural means, although the skills Diplomacy and Heal will be helpful augmenting them. Typical traits are Divine Agent, Psychic Healing, or Spiritualism.

Mage (C): You have a plethora of useful specialized abilities. These are usually mystical in origin, but can also include Alchemical as well. Typical traits are Arcanism, Divine Agent, or Minstrel.

Mr. Wizard (D): You seem to have a trick for everything. So spread around skills and abilities so that no matter the situation, you have a solution to it! Typical traits are Arcanism and Skillful, often with Psychic Healing or some other access to the Heal skill.

Psychic (C): Powers of the mind itself, limited in scope but wide in application, the ease of using this kind of "magic" makes it popular…but mistrusted. Such characters are rarely the similar, but the way they function is the same: a small power set that you can twist to fit many situations, and rarely lose access to. However, you are limited in additional power access, since your type of "magic" is not **TRUE** magic! Typical traits are Psychic Attack, Psychic Healing, Psychic Medium, Psychic Mentalism, and Psychic Senses.

Scout (C): Information is often the key to survival, especially when hunting monsters…and being hunted by them. You specialize in moving about undetected, while locating and bypassing potential dangers. Typical traits are Delving and Stalker, as well as Gymnastic for extra Speed.

Seer (D): Similar to a "scout", this type of character is all about information, but in the abstract rather than the immediate. This involved using both magical abilities to derive information, as well as having a lot of Knowledge skills. Typical traits are Loremaster and Psychic Senses, as well as either Arcanism or Divine Agent.

Sniper (B): Most characters will have some sort of melee and ranged Attack option, but this character hyper-focuses on getting the best ranged Attack possible. This can be a physical Attack, like a Firearm or Bow, or a magical attack like *magic missile*. Because of the wide range of potential attacks, there are no typical traits taken – just focusing on maximizing your ability to hit and then deal damage at as good a distance as possible.

Tank (A): A melee-focused living wall, that places itself between the enemy and the more…squishy…members of the party. Also utilizes powerful melee Attacks in order to make foes unable to move past them without getting turned into a greasy smear. Typical traits are Combat Bonuses, Enduring, and Iron Flesh.

Thief (B): A big part of the fun of a game is the acquisition of loot, and you specialize in the skills that help do that. These are skills that allow you to bypass traps, guards, and locks – whatever might be between you and the shinnies. Typical traits are Gymnastic, Delving, and Stalker.

Warlock (C): You explore the source of raw magic itself, often making sideways deals with alien entities for easy power. You take traits that let you gain bonuses with your magic. You take Metaspell feats (see pages 77 and 105) as much as possible, often starting with Pessulus for damage, which you power with 0th-level spells by taking the Fundamental Studies and/or Magical Savant feats. Often also taking Domains that boost the Metaspell feats you have. Typical traits are Eldritch Soul, Faith's Blessing, Spiritualism, or Racial Power.

"Building a Character" Concept

You want to play something simple, to enjoy the "power fantasy" aspect of any RPG, so you decide make a "Tank". However, what is the point of playing a game with Elves and Fireballs, if you don't have anything magical? So you figure to keep it simple, and try to add in a little bit of the easiest "magic" type, the "Psychic". So he makes note of the "typical traits" listed, for future reference: Combat Bonuses, Enduring, Iron Flesh, Psychic Attack, Psychic Healing, Psychic Medium, and Psychic Senses.

Go to page 9 next!

Properties all Characters Have

Era: Determined by the campaign's normal Era, but can be below that with the "Primitive" sub-race (see page 30). This influences Starting Gold, as listed on Table 1-2; as well as what equipment, and even traits or feats, you can take. The default for most d20-based settings is the Renaissance Era.

Race and Subtype: This is your character's racial package (such as Elf or Human), along with any relevant subcategory (such as Drow or Svirfneblin). See Chapter 2 "Races" for details on these packages.

Alignment: The same as the "Alignment" section above.

Hit Die and ECL: The same as the "Hit Die and Levels" on page 9, and described on page 10, below.

Ability Scores: Strong NPCs and PCs use the "elite array" for their ability scores, which is a series of six numbers that are assigned to the ability scores of their choice. Typical NPCs and most monsters instead use the "common array" for their six numbers. No ability score can have the same number assigned to

it, and all numbers must be used. Your character's final base ability score is equal to the assigned number, plus all racial and inherent modifiers.

* **Elite Array:** 15, 14, 13, 12, 10, 8. For "**Strong**" characters.
* **Common Array:** 13, 12, 11, 10, 8, 6. For "**Typical**" characters.
* **Crafted Array:** 11, 11, 11, 10, 10, 10. Typically only used by monsters that are "built" by other characters (such as Golems and Skeletons), and these otherwise are "Typical" characters.

> ### "Building a Character" Basic Abilities
> You are playing a "Strong" character, thanks to being a Player Character; so you have the "Elite" array to distribute between the ability scores Charisma, Wisdom, Intelligence, Dexterity, Constitution, and Strength (described on page 4 above). This is in addition to selecting your Alignment (described on page 7 above). And for "Race" you decide to keep it simple, and go with "Humans" (described on page 26).
>   For Alignment you decide to go with "Neutral Good" since you think of your character as one of the good guys, but cannot get behind the idea of being a tool for or against "the system".
>   For ability scores you decide to go with 8 in Charisma (being a gruff street fighter), 13 in Wisdom (since he is street smart), 12 in Intelligence (having learned from the school of hard knocks), 10 in Dexterity (a brawler isn't much worried about ranged attacks), 15 in Constitution (from surviving a childhood of street fights), and 14 in Strength (muscled earned the hardest way).
>   Go to page 9 next!

Initiative: The bonus or penalty to your chances of going first in a fight, as well as to opposed checks (like Dueling, see page 206).

Saving Throws: At every Hit Die you get to add +1 to the base value of a Saving Throw of your choice. You do not have to choose the same saving throw each Hit Die.

* **Typical NPCs:** Instead they gain +1 every **two** Hit Die.

> ### "Building a Character" Saving Throws
> You figure that a "street fighter" like your character would focus more on being tough than being nimble or tough-minded, so you put your base save point for your HD 1 into Fortitude.
>   Go to page 9 next!

Armor Class: Also called "AC" as an abbreviation, this is the Diffiulty Class of all Attack checks to hit you (see page 3). It starts with a base of 10, then is modified by things like Dexterity or armor. It has three subtypes called "Flat-Footed", "Half-Touch", and "Touch"; each of which describes your Armor Class in specific circumstances (see page 187).

Attack Bonuses: This is your Base Attack Bonus (i.e. "BAB"), modified by Strength for the Melee subtype, and Dexterity for the Ranged sub-type, as well as a bonus to critical hits called Lethal (see "Statistics" section above). It is what you add to your d20 for Attack rolls, to see if you hit your intended target. Your Base Attack Bonus always starts at +0.

Traits: Described in Chapter 3, these are the class-like abilities that you have developed over time. You cannot choose the same trait more than once each Hit Die.

Type: Choose the type of hero that you are, to represent the path in life that a combination of inherent ability and practice has led you down. Creatures, however, have a different selection for "Creature Type" based on their own roles (see page 632), but if your original race is also in Chapter 14 then you can pick one as well. Hero type gives you a bonus listed below:

* **Brilliant:** You get 4 more skill points at 1st-level, 1 more each additional level, +1 to any chosen skill that you have a rank in (does not stack with itself) each Hit Die, and an additional skill perpetual skill that you choose.
* **Fast:** Increase your base Speed by +10 ft., and gain Booster +1 on Initiative rolls.
* **Mystical:** All your Effective Caster/Psychic Levels gain +2.
* **Tough:** You gain the bonus Proficiency feats for Light and Medium Armor, and Martial Weapons. Strong Heart is an extra perpetual skill for you.

Weapon and Armor Proficiency: You gain Simple Weapon Proficiency as a bonus feat, unless you have a creature type instead of hero type.

> ### "Building a Character" Hero Type Bonuses
> You can benefit from ALL the "Hero Types", but decide to go with "Tough" simply because you intend to mainly be a warrior of some sort. This means that in addition to the "Simple Weapons" Proficiency all player characters have you **ALSO** gain proficiency with "Martial" weapons as well as "Light" and "Medium" armor…whatever that means. But hey, it sounds like it will fit, and you also get access to a skill called "Strong Heart"? Bonus!
>   Go to page 26 next!

Hit Die and Levels

These are ways to measure your character's power, relative to the difficulty of the challenges they should be able to overcome. Table 1-1 shows what totals you get for any given HD or ECL:

TABLE 1-2: CHARACTERISTICS BY HIT DIE

Hit Die*	XP to Level	Ability Bonus	# Traits this HD (total)	Maximum Skill Ranks	HD Feats	GP for PC of Level
1st	0		3+Favored(4)	4	1st	500
2nd	1,000		2 (6)	5		900
3rd	3,000		3 (9)	6	2nd	2,700
4th	6,000	1st	2 (11)	7		5,400
5th	10,000		3 (14)	8		9,000

* Technically you have infinite HD possible, but this "Character Creation Spotlight" only highlights the first five.

Hit Die: These do not provide "hit points", your "Hit Die" is just a method of charting how much you have developed; through overcoming the various pitfalls, achieved goals, and other "hits" you have taken in life. Whenever the rules are referring to your "Character Level", they are usually referring to your Hit Die. Level Adjustment **does not** count towards your overall Hit Die, except for XP starting wealth, see below.

* **ECL:** By adding together your Level Adjustment and Hit Die you find your ECL (i.e. "Effective Character Level"), which determines how much XP you need to increase your level, your starting wealth, and the XP you gain from overcoming encounters. At a given ECL you should be powerful enough to have a 50% chance of defeating a single opponent of the same CR (i.e. "Challenge Rating"), even if you die in the process!

XP to Level: How much XP (i.e. "Experience Points") that you must accumulate before you get to increase your Hit Die by one, gaining all the benefits of the new Hit Die (Level Adjustment is added to your actual Hit Die to determine your place on **this** column, and you **must** have at least 1 actual Hit Die to…exist?). This requires a lengthy rest period, usually a night's rest, but you can choose to postpone "leveling up" during such a rest period (for whatever reason). If you do so then you stop accumulating XP once you reach 1 point under what would be required to increase your Hit Die once more. When leveling up you usually can only

take traits and feats, and put points into skills, that you can justify from actions or training since your prior Hit Die increase (determined by the Horror Guide).

Ability Bonus: At every (Hit Die) ×4, your character gains a +1 bonus to the **base** ability score of your choice. If you increase Intelligence enough to increase the modifier, then you gain an additional +2 +(HD) skill ranks at that Hit Die.

 # Traits this HD (total): How many traits your character gets to select at this Hit Die, so long as you meet the prerequisites before you finish the HD, and don't take the same trait more than once that HD. Your cumulative traits are in parenthesis "( )".

* *Typical NPCs:* Player characters, and the "Strong" NPCs that are their equivalent, gain three traits every odd Hit Die and two every even Hit Die. However "Typical" NPCs, which includes most monsters, gain only two traits every Hit Die. Both types gain a bonus trait at HD 1 that is the "Favored" trait for their race (see Chapter 2). You can choose the same trait **only once** per Hit Die, which includes your "Favored" trait, but you don't need to satisfy the prerequisites for the Favored trait slot (just if you take it again as you go up in Hit Die). If you would choose the trait that your gained from your Favored trait, then choose a new trait, since you already have it. Because they have fewer traits and lower ability scores than Strong NPCs and PCs (i.e. "Player Characters"), a Typical NPC has an ECL equal to their Level Adjustment +1/2(Hit Die), rounded down, and 3/4gp.

Maximum Skill Ranks: This is the highest number of skill ranks you can have in any given skill, based on your Hit Die (the formula is 3 +[HD]). You can only put skill points (which then become skill ranks) into skills that are either already "perpetual" skills for you (see "Select Hero Type and Perpetual Skills" on this page), or that you gained access to from a trait taken at this Hit Die. You cannot save skill points from leveling up to use later, and must spend them all when you gain a new Hit Die!

* *Trait and Feat Qualifications:* You cannot take a trait or feat that has a skill requirement unless you meet that skill "Prerequisite" **at the same Hit Die**, at which you take the trait and/or feat!

* *Skill Points at 1st-Level:* (2 +[Intelligence modifier]) ×4, plus any from traits or other sources.

* *Skill Points Each Additional Level:* 2 +(Intelligence modifier), plus any from traits or other sources.

HD Feats: Your character can choose any feat they already qualify for from their HD 1, and again every three Hit Die, in addition to any bonus feats for race or traits.

GP for PC of Level: "Strong" characters in *The Harrowed Earth* start with 500gp at 1st-level (not HD 1, because Level Adjustment still counts towards starting cash), while "Typical" ones have only ×3/4 that amount. The amount on Table 1-2 is then modified based on the Era, shown below:

Era	Clsscl	Medvl	Renais	Enlight	Indust	Victrn	Machn	Special
Gp	−50	---	+50	+100	+200	+300	+500	+1,000

* *Starting Cash Beyond 1st-Level:* At each ECL after 1st you have starting gp equivalent to what you would have for that Hit Die listed on Table 1-2 above, but the modifier for 1st-level above is applied for **each** Character Level. If you have a Level Adjustment, then your "Hit Die" for starting cash is equal to your **actual** Hit Die plus total Level Adjustment.

Creating a 1st-Level Character

Making a character is a step-by-step process, and we will go over it in detail here. This is the same system paraphrased in the "Building a Character" text boxes.

1 – Record Setting Info: Find the Era that the campaign takes place in, and the name/setting of the campaign, then write them down onto your character sheet. Era in the front top block, and campaign on the back top-most left. This is because your Era determines some of the statistics and traits you will have access to (no Aircraft in the Classical-Era, for instance), as well as gear, while campaign will determine available race selections and many other available character properties.

2 – Assign Ability Scores: Take the array of ability score numbers that you have available to you, and assign them to the Str, Dex, Con, Int, Wis, and Cha in the "Ability Scores" block on the front top left of your character sheet. Be sure to add or subtract any modifiers from your racial packages, to make the top line of this block your total "base" ability scores. Write down the Ability Score modifiers (see Table 1-1) for each base ability score, and refer to these for everything from Step 5 to Step 7.

3 – Select Race and Alignment: Now that you know what races you have available and what they provide, choose one as well as any sub-race (see page 29) you might want for it and write them in the text block on the front top of your character sheet. Apply the effects of those racial packages to your character sheet in the appropriate locations. Race will occasionally limit what alignments are available to you, which is why you choose alignment at this step as well. Alignment itself has no statistical modifiers, but it will later on limit or unlock some available abilities.

If your race provides Advantages thanks to the setting, select those at this step as well. Apply their bonuses immediately, and record them in the appropriate locations on your character sheet.

4 – Select Hero Type and Perpetual Skills: Choose the type of hero that you are playing, and write it in the bottom of the "Traits" block on the back left of your character sheet. Then apply any modifiers from it. At this time also record your available "perpetual" skills, and select those that you can select (see below), marked with an "∞" in the "Select" column in the "Skills" block on the front left of your character sheet. These are the skills which you can always purchase ranks in when your Hit Die increases, no matter what traits you take.

* *Perpetual Skills (linked ability score):* Choose one skill linked to each ability score (each Knowledge counted separately); as well as your Craft (Int), Knowledge (local) (Int), Linguistics (varies), and Profession (Wis). These skills become your "perpetual" skills. Monsters often have different perpetual skills, determined by their category and specific species.

5 – Select Traits: Record your Favored trait from your racial package in the "Traits" block on the back left of your character sheet, then a different trait in each line for the Hit Die that you have. Place a number at the end of the line to better keep track of the number of times you have taken each trait. Keep in mind that you must satisfy all the prerequisites of your selected feats before you are done leveling up each Hit Die!

Now record the effects that each of the traits gives you on your character sheet, including checking off any non-perpetual skills that those traits provide access to under the "Select" column in the "Skills" block on the front right of your character sheet. These are skills that you can also put skill ranks into at this Hit Die, but **only** at this Hit Die.

See page 13 "How to Level Up!" for Hit Die above 1st.

6 – Choose Feats and Spend Skill Points: You get to select one feat that you meet the prerequisites for at this Hit Die, as well as every 3 Hit Die (i.e. 1st, 3rd, 6th, etc.). You also get to select any bonus feats (often restricted to specific categories, small lists, or even specific feats) from race, hero type, and traits as well. All of

these are recorded in the "Feats" block on the back left of the character sheet, with an abbreviation for the source at the start of the line (for instance a feat from your second Battle Skills trait might be listed as "B.S. 2: Feat's Name"). Feats gained from your Hit Die already have a set of lines for your Hit Die feats. Armor and Weapon Proficiency feats are recorded in the upper left of the "Feats" block with simple checkmarks, unless they apply to an Exotic Weapon, with extra lines below these check boxes for listing proficiencies to specific weapons (such as from being an Elf). You must fulfill any prerequisites of the chosen feats before you can leave the Hit Die, in the same manner as for traits.

You get a number of skill points to spend on skill ranks on a 1-for-1 basis, equal to whatever your traits and other sources provide, plus a base amount determined by your Intelligence modifier. This base amount is equal to 2 +(**base** Intelligence modifier), multiplied by ×4 at HD 1. Keep in mind that you cannot put skill points into a skill that you do not have a "∞" or a checkmark in! For skills that are categorical (like Craft), each application of that skill is a separate skill, and you must record the application of it that you are spending your skill points on. Your maximum ranks in each skill is 3 +(Hit Die). There are no restrictions on how many skill points you can put in to any single skill in a single HD, so long as it does not go above that limit.

7 – Pick Spells and Abilities: Thanks to your race, traits, and feats you might be able to gain access to spells or special abilities that must be chosen from a list. Refer to those lists, and choose which spells that you want from them, or the appropriate Spell Level(s). Record these spells and their source in the "Spellcasting" block on the back left of your character sheet, along with their Spell Level. Non-activated special abilities are recorded in the "Special Abilities" block on the back right bottom of your character sheet, whereas activated ones are recorded in the "Use Limited Abilities" block on the front left middle. This same block also has places to record your pools of daily magical points should you have the relevant traits.

8 – Buy Equipment: Find the amount of gold that you have from Table 1-2, modified by your Era, and record it in the "Wealth" block on the back left bottom of your character sheet. Now spend that cash on armor (front left bottom), weapons (front left), other Basic Gear (back right top), and Enchanted Gear (back left top) recording them and their bonuses as you go. You can spend as much as you want on whatever you want, so long as you do not buy gear that is not available at your Era, in your setting, or the total value of the gear does not exceed the gold you started with. If you have all the abilities needed to make an item yourself, including relevant Craft skill total equal to its DC –10, then you can start with that item for half-Price!

When you finish then add together the cost and subtract it from the gold you started with, to see how much money you have left, and record it in place of your starting money on the lower left of the back of your character sheet. Then add together all the weight of all the purchased equipment that you are carrying, and write that in "Encumbrance" block on the back right bottom of your character sheet.

9 – Back-Check Everything: Do a quick check to make sure that you have not purchased something whose prerequisites you have not met, and that you have all the things that you wanted to have and could qualify for. After all, no point taking the Swordsman trait if you forgot to buy a sword! Make any adjustments needed to fix problems you noticed. Then give the sheet to your Horror Guide in case you missed something… after all, a second set of eyes halves mistakes.

10 – Dot "i"s and Cross "t"s: This is the step where you add up all the numbers and make your final calculations.
* ***Ability Scores:*** Take each ability score's column, subtract its "Drain" line entry, add in the modifiers in its the "Bonus" entry, and record the result in the "Total" entry. This produces a new modifier if it has changed, as given on Table 1-1.
* ***Armor Class:*** Add together your bonuses and penalties from the entries listed to the right of the "=", and record them to the left of it as your overall AC. Similarly record your "Touch", "Half-Touch", and "Flat-Footed" entries using relevant bonuses. The lines under "Miscellaneous" are there for conditional modifiers that apply under special circumstances (such as a Dwarf's +4 AC vs. Giants), or that have no specific entry box.
* ***Saving Throws:*** Add +1 to the base total of your choice for this Hit Die, in addition to any "base bonuses" you might have gotten from traits. Each saving throw is then modified by two ability scores, and potential miscellaneous modifiers, to produce a total which is recorded in the big box on the left-hand side. Use the lines under "Conditional Modifiers" to record special circumstance modifiers, like the already-listed saves vs. *Fear*.
* ***Use Limited Abilities:*** For each of these abilities that you have, use your new ability scores to determine their uses and pool values, as applicable.
* ***Attack Bonuses:*** Your new Strength and Dexterity modifiers are added to any other modifiers you might have, and then added to your BAB in order to find your total "Melee" and "Ranged" Attack bonuses. As before, "Conditional Modifiers" is where you record your modifier for various things like the listed "vs. Grapple". Also, if you have a Lethal bonus (such as from Heal skill ranks), record it under "Lethal" here.
* ***Weapons:*** Add your adjusted Strength modifier as a damage bonus to melee and thrown weapons (×3/2 if using it in two hands), and list the relevant "Attack Bonus" for that weapon including all bonuses from any abilities you might apply to it (such as the Swordsman trait), as well as adjusting its other characteristics appropriately for other effects (if any).
* ***Skills:*** Erase all the check marks for your skills, but not the "∞"s. For each listed Key Ability record its modifier from the "Ability Scores" block. In each skill's "Misc. Mods" column record any modifiers from race, traits, and Table 4-3 in the "Skills" chapter. Then add them together with the "Key" Ability's modifier, and "Ranks" entry, to find the "Total" which you record in that column as well. Bonuses that are situational (like "+2 for Scrolls") or that can be lost easily (such as the "+3 from Outfit") are instead recorded next to the skill's name, and only added to the skill check when they would apply.
* ***Languages:*** List your native language plus one language for every point of positive Intelligence modifier, in the "Languages" block on the back left bottom. Additional languages can be learned via the Linguistics skill. See page 114, or Table 13-2.
* ***Spellcasting:*** In the "Spellcasting" block record the source that grants you the ability to cast the spells that you can cast. After that is a place to record its Caster Level, with a spot to also record any bonuses to it (the total of which is your "Effective Caster Level"). If the spellcasting source uses slots to prepare spells, the next box right is where you record those and another box for bonuses to this amount. The final box right is for maximum Spell Level. Finally is a section of blank lines to the right-most side of the block, where you can write other bonuses to your spellcasting such as descriptor-based save DC bonuses or Eldritch Attack damage die bonuses.
* * *"Psychic" Line:* Just below the spellcasting sources is a line where your Psychic Level is listed, as well as any long-term penalties to it, and the total times "Psychic"-named traits are

taken. Your total Psychic Level equals the higher of your cumulative "Psychic" traits or Wild Talent feats, +2 if Mystical.

* *Encumbrance:* Look up your "Encumbrance Limits" for your Strength score and size category (see page 119), and write them into the "Encumbrance" block on the back of your character sheet. Compare your "Amount Carried" to these limits, to see what actual encumbrance level you are at. Then apply their modifiers to your character.

GAINING A LEVEL

Experience Point (XP) Awards

Your character gains XP from achieving adventure goals (up to 500XP per goal is recommended), role-playing enjoyably for the whole gaming group (up to 500XP per session is recommended), but **primarily** by overcoming challenges! When overcoming a trap, dangerous environment, monster, or foe the Horror Guide compares the average ECL of the party involved to the CR of the challenge, and then gives them XP equal to what is indicated on Table 1-3 (based on a formula), **divided** between the characters.

How to Level Up!

Once your character has enough XP to achieve another level (as shown on Table 1-2), you get the chance to do so when your character next rests (see the description for "XP to Level" on page 10). Once you **do** "level up", you gain the following, in the order presented:

1 – Apply Ability and Saving Throw Increase: Compare your Hit Die to the "Ability Bonus" column on Table 1-2. If it says you get a bonus, then choose an ability score and apply a +1 inherent bonus **directly** to its **base** rating. If this increases your ability score modifier for base Intelligence then you also gain 2 +(Hit Die) bonus skill points for Step 3 (see page 10), and get to learn an additional language. Otherwise, any increases to **any** ability score modifier thanks to this will increase everything **based** on that ability score, such as spellcasting limitations and spells known. Similarly, increasing your Strength to **any** score will also increase your Encumbrance limits from Table 6-6.

Since your Hit Die has gone up, you also get to apply another +1 to the **base** Saving Throw of your choice. However remember that "Typical NPCs" (which includes most monsters) only get this free +1 to a saving throw every **even** Hit Die.

2 – Select Traits: Choose the number of extra traits for your new Hit Die as shown on Table 1-2. As with character creation, record them with the total number of times taken at the end of the line. Then apply the benefits from having the trait that number of times.

3 – Choose Feats and Spend Skill Points: Now you gain any relevant feat slots for your new Hit Die from Table 1-2, as well as bonus feats from traits, in the same manner as character creation. Only now you have a larger volume of prerequisites you can use to gain more intricate and powerful feats that you could not have unlocked at a lower Hit Die!

4 – Pick Spells and Abilities: Your race package, traits, feats, and so on will often provide you with additional spells and special abilities, or increase the power of the ones you already have. Select any relevant additional spells, abilities, and apply this increased power.

5 – Back-Check Everything: Now run the last few steps from the beginning, to check math and make sure that you took requirements at the appropriate levels. This is also the time to make sure that you have all of your bonuses from racial and trait effects.

6 – Dot "i"s and Cross "t"s: Adjust for new saving throw increases due to higher ability score modifiers, including base save bonuses from traits, then add together your total saving throws. Finalize your skill totals, after applying additional skill ranks and any new synergy bonuses they provide. Assigned to any extra spell slots you gained. Add together your total Melee and Ranged Attack scores, as well as any other characteristics based on ability score modifiers, like Armor Class.

7 – Buy Gear: Buy whatever gear that you want, from mundane to enchanted items, so long as it is within your budget from Table 1-2 modified by your Era. If you can make the item yourself, then you can purchase it for half the Price. Whatever remains from your budget becomes your cash-on-hand once you begin playing. You cannot pool together your budget with other characters during this time, since it represents what you have gained through your life up until that point.

Enchanted Items

Magic and psionic items in *The Harrowed Earth* function normally, it is accessing and making them that is slightly altered (see their entries starting on page 342).

First off, some enchanted items are classified as "psionic" rather than "magic", and they use the same magic item tables. "Psionic" items can only be used by characters with at least Psychic Level 1, or if it is not activated it can be used by other characters so long as a character with a Psychic Level "attunes" it to the user. Only "Psychic" manifesters can make "psionic" items, using the Imbue Psionics feat (see page 96). However psychic powers cannot be used to make magic items, even if your character has spellcasting traits and the required feats!

Secondly, your character uses your total cumulative Caster Levels with your spellcasting sources to determine your Caster Level for purposes of magic Item Creation feats and the effects you can enchant. Your bonuses to Effective Caster Level do not apply to this total.

BOOZE!

This section is included here in the front of the book, rather than in Equipment or Horror Worlds, because fermentation has been with society as long as there has been civilization. A theory even exists that states mankind developed civilization **because** of the desire to produce more and better booze. People often think that Alchemy is the source of science, because of its progenitor nature to Chemistry, but both actually owe more to brewing – processes, tools, even terminology.

So because of this, and the colloquial use of Booze as "liquid courage", the rules for it are collected here. They are not comprehensive, and will not be just a list of what you can pick up at your local grocery store, but should produce a decent approximation of alcohol's effects in a fantasy horror setting.

Sleepless Characters: Those who do not "sleep" as normal, such as Elves, instead treat their normal rest period as "sleep" for purposes of Booze. Passing out from Booze will even effect you if you are normally immune to sleep effects.

Quality

Better-made intoxicants have better effects, thanks to a more appetizing mixture of flavors and fewer contaminants that could be dangerous to you. So as civilization advances, more expensive but effective intoxicants become available each Era.

Cost/Dose: How much one dose, such as at a tavern, costs. Each Era will halve the price listed, by intoxicant. Bottles come with 20 doses each, and flasks with 10.

Save DC: The save vs. poison DC to avoid the Ability Penalty, per dose consumed.

Ability Penalty: The penalty to Dexterity and Wisdom gained from failing the save above. If the penalty overcomes either score, you pass out and risk "Alcoholism" (see below).

Drain DC: The save vs. poison to avoid becoming addicted to Alcohol if you do not pass out from drinking.

Intoxication Saves

Every dose you take requires that you make a Fortitude save vs. Poison against the Save DC for that dose (collected on page 649). If the save fails then you take the listed Ability Penalty, rolled for both you Dexterity and Wisdom separately. A minute later you must make another save, to avoid passing out for (Ability Penalty roll) hours (which **does** count as sleep).

Ability Penalty Effects: This penalty goes away at a rate of one point per hour, to each ability score. If either reaches 0 or less, then you pass out for a full night's rest +(Ability Penalty roll) hours. Dexterity penalty cannot cause Liver Cirrhosis.

Alcoholism: When you next rest you must pass a Will save to avoid Alcoholism penalties. This is the "Drain DC" if you did not pass out from ability score penalty, or the "Save DC" if you did.

Should this save fail then you gain 1 point of Alcoholism penalty.

* *Liver Cirrhosis:* If your Dexterity score ever drops to or below your Alcoholism, then you must pass a DC 15 Constitution save…or pass out, and die an hour later if this is still true.

Hangover: After waking up from passing out, your character suffers a –1d6 pain penalty, which fades at a rate of 1 an hour.

The Shakes: Your Alcoholism gives you a penalty to all Dexterity-linked statistic values equal to –(#Alcoholism).

Hair of the Dog

So with the penalties for Hangover, and possible Alcoholism, as dangers why would anybody drink? Or worse, drink **again** after dealing with those effects? The answer is simple; having even one dose of Booze in your system eliminates your Hangover **and** Alcoholism penalties for until you next rest. There is also the ability to resist *Fear* effects (see below). Of course this means you run the risk of further Alcoholism and Hangover effects…

Liquid Courage

Every dose of Booze your character imbibes grants you a stacking +2 bonus on their saves vs. *Fear*, until after you rest.

Sleeping to Forget: If you take Charisma damage from any *Fear* effect, then Booze can mute those memories before they cause Insanity. When you next sleep for the day (even if passed out from Booze penalties) you then "burn off" each dose of Booze you drank the day before. Every time a dose is used this way you make a Fortitude save to heal 1 Charisma damage, without converting it into Insanity (see page 19), using that dose's "Drain DC".

CHARACTER ARCHETYPES

This section gives examples of common character types, but without only chosen traits applied, and the results of those choices. With notes on other player selections, for easy use.

Brawler
Ability Scores: High Constitution and Strength
Hero Type: Fast or Tough
Notable Feats: Power Attack, Toughness
HD 1: Combat Bonuses, Enduring, Psychotic
* *BAB:* +1, *Base Saves* (Fort +2, Ref +0, Will +0)
HD 2: Combat Bonuses, Inviolate
* *BAB:* +2, *Base Saves* (Fort +3, Ref +1, Will +1)
HD 3: Combat Bonuses, Enduring, Psychotic
* *BAB:* +3, *Base Saves* (Fort +5, Ref +1, Will +1)
HD 4: Combat Bonuses, Inviolate
* *BAB:* +4, *Base Saves* (Fort +6, Ref +2, Will +2)
HD 5: Combat Bonuses, Enduring, Psychotic
* *BAB:* +5, *Base Saves* (Fort +8, Ref +2, Will +2)

Cleric
Ability Scores: High Charisma and Wisdom
Hero Type: Mystical or Tough
Notable Feats: Chosen by Fate, Devotion, Skill Focus
HD 1: Divine Agent, Exorcise Supernatural, Faith's Blessing
* *BAB:* +0, *Base Saves* (Fort +0, Ref +0, Will +0); *Max SL:* 0th
HD 2: Combat Bonuses, Divine Agent
* *BAB:* +1, *Base Saves* (Fort +0, Ref +0, Will +0); *Max SL:* 1st
HD 3: Divine Agent, Enduring, Faith's Blessing
* *BAB:* +1, *Base Saves* (Fort +2, Ref +0, Will +0); *Max SL:* 1st
HD 4: Combat Bonuses, Divine Agent
* *BAB:* +2, *Base Saves* (Fort +2, Ref +0, Will +0); *Max SL:* 2nd
HD 5: Divine Agent, Enduring, Faith's Blessing

* *BAB:* +2, *Base Saves* (Fort +4, Ref +0, Will +0); *Max SL:* 2nd

Fighter
Ability Scores: High Strength and Constitution
Hero Type: Tough
Notable Feats: Cleave, Power Attack, Weapon Focus
HD 1: Battle Skills, Combat Bonuses, Weapon Training
* *BAB:* +1, *Base Saves* (Fort +1, Ref +0, Will +0)
HD 2: Combat Bonuses, Iron Flesh
* *BAB:* +2, *Base Saves* (Fort +1, Ref +0, Will +0)
HD 3: Battle Skills, Combat Bonuses, Inviolate
* *BAB:* +3, *Base Saves* (Fort +3, Ref +1, Will +1)
HD 4: Battle Training, Combat Bonuses
* *BAB:* +4, *Base Saves* (Fort +3, Ref +1, Will +1)
HD 5: Battle Skills, Combat Bonuses, Inviolate
* *BAB:* +5, *Base Saves* (Fort +5, Ref +2, Will +2)

Mage
Ability Scores: High Intelligence, probably Dexterity as well.
Hero Type: Mystical
Notable Feats: Iron Will, Sorcery, Spell Mastery
HD 1: Arcanism, Mystic Skills, Loremaster
* *BAB:* +0, *Base Saves* (Fort +0, Ref +0, Will +3); *Max SL:* 0th
HD 2: Arcanism, Eldritch Attack
* *BAB:* +0, *Base Saves* (Fort +0, Ref +0, Will +3); *Max SL:* 1st
HD 3: Arcanism, Mystic Skills, Loremaster
* *BAB:* +0, *Base Saves* (Fort +0, Ref +0, Will +6); *Max SL:* 1st
HD 4: Arcanism, Combat Bonuses
* *BAB:* +1, *Base Saves* (Fort +0, Ref +0, Will +6); *Max SL:* 2nd
HD 5: Arcanism, Mystic Skills, Loremaster
* *BAB:* +1, *Base Saves* (Fort +0, Ref +0, Will +9); *Max SL:* 2nd

Monk

Ability Scores: High Wisdom, moderate Constitution and Dexterity
Hero Type: Fast
Note: Must have either taken the Improved Unarmed Combat feat, or have a natural weapon.
Notable Feats: Improved Unarmed Combat, Stone Hands
HD 1: Combat Bonuses, Martial Arts, Meditative Study
* ***BAB:*** +1, ***Monk Abilities:*** Insightful Defense, Still Mind, Wushu Attack, +1 martial arts die size and Attack
HD 2: Martial Arts, Meditative Study
* ***BAB:*** +1, ***Monk Abilities:*** Flurry of Blows, Purity of Body
HD 3: Combat Bonuses, Martial Arts, Meditative Study
* ***BAB:*** +2, ***Monk Abilities:*** Focus' ER 10, Ki Strike (Magic)
HD 4: Martial Arts, Meditative Study
* ***BAB:*** +2, ***Monk Abilities:*** Flurry Penalty ↓1, Wholeness of Body
HD 5: Combat Bonuses, Martial Arts, Meditative Study
* ***BAB:*** +3, ***Monk Abilities:*** +1 martial arts die size, Immunity (poison)

Rogue

Ability Scores: High Dexterity, moderate Charisma and Intelligence
Hero Type: Brilliant or Fast
Notable Feats: Deft Hands, Nimble Fingers, Stealthy
HD 1: Delving, Stalker, Vital Strike
* ***BAB:*** +0, ***Base Saves*** (Fort +0, Ref +?, Will +0); ***Sneak:*** 1d6
HD 2: Combat Bonuses, Gymnastic
* ***BAB:*** +1, ***Base Saves*** (Fort +0, Ref +2, Will +0); ***Sneak:*** 1d6
HD 3: Delving, Stalker, Vital Strike
* ***BAB:*** +1, ***Base Saves*** (Fort +0, Ref +2, Will +0); ***Sneak:*** 2d6
HD 4: Combat Bonuses, Gymnastic
* ***BAB:*** +2, ***Base Saves*** (Fort +0, Ref +4, Will +0); ***Sneak:*** 2d6
HD 5: Delving, Stalker, Vital Strike
* ***BAB:*** +2, ***Base Saves*** (Fort +0, Ref +4, Will +0); ***Sneak:*** 3d6
HD 6: Combat Bonuses, Gymnastic
* ***BAB:*** +3, ***Base Saves*** (Fort +0, Ref +6, Will +0); ***Sneak:*** 3d6
HD 7: Delving, Stalker, Vital Strike
* ***BAB:*** +3, ***Base Saves*** (Fort +0, Ref +6, Will +0); ***Sneak:*** 4d6
HD 8: Combat Bonuses, Gymnastic
* ***BAB:*** +4, ***Base Saves*** (Fort +0, Ref +8, Will +0); ***Sneak:*** 4d6
HD 9: Delving, Stalker, Vital Strike
* ***BAB:*** +4, ***Base Saves*** (Fort +0, Ref +8, Will +0); ***Sneak:*** 5d6
HD 10: Combat Bonuses, Gymnastic
* ***BAB:*** +5, ***Base Saves*** (Fort +0, Ref +10, Will +0); ***Sneak:*** 5d6

Warlock

Ability Scores: High either Charisma or Wisdom; moderate Intelligence and Constitution.
Hero Type: Mystical
Notable Feats: Metaspell feats, Fundamental Studies.
HD 1: Eldritch Soul or Spiritualism, Mystic Skills, Skillfull
* ***BAB:*** +0, ***Base Saves*** (Fort +0, Ref +0, Will +0); ***Max SL:*** 1st
HD 2: Mystic Skills, Skillfull (trade for Fundamental Studies)
* ***BAB:*** +0, ***Base Saves*** (Fort +0, Ref +0, Will +0); ***Max SL:*** 1st
HD 3: Eldritch Soul or Spiritualism, Mystic Skills, Skillfull
* ***BAB:*** +0, ***Base Saves*** (Fort +0, Ref +0, Will +0); ***Max SL:*** 1st
HD 4: Mystic Skills, Skillfull (trade for Fundamental Studies)
* ***BAB:*** +0, ***Base Saves*** (Fort +0, Ref +0, Will +0); ***Max SL:*** 2nd
HD 5: Eldritch Soul or Spiritualism, Mystic Skills, Skillfull
* ***BAB:*** +0, ***Base Saves*** (Fort +0, Ref +0, Will +0); ***Max SL:*** 2nd

Witch

Ability Scores: High one of Charisma, Intelligence, or Wisdom; moderate in the others or also high Constitution.
Hero Type: Mystical
Notable Feats: Inner Strength, Practiced Power, Psionic Focus
HD 1: Any two "Psychic" traits, Skillful
* ***BAB:*** +0, ***Base Saves*** (Fort +0, Ref +0, Will +0); ***PL:*** 4th
HD 2: Any one "Psychic" trait, Inviolate
* ***BAB:*** +0, ***Base Saves*** (Fort +1, Ref +1, Will +1); ***PL:*** 5th
HD 3: Any two "Psychic" traits, Combat Bonuses
* ***BAB:*** +1, ***Base Saves*** (Fort +1, Ref +1, Will +1); ***PL:*** 7th
HD 4: Any one "Psychic" trait, Inviolate
* ***BAB:*** +1, ***Base Saves*** (Fort +2, Ref +2, Will +2); ***PL:*** 8th
HD 5: Any two one "Psychic" traits, Combat Bonuses
* ***BAB:*** +2, ***Base Saves*** (Fort +2, Ref +2, Will +2); ***PL:*** 10th
HD 6: Any one "Psychic" trait, Inviolate
* ***BAB:*** +2, ***Base Saves*** (Fort +3, Ref +3, Will +3); ***PL:*** 11th
HD 7: Any two "Psychic" traits, Combat Bonuses
* ***BAB:*** +3, ***Base Saves*** (Fort +3, Ref +3, Will +3); ***PL:*** 13th
HD 8: Any one "Psychic" trait, Inviolate
* ***BAB:*** +3, ***Base Saves*** (Fort +4, Ref +4, Will +4); ***PL:*** 14th
HD 9: Any two "Psychic" traits, Combat Bonuses
* ***BAB:*** +4, ***Base Saves*** (Fort +4, Ref +4, Will +4); ***PL:*** 16th
HD 10: Any one "Psychic" trait, Inviolate
* ***BAB:*** +4, ***Base Saves*** (Fort +5, Ref +5, Will +5); ***PL:*** 17th

CHAPTER TWO: BASIC RACES

All characters receive a **free additional trait** at HD 1, to reflect their race's natural tendencies, called their "Favored Trait". They don't need to meet the prerequisites for this bonus trait, but must still meet prerequisites if they desire to take the trait again normally. If the trait references ability scores that are needed for its mechanical effects (such as an Elf's Arcanism), then **for that one time** they are considered to have the minimum value in that trait. The trait received is based on their listed "Favored" trait, as detailed below:

"Any": Choose from one of the traits listed here, however unlike other races you must actually meet the prerequisites: Arcanism, Call of the Wild, Combat Bonuses, Delving, Divine Agent, Eldritch Soul, Holy Warrior, Inviolate, Loremaster, Meditative Study, Minstrel, Psychotic, Spiritualism, Stalker, Wildman, or any "Psychic" trait.

Aasimar: Holy Warrior or Spiritualism.

Drow: Arcanism (male), Divine Agent (female), or Stalker.
Dwarf: Combat Bonuses (Scandinavian) or Wildman (Gaelic).
Elf: Arcanism.
Elf, Wild: Call of the Wild.
Elf, Wood: Wildman.
Gnome: Arcanism (Illusion Specialist) or Loremaster.
Gnome, Svirfneblin: Stalker.
Half-Elves and Humans: Any (see above).
Half-Orc: Inviolate.
Halfing: Gymnastic or Skillful.
Kobold: Any "Psychic" trait, or Wildman.
Tiefling: Devling or Stalker.
Undead: Even though these kinds of characters are allowed in *The Harrowed Earth*, they have been removed from this list due to their complexity.

ADVANTAGES

Characters with severe social or environmental based penalties in a setting , such as being considered a monster race or not being aquatic in a water-covered world, get to choose one or more of these "Advantages" to balance them out. The number of Advantages is determined by the setting and race chosen, and their relative penalties resulting from that choice. You cannot choose the same Advantage multiple times. Write them in the Special Abilities section of the character sheet, as if they were racial abilities. If a character has more than one entry on Table 2-1 (such as a Drow Revenant) then it gets the total of both Level Adjustments (i.e. "LA"), the highest number of Advantages (i.e. "Adv"), and the worst Social Penalty (i.e. "SP").

Breaking the Limits: Choose one of a single skill, spellcasting trait, or Psychic trait.
* *Skill:* You always have an unnamed bonus to it of +3+HD, can make checks even without skill ranks without limitations, and it is a perpetual skill for you **with free maximum ranks**!
* *Spellcasting Trait, Primary:* You get to add +([casting ability score modifier] –[spell's SL]), to the numerical effects of its spells that you cast (per die if it has multiple dice), **including** maximum limits. If it has none then instead increase non-random effect values, if neither then to save DCs, if none of these then to CL. Also add +1/2(CL **rounding up**) to all skill checks with it.
* *Spellcasting Trait, Secondary:* You gain Caster Levels and spells from this trait as if it was a Primary spellcasting trait. This includes the "Elder Deity" version of Divine Agent! Does not provide access to spells higher-level than the trait normally could.
* *Psychic Trait:* Your maximum Spell Level for it is 1/2(#Trait) instead of 1/3(#Trait), and you gain one free skill point to spend on the skills they grant at every HD (4 at HD 1) that you take that trait. All its 0th-level powers gain +1/3(Psychic Level) **round up** to all their effect bonuses, die sizes, and d20 rolls; save DCs if it has none of those, or Manifester Level if it has neither.

Favors and Secrets: You have managed to garner the good will or fear of several important people of all types, through a mix of handling their proverbial dirty laundry…and not blabbing about it. As a result once per HD you can call upon one of them to automatically make a skill check for a social situation pass with maximum results…even if it not your skill check. But after calling in such a favor you must wait a month of game-time before that HD's favor can be used again.

Gift of Power: You gain Secondary Racial spellcasting abilities based on the casting ability score you choose: Charisma, Intelligence, or Wisdom. This is Racial Daily Use spellcasting, with 1/2(HD) uses **rounding up**, plus casting ability score modifier. You gain the ability to cast one 0th-level spell, plus two actual Spell Levels worth of spells, based on the spell list: Divine for Wisdom, Arcane for the others. If you are casting based on Intelligence then you gain an additional 0th an 1st-level spell known, but risk Charisma loss every time you cast one (like with Arcanism). Your Caster Level is equal to your HD, and 0th-level spells have no cost as long as you have a daily use left.
* *Racial Spells:* This Advantage counts as a Racial spellcasting ability for purposes of traits and feats like Racial Power. Because of this, if you already have such an ability at HD 1, you can choose to instead add 2 Spell Levels worth of spells to that ability's available spells (plus a 0th-level spell). You get to choose each spell from either the Arcane or Divine spell lists, based on casting ability score, as shown above. These spells are based on the same ability score as your normal Racial spells, and use the same pool of Daily Uses.

Inheritance: Choose any single item worth no more than 2,500gp. You gain that item at character creation, bequeathed by a family member or teacher…or just stolen from the corpse of somebody who no longer needed it. If starting above 1st-level, increase the item's value by +500gp per additional level.

Last Man Standing: When you make a Fortitude save to recover from damage (by any method), or a Heal skill check is made **by anybody** to heal you, you get to add Booster +1 to the check. Yes this works with Alchemical items of all healing types, as well as stacking with the Great Fortitude feat.

Renaissance Man: Choose a second Hero Type, and you gain the benefits of **both**. If you take the Gifted feat, then each time you do you must choose WHICH it applies to…you **cannot** apply the same feat selection to both.

Special Training: You gain +1 skill point each HD (+4 at HD 1 instead) and a bonus feat that can be any Combat or General feat you meet the prerequisites for. Unlike other feat slots, you can **choose** to save this selection until after HD 1, and designate it at any time you want (even the middle of combat). However, once chosen, the selection is permanent…until you level up, at which point you can choose to change it!

The Special One: You gain +1 in two different ability scores, and also choose one skill with either of them as a key ability. You get that skill as a perpetual skill **and** free maximum skill ranks in it.

Tough Ass: You gain the Toughness feat as a bonus feat at HD 1, and **also** gain a bonus +1 base Fortitude every 2 HD.

TABLE 2-1: *EARTH ARCANA* **PC RACES BY ERAS**

Race	Classical			Medieval			Renaissance			Enlightenment			Industrial			Victorian			Machine			Higher Eras		
	LA	Adv	SP	LA	Adv	SP	LA	Adv	SP	LA	Adv	SP	LA	Adv	SP	LA	Adv	SP	LA	Adv	SP	LA	Adv	SP
Aasimar	+1	1	?B	+1	0	---	+1	0	---	+1	1	?B	+1	1	?B	+1	1	?B	+1	0	---	+1	0	?S
Drow	+3	0	---	+2	1	?H	+2	1	?H	+2	2	H	+1	2	H	+1	2	B	+1	3	B	+1	3	S,U
Dwarves	+0	0	---	+0	0	---	+0	0	---	+0	0	---	+0	1	S	+0	1	S	+0	0	---	+0	0	---
Elves	+0	---	---	+0	0	---	+0	0	---	+0	0	---	+0	1	S	+0	2	B	+0	3	B	+0	2	S,U
Gnomes	+0	2	H	+0	1	S	+0	1	S	+0	1	S	+0	1	S	+0	1	S	+0	0	---	+0	0	---
Half-Elves	+0	---	---	+0	---	---	+0	---	---	+0	---	---	+0	1	S	+0	1	S	+0	1	S	+0	1	S
Half-Orcs	+0	1	U	+0	1	U	+0	1	U	+0	2	S,U	+0	2	S,U	+0	1	S	+0	1	U	+0	1	S
Halflings	+0	1	S	+0	1	S	+0	1	S	+0	1	S	+0	1	S	+0	1	S	+0	---	---	+0	---	---
Human	+0	---	---	+0	---	---	+0	---	---	+0	---	---	+0	---	---	+0	0	---	+0	---	---	+0	---	---
Kobolds	+0	1	S	+0	2	S,H	+0	2	S,H	+0	2	S,H	+0	2	S,H	+0	2	S,H	+0	1	S	+0	1	S
Tieflings	+1	1	S	+1	2	S,H	+1	2	S,H	+1	2	S,H	+1	1	S,U	+1	1	S,U	+1	1	S	+1	1	S

? Social condition only applies if discovered, because they can hide easily.   U Default NPC Attitude is Unfriendly
B Hunted for a bounty, so NPC Attitude is Hostile automatically (see page 14).   H Default NPC Attitude is Hostile.
S –3 penalty to "Social" tagged skills, and NPC Attitude.

2: Basic Races

Aasimar

Descendants of celestial beings and Humans, they are often relied upon for their inherent divine abilities, but shunned because of their "impure" natures. Most Aasimar are servants of the Church or Ingram, unable to escape their positions because the world at large fears and is disgusted by them. Those few that **do** manage to live their own lives typically try to hide their nature with their Passing Appearance feat.

Optional Race-Specific Feats: Inherent trait.

Racial Traits: The ability score adjustments and other traits below are applied to all Aasimar.

* ***Ability Score Adjustments:*** +2 Wisdom, +2 Charisma.
* ***Size Category:*** Medium-sized. No modifiers.
* ***Speed:*** 30 ft.
* ***Outsider (Native):*** You are of the Outsider creature type, but have the Native sub-type. As Outsiders you are immune to any spell or effect that targets Humanoids. You can be *raised*, *reincarnated*, or *resurrected* just as other living creatures can be. Unlike true Outsiders, Native Outsiders need to eat and sleep.
* ***Darkvision (Su):*** You can see in the dark up to 60 ft. Darkvision is black and white only, but it is otherwise like normal sight, and you can function just fine with no light at all.
* ***Daylight (Sp):*** You can cast the *daylight* spell with a Caster Level equal to HD a number of times per day equal to your Charisma modifier +1/2(HD). As long as you have not used up these *daylight* spells, then you also cast *light* for free.
* ***Divine Blood (Su):*** Your blood count as Holy Water, each point of Constitution damage worth is the same as a flask.
* ***Energy Resistances (Ex):*** You gain Acid 5, Cold 5, and Electric 5; plus 1/2(Hit Die).
* ***Personal Guardian (Su):*** You gain a +1 deflection bonus to Armor Class. This stacks with any other deflection bonus to AC.
* ***Automatic Languages:*** Celestial, and the area's common language.
* ***Celestial Skills:*** Aasimars have a +2 racial bonus on Spot and Listen checks.
* ***Bonus Feat:*** Aasimar receive the Passing Appearance feat as a bonus feat at HD 1.
* ***Automatic Languages:*** Area's common language.
* ***Accessible Languages:*** Enochian, Greek, Latin, Mandarin, Norwegian, Yiddish.
* ***Favored Trait:*** Holy Warrior or Spiritualism.
* ***Level Adjustment:*** +1.

Drow

Rare, since the "Underdark" doesn't exist...in **this** reality! Since all Drow characters are "planar refugees", they **cannot** start with **any** technical abilities at 1st-level more advanced than the Enlightenment Era! They are viewed as baby-eating monsters by…well…everybody, even themselves (because they **are**)!

Bounty: Being universally feared and hated, Drow heads are worth 1,000gp each in bounty in the *Earth Arcana* setting.

Optional Race-Specific Feats: None.

Racial Traits: The ability score adjustments and other traits below are applied to all Drow.

* ***Ability Score Adjustments:*** +2 Dexterity, +2 Intelligence, +2 Charisma; –2 Constitution.
* ***Size Category:*** Medium-sized. No modifiers.
* ***Speed:*** 30 ft.
* ***Learning Technology:*** You start with a Renaissance Era technological ability, so you suffer from Sinker –1d20 to all d20 rolls per Era past this when using later-Era items. This rises to Enlightenment if the normal campaign Era is Victorian or higher. You can increase your Era, but this requires one "Era Adaptation" trait for each increase to your Era (i.e. you must spend two traits, over the course of two HD past HD 1, in order to go from Renaissance up to the Industrial Era).
* ***Magi-Psy (Ex):*** This allows you to mix your Arcanism and Divine Agent spells and abilities with those from your Psychic traits, and vice-versa, including letting you write "Psychic" spells into your Spellbooks (and use such spells that they could not normally cast in creating enchanted items, so long as you have the Spellbook version, even if using Divine Agent). You can also have **both** "Magic" **and** "Psionic" enchantments in the same object, and can use the enchanting feats for one with the other as if they were the same source. Finally, you can use your Psychic Metamagic Pool to apply Metamagic effects to Arcanism and Divine Agent spells, and can apply the special effects from any such Metamagic feats you actually know to their Psychic powers.
* ***Superior Darkvision (Su):*** Like Darkvision but range is 120 ft., and objects normally not visible in detail can be "Examined" to determine information about them (see "Spot" on page 73).
* ***Spell Resistance (Su):*** You enjoy a natural resistance to spell effects equal to 11 + (Hit Die).
* ***Calm Mind (Ex):*** You have a +2 racial bonus on Will saves against *Mind-Affecting* abilities.
* ***Drow Spells (Sp):*** You can cast the *darkness*, *faerie fire* and *levitate* spells with a Caster Level equal to HD a number of times per day equal to your Charisma modifier +1/2(HD). As long as

they have not used up these spells, they can also cast *dancing lights* for free.

* ***Environmental Awareness (Ex):*** You gain a +2 racial bonus on Listen, Search, and Spot checks. When underground you can always sense the direction to the nearest open exit to your current cavern, hallway, room, or tunnel on a successful Listen check.

* ***Drow Weapon Proficiency:*** You are automatically proficient with the Cappette, DualCappett, Hand Crossbow, Rapier, and Short Sword (so long as they exist in your era). If you are already proficient from another source, they you get to add +1 to Attack with them instead.

* ***Light Blindness (Ex):*** When in bright light or daylight you are *dazzled* for the duration of exposure. When first exposed to such light you are instead ***blinded*** for 1d6 rounds.

* ***Enchanter's Adaptation (Ex):*** If you take any Psychic trait and either Arcanism or Divine Agent at your HD 1, then you can exchange your Hard Mind ability to gain the Imbue Psionics feat as a bonus feat.

* ***Elven Blood (Ex):*** Even though you are not an actual Elf, you are close enough to one to be considered an Elf for mystical purposes.

* ***Bonus Feat:*** You receive the Dead Friend feat as a bonus feat at HD 1.

* ***Automatic Languages:*** Greek, Latin.

* ***Accessible Languages:*** Abyssal, Drow Sign, Ignan, Infernal, Mandarin, Terran, Yiddish.

* ***Favored Trait:*** Arcanism (male), Divine Agent (female), or Stalker.

* ***Level Adjustment:*** +2, drops to +1 at the Victorian Era due to low relative Era, but goes up to +3 at Classical for that reason.

Dwarves

Mostly used as immigrant labor, they populate primarily the Gaelic and Scandinavian areas, the populations of each being about half Dwarves and the other half Humans, with Dwarves living in the mountains and foothills (or under the hills).

Gaelic: Fae-fighting hunters that developed in the English Isles, after their proto-Dwarf ancestors settled there in ancient times. They live in half-buried underground halls covered in thick dirt, forming hills, thus called "Underhill". Access to and from them is gained by means of enchanted rings of iron-infused fungi and stones called "faerie rings", accessed by means of an altered *tree stride* spell. Non-Dwarves using these rings must pass a DC 17 Fortitude save or they are suspended in time **caught between** both points, for 1d20 × 1d100 days, then ejected out of the ring outside of the hill.

Scandinavian: The most populous offshoot of the ancient proto-Dwarf family, they settled into the cold mountains of northern Europe and went mostly unnoticed until the arrival of ancient Human tribes millennia later. They live in halls carved into the sides of mountains, and fortresses in the cliffs, connected by tunnels just under the surface which double as air vents. They build giant forges, devoted to extracting valuable minerals from rare ores, such as Adamantine and Mithril. Then using them to make high-end arms and armor, to battle the Giants and Troglodytes that infest the Scandinavian lands.

Optional Race-Specific Feats: None.

Racial Traits: The ability score adjustments and other traits below are applied to all Dwarves.

* ***Ability Score Adjustments:*** +2 Constitution; either –2 Charisma (Scandinavian) or –2 Dexterity (Gaelic).

* ***Size Category:*** Medium-sized. No modifiers.

* ***Speed:*** 20 ft. However, you can move at this Speed even when wearing Medium or Heavy armor or when carrying Medium or Heavy Encumbrance (unlike other creatures, whose Speed is reduced in such situations).

* ***Alch-Forge (Ex):*** You have the unique ability to store the properties of an Alchemical item into a metal-based item of equal or greater weight, for up to a total number of doses equal to the item's Lbs. (minimum 1). You do so by first Crafting the metal item, and infusing it with a Constitution point of your own blood as you do so, per dose. This allows you to finish it with the Alchemical component, as if it was a modification of value equal to the total value of all Alchemical item doses, but using Alchemy instead of Craft for this part. The item is complete and usable only once both components are done. The Alchemy component can be recharged after it is used by submerging it in enough Alchemy crafting materials to make that component over again, and passing an Alchemy check (which Dwarves get a +4 to, and can do untrained), with failures ruining the materials. A stored dose of the item can be discharged as a move action, or as a free action on any Attack on the same target (items with an area of affect will only hit the target, ignoring the area in a cone starting with your own Space going away from the target).

* ***Darkvision (Su):*** You can see in the dark up to 60 ft. Darkvision is black and white only, but it is otherwise like normal sight, and you can function just fine with no light at all.

* ***Dwarven Weapon Familiarity:*** You may treat Dwarven Axes and Dwarven Urgroshes as Martial weapons, rather than Exotic weapons. You lower the Weapon Proficiency of Breach Loaders by one step.

* ***Laborer (Ex):*** You get to ignore Encumbrance penalties to Speed and Maximum Dexterity as long as you are not over your Heavy Encumbrance.

* ***Stability (Ex):*** You gain a +4 bonus on Stunt checks, but only to resist them.

* ***Stonecunning (Ex):*** You gain a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. If you merely come within 10 ft. of unusual stonework you can make a Search check as if he were actively searching, and you can use the Search skill to find stonework traps as if you had Trapsense. You can also intuit depth, sensing your approximate depth underground as naturally as you can sense which way is up.

* ***Resilient (Ex):*** You gain a +2 racial bonus on saving throws against *Cold* and poison.

* ***Magic Resistant (Ex):*** You gain a +2 racial bonus on saving throws against spell effects.

* ***Racial Foes (Ex):*** You gain a +1 racial bonus on Attack rolls against Goblinoids and Orcs if Scandinavian, or against Fae if Gaelic.

* ***Tactics (Ex):*** You get +4 dodge bonus to Armor Class against monsters of the Giant category and Troglodyte Humanoids if Scandinavian, or against Beasts and Plants if Gaelic. Any time a you lose your Dexterity bonus (if any) to Armor Class, such as when it's caught ***flat-footed***, you lose this dodge bonus, too.

* ***Stone and Metal Skill:*** You gain a +2 racial bonus on Appraise and Craft checks that are related to stone or metal items.

* ***Automatic Languages:*** Either Norwegian or Gaelic, and the area's common language.

* ***Accessible Languages:*** Afroasiatic, English, German, Hungarian, Russian, Swedish, Terran, Yiddish.

* ***Favored Trait:*** Combat Bonuses (Scandinavian) or Wildman (Gaelic).

Elves

Descendants of the Drow invasion from the ancient Hyperborean age, they have been hunted to near-extinction and now live as a hidden society. They masquerade as either Half-Elves or Humans, and move every decade or two, thanks largely to their racial Arcanism magical abilities in an age where having such abilities are a capital offense.

Gray Elves come from the far northern mountain vales of Scandinavia and Siberia, having fled there during Classical times in order to try and regain some of the powers their Drow parents had (hence the extra ability score modifiers), but still speak Latin. Wild and Wood Elves also speak Latin, but usually not as well, because they grew up in small nomadic groups trying to evade Drow hit squads back in Classical times.

Optional Race-Specific Feats: Elven Heritage, First Generations.

Racial Traits: The ability score adjustments and other traits below are applied to all Elves.
* **Ability Score Adjustments:** +2 Dexterity; –2 Constitution.
* **Size Category:** Medium-sized. No modifiers.
* **Speed:** 30 ft.
* **Low-Light Vision (Ex):** You can see twice as far in poor light conditions, and you get to ignore up to 20% of miss chance caused by these poor lighting conditions (see Chapter 6).
* **Meditation Rest (Ex):** You do not sleep to rest. Instead you enter a state of semi-dormancy similar to mediation for 4 hours, so long as you do so at least 12 hours after your prior rest. During this period you cannot see, talk, move, or perform any task. However you can still make Listen checks, and do so without any penalties for resting since you are still conscious.
* **Elven Weapon Proficiency:** You receive proficiency with the Longsword, Rapier, Longbow (including Composite Longbow), and Shortbow (including Composite Shortbow). You also are proficient with Simple Revolvers, and if you have Martial Weapons Proficiency then also Martial ones. If you are already proficient from another source, they get to add +1 to Attack with them instead.
* **Environmental Awareness (Ex):** You have a +2 racial bonus on Listen, Search, and Spot checks. An Elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
* **Pure Mind (Ex):** You have Immunity to *sleep*-based effects, and a +2 racial saving throw bonus against *Mind-Affecting*.
* **Skill Bonus:** You gain the Skill Focus feat as a bonus feat.
* **Automatic Languages:** Latin and the area's common language.
* **Accessible Languages:** Afroasiatic, French, Greek, Mandarin, Saharan, Spanish, Yiddish.
* **Favored Trait:** Arcanism.

Gnomes

Descendants of mining slaves made from Drow magics used to alter their Human stock, to serve as miners in small mines in the modern middle eastern lands. At first in drips and drabs through escape tunnels, and then in droves as the Drown Nations collapsed, they managed to escape the area and spread across the world in close-knit but large extended family groups.

Even though they eventually founded the Church, it was eventually taken over by Humans, with the Gnomish version becoming viewed as a laughable shadow of its "true" glory. In the modern day they have evolved into a close-knit collection of family lines that uses their greater affinity for Alchemy and illusion to carve out a place in society as merchants, moneylenders, and entertainers…but never **trusted** ones.

The Svirfneblin sub-race Gnomes share the Underdark of the Hell Realms with the Drow, but are more dependent on them then either the Drow or the Duergar. If they travel to Earth they slowly starve for the same energies the Drow use to breed true (1 *negative level* per day which cannot be prevented, until they return or die).

Optional Race-Specific Feats: Artifice (easier prerequisites), Refining Expert (easier prerequisites).

Racial Traits: The ability score adjustments and other traits below are applied to all Gnomes.
* **Ability Score Adjustments:** +2 Constitution; –2 Strength.
* **Size Category:** Small-sized. As a Small creature, you gain a +1 size bonus to Armor Class, a +1 size bonus on Attack rolls, and a +4 size bonus on Hide checks, but you use smaller weapons than Medium-size users, and your Encumbrance limits are three-quarters of those of a Medium-size character.
* **Speed:** 20 ft.
* **Alchemical Skill:** You gain a +2 racial bonus to Alchemy checks, and it is a perpetual skill for you.
* **Deceptive Magic (Ex):** You add a +1 to the save DC for all saving throws against your Illusion effects. This adjustment stacks with those from similar abilities.
* **Gem Skills:** You gain a +2 racial bonus on Appraise and Craft checks that are related to gems and jewelry.
* **Giant Tactics (Ex):** You gain a +4 dodge bonus to Armor Class against monsters of the Giant category. Any time you lose your Dexterity bonus (if any) to Armor Class, such as when caught *flat-footed*, you lose your dodge bonus too.
* **Racial Foes (Ex):** You gain a +1 racial bonus on Attack rolls against Goblinoids and Kobolds.
* **Gnome Spells (Sp):** You can cast the *dancing lights*, *ghost soud*, and *speak with animals* (burrowing only) spells with a Caster Level equal to HD a number of times per day equal to your Charisma modifier +1/2(HD). As long as you have not used up these *daylight* spells, then you also cast *prestidigitation* for free.
* **Hard to Fool (Ex):** You gain a +2 racial bonus on saving throws against all types of Illusion effects.
* **Keen Ears:** You gain a +2 racial bonus to Listen checks.
* **Low-Light Vision (Ex):** You can see twice as far in poor light conditions, and you get to ignore up to 20% of miss chance caused by these poor lighting conditions (see Chapter 6).
* **Magi-Alch (Ex):** You have the racial ability to mix spellcasting with Alchemy. This might allow you easier access to many Alchemy-oriented feats (reflected in easier Prerequisites for them), as well as the ability to Anchor spells into your Alchemical creations as if your Alchemy skill was a Craft skill.
* **Weapon Familiarity:** You may treat Gnome Hooked Hammers as Martial weapons rather than Exotic weapons. You also are proficient with Simple Automatic Pistols, and if you have Martial Weapons Proficiency then also Martial ones.
* **Automatic Languages:** Yiddish and the area's common language. In addition, a Gnome can speak with a burrowing mammal (a Badger, Fox, Rabbit, or the like, see below). This ability is innate to Gnomes. See the *speak with animals* spell description.
* **Accessible Languages:** Afroasiatic, Arabic, Gaelic, Greek, Latin, Norwegian, Persian.
* **Favored Trait:** Arcanism (Illusion Specialist) or Loremaster.

Half-Elves

Rarely born to an Elven parent directly, they are usually descended from a line of other Half-Elves due to the social stigma of having Elven blood. However their obvious proximity to Human nature allows them to integrate into Human society…just never truly advance in it. The population of modern China is comprised of Half-Elves exclusively.

Half-Drow do not exist, since the energies needed to express the Drow genes do not exist on Earth, and Humans sicken and die

in the Underdark.

Optional Race-Specific Feats: Elemental Heritage, Passing Appearance.

Racial Traits: The ability score adjustments and other traits below are applied to all Half-Elves.
* *Size Category:* Medium-sized. No modifiers.
* *Speed:* 30 ft.
* *Adaptive Learning:* You have a bonus General feat at 1st-Hit Die, in addition to your regular feats.
* *Elven Blood (Ex):* Even though you are not an actual Elf, you are close enough to one to be considered an Elf for mystical purposes.
* *Keen Senses:* You gain a +2 racial bonus on Listen, Search, and Spot checks.
* *Low-Light Vision (Ex):* You can see twice as far in poor light conditions, and you get to ignore up to 20% of miss chance caused by these poor lighting conditions (see Chapter 6).
* *Pure Mind (Ex):* You have Immunity to *sleep*-based effects, and a +2 racial saving throw bonus against *Mind-Affecting*.
* *Sociable:* You gain a +2 racial bonus on Bluff and Diplomacy checks.
* *Automatic Languages:* The area's common language.
* *Accessible Languages:* Any.
* *Favored Trait:* Any.

Half-Orcs

Since Orcs are the Primordial Human race, but died off in the extinction wars that followed the Hyperborian age, the Half-Orcs are the remnants of that population that settled in Africa. Over the Aeons the few Orcish-blood members of the population spread their genome throughout the Human population of Africa proper...and unlike Elven genes, Orc genes are **dominant** ones. This has led to Half-Orcs having different racial characteristics, which are abbreviated below. Yes, this means that all of the slavery in early America was enslaved Half-Orcs!

Optional Race-Specific Feats: Elemental Heritage, Passing Appearance.

Racial Traits: The ability score adjustments and other traits below are applied to all Half-Orcs.
* *Ability Scores:* +2 Strength; –2 Charisma.
* *Size Category:* Medium-sized. No modifiers.
* *Speed:* 30 ft.
* *Dark Vision (Su):* 60 ft.
* *Hardy:* You gain the Toughness feat as a bonus feat at HD 1.
* *Might (Ex):* You get to add your Constitution modifier (minimum +1) to your Strength modifier, but only when making a damage roll that allows your Strength modifier bonus.
* *Orc Blood (Ex):* Even though you are not an actual Orc, you are close enough to one to be considered an Orc for mystical purposes.
* *Skill Bonuses:* You gain a racial +2 bonus to Jump and Survival checks.
* *Automatic Languages:* The area's common language.
* *Accessible Languages:* Afroasiatic, Saharan, Nigerian, Draconic, Giant, Gnoll, Goblin, and Abyssal.
* *Favored Trait:* Inviolate.

Halflings

Decedents from the ancient Hyperborean kingdoms of the southeast Asian continent, they fled the invading Drow to eventually settle in the modern-day Japanese archipelago and south China sea islands. Over the millennia they expanded and diverged into all the cultures that fill these areas, alongside a small population of Half-Elf and Human family lines.

Optional Race-Specific Feats: None.

Racial Traits: The ability score adjustments and other traits below are applied to all Halflings.
* *Ability Score Adjustments:* +2 Dexterity; –2 Strength.
* *Size Category:* Small-sized. As a Small creature, you gain a +1 size bonus to Armor Class, a +1 size bonus on Attack rolls, and a +4 size bonus on Hide checks, but you use smaller weapons than Medium-size users, and your Encumbrance limits are ×3/4 those of a Medium-size character.
* *Speed:* 20 ft.
* *Courageous (Ex):* You gain a +2 morale bonus on saving throws against *Fear*. This bonus stacks with the Luck bonus on all your saving throws.
* *Luck (Su):* You gain a +1 luck bonus on all saving throws and to your Armor Class.
* *Skill Bonuses:* In *The Arcane Earth* you get a +2 racial bonus to **only** the following skill checks: Listen, Pilot, Spot, Survival, and Swim.
* *Throwing Knack (Ex):* You have a +1 racial bonus on Attack rolls with thrown weapons and Slings.
* *Automatic Languages:* The area's common language.
* *Accessible Languages:* Korean, Japanese, Mandarin, Polynesian.
* *Favored Trait:* Gymnastic or Skillful.

Humans

Humans have so many cultures and attitudes, that they cannot be quantified into one overview. About the only thing the majority of humans have in common with one-another is their lack of commonality!

Optional Race-Specific Feats: Elemental Heritage.

Racial Traits: The ability score adjustments and other traits below are applied to all Humans.
* *Size Category:* Medium-sized. No modifiers.
* *Speed:* 30 ft.
* *Adaptive:* You gain an extra feat at 1st-Hit Die, in addition to your normal feats.
* *Bonus Skills:* You gain 4 extra skill points at 1st-Hit Die and 1 extra skill point at each additional Hit Die.
* *Automatic Language:* The area's common language.
* *Accessible Languages:* Any.
* *Favored Trait:* Any.

> ### "Building a Character" Race
> Because Table 2-1 says Humans in the Renaissance-Era don't have to worry about social penalties or select Advantages, neither do you. That leaves only your racial abilities to note down, which means you need to note down that you have an additional "Feat", 4 more "Skill Points", and a "Favored Trait" of your choice from the "Any" entry on page 21.
>   Since you are planning on your character being Scottish, your native language is Gaelic. Since the "Languages" entry on page 13 says that you get one additional language per positive Intelligence modifier, you also take English.
>   Go to page 33 next!

Kobolds

Created in northeastern India by Drow alchemists seeking relief from their lesser duties, these creatures are the result of combining the blood of Dragons with that of Drow and Monkeys. As the Drow returned to the Mediterranean to retreat from Earth, their new servants followed, and were left behind. Despite this they still revere their makers, and this unrepentant association is the genesis for their universal dislike by other races.

In order to escape this distrust most of them became nomadic tribes of tricksters and entertainers, living on the outskirts of

society. A branch called the Serpent-Kin, however, decided to live as raiders and parasites on civilization, in hotter areas.

Optional Race-Specific Feats: None.

Racial Traits: The ability score adjustments and other traits below are applied to all Kobolds.

* ***Ability Score Adjustments:*** +2 Dexterity, +2 Constitution; –4 Strength.

* ***Size Category:*** Small-sized. As a Small creature, you gain a +1 size bonus to Armor Class, a +1 size bonus on Attack rolls, and a +4 size bonus on Hide checks, but you use smaller weapons than Medium-size users, and your Encumbrance limits are ×3/4 those of a Medium-size character.

* ***Speed:*** 30 ft.

* ***Darkvision (Su):*** You can see in the dark up to 60 ft. Darkvision is black and white only, but it is otherwise like normal sight, and you can function just fine with no light at all.

* ***Light Sensitivity (Ex):*** You are *dazzled* in bright sunlight or within the radius of a *daylight* spell.

* ***Magical Sense (Su):*** You can tell if there is a magical aura within 5 ft. by "smelling" it, and if you touch a magical item you can tell what its aura is as if you were using *detect magic*.

* ***Natural Armor:*** Your thick scaly skin gives you a +1 natural armor bonus to Armor Class.

* ***Natural Weapons:*** You get a Bite attack for 1d3+(1/2 Strength modifier), and Claws for 1d2+(Strength modifier).

* ***Caravan Skills:*** You gain a +2 racial bonus on all your Craft (carpentry), Profession (thievery), and Sleight of Hand checks. You also gain Booster +1 to Survival for its the "Woodlore" use, even if they have no relevant skill ranks. Perform is a perpetual skill for you. Because you have Claws you get to use the higher of your Dexterity or Strength modifiers for Climb checks.

* ***Automatic Language:*** Greek or Romani, and the area's common language.

* ***Accessible Languages:*** Any.

* ***Favored Trait:*** Any "Psychic" trait, or Wildman.

Tieflings

The hell-borne creatures that the Drow used as slave-troops often took…liberties…with captured Human populations. As a result several half-breed Infernals were born during these wars. Over the ages, after the Drow lost power, the Infernals themselves had to leave…but their descendants remained, passing their genes into almost every Human on the planet. Since then anybody born with enough of these genes to express as a Tiefling is regarded as cursed or unholy, and ostracized from society…or even killed.

Optional Race-Specific Feats: Inherent Trait.

Racial Traits: The ability score adjustments and other traits below are applied to all Tieflings.

* ***Ability Score Adjustments:*** +2 Dexterity, +2 Intelligence; –2 Charisma.

* ***Size Category:*** Medium-sized. No modifiers.

* ***Speed:*** 30 ft.

* ***Outsider (Native):*** You are of the Outsider creature type, but have the Native sub-type. As Outsiders you are immune to any spell or effect that targets Humanoids. You can be *raised*, *reincarnated*, or *resurrected* just as other living creatures can be. Unlike true Outsiders, Native Outsiders need to eat and sleep.

* ***Damned Deformity (Ex):*** You have some extreme inhuman feature which is hard to hide and that marks you as a creature with hellish heritage, but provides no statistic bonuses. Such as fiery glowing or oversized slit-pupil eyes, a barbed or eye-stalk tail, or even enlarged and deformed or prehensile genitalia (even for the opposite sex!). Whatever you choose, make it obvious and weird.

* ***Darkvision (Su):*** You can see in the dark up to 60 ft. Darkvision is black and white only, but it is otherwise like normal sight, and you can function just fine with no light at all.

* ***Darkness (Sp):*** You can cast the *darkness* spell with a Caster Level equal to HD a number of times per day equal to your Intelligence modifier +1/2(HD). As long as you have not used up these *darkness* spells, then you also cast *shadows* for free.

* ***Energy Resistances (Ex):*** You gain Cold 5, Electric 5, and Fire 5; plus 1/2(Hit Die).

* ***Hardy:*** You gain the Toughness feat as a bonus feat at HD 1.

* ***Infernal Blood (Su):*** Your blood count as Unholy Water, each point of Constitution damage worth is the same as a flask.

* ***Adaptive Learning:*** You have a bonus General feat at 1st-Hit Die, in addition to your regular feats.

* ***Pit Skills:*** You gain a +2 racial bonus on Bluff and Hide checks.

* ***Automatic Languages:*** Abyssal or Infernal, and the area's common language.

* ***Accessible Languages:*** Abyssal, Arabic, Greek, Infernal, Latin, Persian.

* ***Favored Trait:*** Delving or Stalker.

* ***Level Adjustment:*** +1.

SUB-RACES

Dwarf, Duergar

Sometimes called gray dwarves, these evil beings dwell in the underground. Subtract 20 Lbs. from weight.

Duergar Traits: These traits are in addition to the normal Dwarf traits, except where noted. They do not have the Darkvision, Resilient, and Dwarven Weapon Familiarity abilities.

* ***Ability Scores:*** –4 Charisma, +2 Constitution, +2 Strength.

* ***Superior Darkvision (Su):*** Like Darkvision but usually of greater range, and objects normally not visible in detail can be "Examined" to determine information about them (see "Spot" on page 73).

* ***Immunity (Ex):*** You are immunity to *paralysis*, Phantasms, and poison.

* ***Duergar Spells (Sp):*** You can cast the *enlarge person* and *invisibility* spells with a Caster Level equal to HD a number of times per day equal to your Wisdom modifier +1/2(HD). As long as you have not used up these spells, then you also cast *protection from good* for free.

* ***Light Sensitivity (Ex):*** You are *dazzled* in bright sunlight or within the radius of a *daylight* spell.

* ***Spell Resistance (Su):*** You enjoy a natural resistance to spell effects equal to 11 + (Hit Die).

* ***Spelunking Skills:*** You gain a +4 racial bonus on Move Silently checks, and a +1 racial bonus on Listen and Spot checks.

* ***Automatic Languages:*** Infernal and Old Norse.

* ***Accessible Languages:*** Abyssal, Afroasiatic, Arabic, Greek, Latin.

* ***Level Adjustment:*** +1

Elf, Gray

Gray elves have a reputation for being aloof and arrogant (even by elven standards).

Gray Elf Traits: These traits are in addition to the Elf traits. They do not have the usual Elven ability score adjustments, nor Skill Bonus. Add 12" to height, and +1d to weight.

* ***Ability Score Adjustments:*** +2 Dexterity, +2 Intelligence; –2 Strength, –2 Constitution.

* **Arcane Adaptation (Ex):** If you take Loremaster at your HD 1, then you can exchange your Pure Mind ability to gain the Adept Caster feat as a bonus feat.
* **Frigid North (Ex):** You gain Cold Resistance of 5 +1/2(HD), but also have Sinker –1 against *Fire* and heat effects.
* **Psionic Adaptation (Ex):** If you take any "Psychic"-named trait at your HD 1, then you can exchange your Environmental Awareness ability to gain a bonus Intelligence-linked psychic power each psychic Spell Level gained (including 0th). These powers must be chosen from the Arcane spell list.
* **Favored Trait:** Arcanism or any "Psychic"-named trait. This trait replaces the Elf's normal Favored Trait.

Elf, Wild

Wild elves are barbaric and tribal.

   Wild Elf Traits: These traits are in addition to the Elf traits, except where noted. They do not have the usual Elven ability score adjustments, and do not have Elven Weapon Proficiency.
* **Ability Score Adjustments:** +2 Dexterity; –2 Intelligence.
* **Primitive:** You are also "Primitive" (see below).
* **Wild Elven Weapon Proficiency:** You are automatically proficiency with the Longbow (including Composite Longbow), Longspear, Shortbow (including Composite Shortbow), and Trident.
* **Favored Trait:** Eldritch Soul or any "Psychic" trait. This trait replaces the normal Elf's Favored Trait.

Elf, Wood

Wood elves live simple lives in the treetops deep within the forest. Subtract 5" from height, and 15 Lbs. from weight.

   Wood Elf Traits: These traits are in addition to the normal Elf traits, except where noted. They do not have the usual Elven ability score adjustments, and do not have Environmental Awareness nor Elven Weapon Proficiency.
* **Ability Score Adjustments:** +2 Strength, +2 Dexterity; –2 Constitution, –2 Intelligence.
* **Wood Elven Weapon Proficiency:** You are automatically proficiency with the Longbow (including Composite Longbow), and Shortbow (including Composite Shortbow); and can use Arrows in melee without Sinker –1 to Attack.
* **Wood Kin (Ex):** You add your Wisdom modifier (minimum +1) to Attack rolls and Lethal with wooden weapons.
* **Favored Trait:** Wildman. This trait replaces the Elf's normal Favored Trait.

Gnome, Svirfneblin

Also called "deep gnomes", Svirfneblin are said to dwell in great cities deep underground in the European mountains. Stature die is instead 1d6.

   Svirfneblin Traits: These traits are in addition to the normal Gnome traits, except where noted. They do not have the usual Ability Score Adjustments, Darkvision, Hard to Fool, Gnome Spell-Like Abilities, and Giant Tactics abilities.
* **Ability Score Adjustments:** –4 Charisma, –2 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom.
* **Agility (Ex):** +4 dodge bonus to Armor Class against all creatures.
* **Hardiness (Ex):** +2 racial bonus on all saving throws.
* **Nondetection (Su):** Svirfneblin have a continuous *non-detection* ability as the spell (Caster Level equal to Hit Die).
* **Psionic Adaptation (Ex):** If a Svirfneblin Gnome takes any "Psychic"-named trait at their HD 1, then they can exchange their Nondetection and Svirfneblin Spells abilities to gain a bonus Intelligence-linked psychic power each psychic Spell Level gained

(including 0th). This power must be chosen from the Arcane spell list. They also gain Mental Adversary as a bonus feat if they do so.
* **Spell Resistance (Su):** Svirfneblin enjoy a natural resistance to spell effects equal to 11 + (Hit Die).
* **Stonecunning (Ex):** This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.
* **Superior Darkvision (Su):** Svirfneblin dwarves can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and svirfneblin can function just fine with no light at all.
* **Cavern Skills:** +2 racial bonus on Hide checks, which improves to +4 underground.
* **Svirfneblin Spells (Sp):** You can cast the *blindness/deafness*, *blur* and *disguise self* spells with a Caster Level equal to HD a number of times per day equal to your Wisdom modifier +1/2(HD). As long as you have not used up these spells, then you also cast *virtue* for free.
* **Favored Trait:** Stalker. This trait replaces the Gnome's normal Favored Trait.
* **Automatic Languages:** Infernal and Yiddish.
* **Accessible Languages:** Abyssal, Afroasiatic, Arabic, Greek, Latin.
* **Level Adjustment:** +2. This assumes that they have the same Era as campaign normal. For every two Era they are below campaign normal reduce this by 1 (to a minimum of +0). For every two they are above instead increase it by 1. Their Era cannot be lower than that of the Drow.

Half-Elf, Mongol

A member of the Half-Elven population from the Steppes of China, from the Classical up to the Renaissance Era.

   Mongol Traits: These trait are in addition to the Half-Elf traits, except where noted. They do not have the usual Half-Elven Pure Mind and Social abilities.
* **Horseman:** Being raised around horses as nomads, gives all Mongols a +2 racial bonus to both Handle Animal and Ride skills.
* **Steppe Born:** All Mongols gain the Endurance feat as a bonus feat, thanks to decades of riding across the steppes for days at a time.
* **Automatic Languages:** Mandarin and Mongolian.

Kobold, Serpent-Kin

These are the typically "monstrous" Kobolds, having split off from the rest in ancient times, in order to pursue a more antisocial life of outright banditry. Because they live in small mobile tribes exclusively in the Mediterranean, Northern Africa, and Arabian Peninsula they adapted to the constant heat. Despite this sometimes they have members who don't want to live as predators on civilization, and so leave the area to escape their families and find a life of discovery and adventure.

   Serpent-Kin Traits: These traits are in addition to the Kobold traits, except where noted. They do not have the usual Kobold ability score adjustments, and lose Kobold Skills as well as Light Sensitivity.
* **Ability Score Adjustments:** +2 Dexterity, +2 Constitution, +2 Strength; –4 Charisma, –2 Intelligence.
* **Camouflage (Ex):** Your skin/scales/fur can adapt to the colors of the area around you. Giving a minute of concentration, you can

gain a +4 bonus to Hide in the area you are in, but this is cut in half if you are wearing Light Armor, and completely if you are wearing heavier armor.

* *Cold Sensitivity:* You take double damage from *Cold*-based effects, and have Sinker –1 to all cold-related saving throws that don't deal damage, as well as to cold-based weather effects even if they do deal damage.

* *Prospecting Skills:* You gain a +2 racial bonus on all their Craft (trapmaking), Profession (miner), and Search checks.

* *Favored Trait:* Delving or Stalker, this replaces the Kobold's normal Favored Trait.

* *Automatic Languages:* Afro-Asiatic or Arabic.

Native

A sub-race that applies only to Elementals and Outsider creature classifications. These creatures are "born" in the material world, rather than the plane they would normally be associated with. As such they are immune to *banishment* and their bodies remain when they die.

Primitive

The character is from a tribe or civilization that is markedly lower in social and technological development than the setting's default, as well as having various physical and/or behavioral "tells" which reveal their less advanced background. If going the other direction, see out "Anachronistic Characters" on page 423.

Era: For each Era below the campaign normal that the character is, they gain the following adjustments to their racial abilities:

* *Advantages:* You gain one Advantage (see page 21) for each Era below the campaign normal Era.

* *Skill Bonus (Ex):* Choose any skill that is not a Knowledge skill, or one which is prohibited to you because of our low Era. You gain a +2 racial bonus to that skill, which stacks with any racial bonuses from your actual race. You cannot choose the same skill more than once.

* *Social Problems:* For each Era you are below normal you go one step: gains a –3 penalty to "Social" tagged skills if revealed (can normally pass) → Always has the –3 "Social" skill penalty → Always has the –3 "Social" skill penalty and default NPC Attitude is Unfriendly → Always has the –3 "Social" skill penalty and default NPC Attitude is Hostile → screw it, just avoid civilization…because you are a "monster"!

Note on Higher-Era Characters: If your Era is above the campaign's normal Era then you are an "Anachronistic Character", which is described on page 423. The two races which already have this effect, Drow and Precursors, already have all the effects from page 423 integrated into them. You can only be an Anachronistic Character with the Horror Guide's permission!

RACIAL SPELL LISTS

Different species have differing relations to magical forces, permitting them to select additional spells. These spells are not necessarily Arcane nor Divine, but instead are added to any spell lists the character **already** gains access to. However this does **not** count toward Planar Magic or "Psychic" trait spell lists!

Adding these spells to a spell list does not remove existing spells, and they gain the linked ability score and other aspects of those spell lists, such as Arcane Spell Failure or Divine Focus.

Aberration Spells

1st – *spider climb*	4th – *baleful polymorph*
2nd – *alter self*	

Dragon Spells

0th – *detect magic*	3rd – *fear*
1st – *cause fear, shield*	4th – *polymorph* (Humanoids only)
2nd – *scare*	

Drow Spells

0th – *detect magic*	3rd – *deeper darkness*
1st – *shadows*	4th – *black tentacles*
2nd – *darkness, levitate*	

Outsider Spells

3rd – *dimension door*	7th – *greater teleport*
4th – *plane shift*	9th – *gate*
5th – *teleport*	

Undead Spells

0th – *cause fear*	5th – *inflict moderate wounds*
1st – *inflict minor wounds*	6th – *magic jar*
2nd – *scare*	7th – *inflict serious wounds*
3rd – *inflict light wounds*	8th – *finger of death*
4th – *fear*	9th – *inflict critical wounds*

TRAITS

These traits are special abilities gained along with a creature's Hit Die. They replace the class abilities and numerical bonuses from the normal d20 system. Each Hit Die a character gains two traits to choose from those listed here, as well as an additional "Favored Trait" at HD 1 based on their race. Strong NPCs and players also gain another trait every 1/2(HD **rounding up**).

A trait can only be taken once per Hit Die while others are restricted by Ability Scores, skill ranks, and so on – even by Era (i.e. no guns in the Classical period ergo no Rifleman trait). These restrictions are listed in parenthesis after the name of the trait. So if you want Combat Bonuses equal to your HD, you have to take it at least once per HD as you gain HD! Spellcasting/manifesting notes for relevant traits are labeled.

Whenever a trait has an entry that says "(#Trait's Name)" then it is referring to the number of times you have taken the trait, as a shorthand. This should be recorded at the end of the line for your traits on your character sheet.

If a trait gives you a special ability, that ability is given in a text box after the first time it is mentioned in this chapter. Otherwise you can find them in Appendix A.

TABLE 3-1: TRAIT D20 CLASS ABILITY EQUIVALENCE

Class Ability	Equivalent Trait
Animal Companion	Animal Friend
Arcane Spell Failure Reduction	Spellsword
Arcane Spellcasting	Arcanism
Armor/Weapon Proficiency	Weapon Training
Assassin Spellcasting	Assassin Training
Aura of Courage	Psychic Mentalism
Bard Spellcasting	Minstrel
Bardic Lore	Loremaster
Bardic Music	Minstrel
Base Attack Bonus	Combat Bonus
Blackguard Spellcasting	Holy Warrior (Evil)
Clerical Domain	Faith's Blessing
Combat Style (melee)	Swordsman
Combat Style (ranged)	Archer
Countersong	Minstrel
Crippling Strike	Crippling Strike
Damage Reduction	Iron Flesh
Death Attack	Assassin Training
Detect Evil	Psychic Senses
Divine Spellcasting	Divine Agent
Druid Powers	Call of the Wild
Druid Spellcasting	Call of the Wild
Evasion	Gynastic or Waifu
Familiar	Familiar
Favored Enemy	Hatred
Fighter Bonus Feat	Battle Skills
Fighter Training	Battle Training
Flurry of Blows	Martial Arts
Good All Saves	Inviolate
Good Fortitude Save	Enduring
Good Will save	Loremaser
High Hit Die size	Combat Bonus
High Skills per Level	Skillful
Improved Evasion	Waifu
Improved Unarmed	Martial Arts
Improved Uncanny Dodge	Waifu
Indomitable Will	Hard Mind
Ki Strike	Martial Arts

Class Ability	Equivalent Trait
Knowledge Skills	Loremaster
Lay on Hands	Healer's Touch
Lock/Trap Skills	Delving
Monk's Supernatural Powers	Meditative Study
Movement Skills	Gymnastic
Nature Sense	Wildman ×2
Opportunist	Opportunist
Paladin Spellcasting	Holy Warrior (Good)
Poison Use	Assassin Training
Prepared Spellcasting	Arcanism or Divine Agent
Psionic Combat	Mental Combat
Psionics (Ectogenesis)	Psychic (Medium or Attack)
Psionics (ESP)	Psychic Senses
Psionics (Psychokinesis)	Psychic Attack
Psionics (Psychometabolism)	Psychic Healing
Psionics (Telepathy)	Psychic Mentalism
Rage	Psychotic
Ranger Spellcasting	Holy Warrior (Neutral)
Rebuke Undead	Command Supernatural
Sneak Attack	Vital Strike
Skill Mastery	Skill Mastery
Somatic Weapon	Spellsword Training
Sorcerer Spellcasting	Eldritch Soul
Speed Bonus	Gymnastic
Tireless Rage	Tireless
Track/Wilderness Skills	Wildman
Trap Sense	Waifu
Turn Undead	Exorcise Supernatural
Uncanny Dodge	Waifu
Wizard Bonus Feat	Mystic Skills

Prestige Class	Associated Traits
Arcane Archer	Archer, Eldritch Attack
Arcane Trickster	Delving, Edlritch Soul
Archmage	High Arcana
Assassin	Assassin Training
Blackguard	Holy Warrior, Hatred
Dragon Disciple	Eldritch Soul, Transformation
Duelist	Swordsman, Waifu
Dwarven Defender	Iron Flesh, Weapon Training
Eldritch Knight	Arcanism, Spellsword
Hierophant	High Priest
Horizon Walker	Terrain Mastery
Hypercognative	"Psychic" traits, Transformation
Infested	Animal Friend, Familiar, Transformation
Loremaster	Loremaster
Metamind	"Psychic"traits, Hyper Cog, Mental Vampire
Mystic Theurge	Theurgy
Restricted Wizard	Extra Specialization
Sensei	Eldritch Combat
Shadowdancer	Shadow Walking
True Necromancer	Dead Magic
Wailing Thrasher	Minstrel (war cry)

Traits with No Equivalent *Edition Pi* Class Ability

Aged Master [Monster]	Philosopher's Stone	Gadgeteer	Spiritualism
Archer	Planar Magic [Monster]	Hyper Cognition	Swordsman
Chopper	Planar Savant [Monster]	Inherent Arcanism	Telekinetics
Craftsman	Psychic Monster [Monster]	Legacy Power [Monster]	Terrain Mastery
Familiar's Soul	Rifleman	Mastered Power [Monster]	Transformation

TABLE 3-2: COMBAT TRAIT LIST

3: Hit Die Options

Trait	Prerequisites	Summary of Effects
Archer	Point Blank Shot	+(#Archer) Craft & Vision, +1/2 Lethal, +1/2 round up crit range
Chopper	Martial Weapon Proficiency	Attack and bonus damage die with axes
	Skills: You gain +2 skill points, or +8 if taken at HD 1!	
Combat Bonuses	---	+1 BAB and Durability
* *Battle Skills*	equal Combat Bonuses	You gain a Combat bonus feat; +1 Fortitude save
	Skills: You lose –2 skill points, and need to retain 1+ to take this.	
* *Battle Training*	([#Battle Skills] +[#Combat Bonuses]) ×5 per	You gain a special "Training" ability
* *Defensive*	Combat Bonuses ×5 per, Dodge	You gain +1 dodge and Dex bonus to AC and Reflex saves
* *Hatred*	Wildman or Vital Strike, equal Combat Bonus	You gain Favored Enemy-like ability
* *Holy Warrior*	Deity alignment, equal Combat Bonuses, no Spiritualism; (?)N plus Wildman	You gain Deity-granted supernatural benefits and spells
* *Iron Flesh*	equal Combat Bonus	DR +1/Adamantine, +1 Unarmed damage, and ↓Pain penalty
* *Opportunist*[1]	Vital Strike	Make a Sneak Attack as an Opportunity Hit
* *Spellsword*	Tough Hero or Weapon Training ×2; Equal Combat Bonuses; cast 1st-level spells	Use melee weapon as Somatic component; free enchantment
Crippling Strike[1]	Sneak Attack 1d6	Sneak Attack damage can be traded for physical penalties
Inviolate	---	+1 to all base saving throws, and +1 Durability vs. Elemental
Martial Arts	Lawful, either Improved Unarmed Combat or a natural weapon	You gain unarmed combat and "Martial Arts" weapon bonuses
* *Weapon Bond*	Weapon Focus	You get to add your Weapon Focus to your Martial Arts weapons
Psychotic	Constitution 13+	Rage-like abilities a few rounds each day
Rifleman	Firearms Use, Renaissance or later	Firearm Attack bonus and increased critical damage
Swordsman	Martial Weapon Proficiency	Your blades get bonus Attack and increased critical threat range
	Skills: You gain +2 skill points, or +8 if taken at HD 1!	
Waifu	base Reflex save 2 per	You gain Evasion, Uncanny Dodge, and similar abilities
Weapon Training	---	You gain Armor, Shield, and Weapon Proficiencies
* *Spellsword*	Combat Bonuses ×1 per, Weapon Training ×2; Cast 1st-level spells	You use melee weapon as somatic component; free enchantment
Vital Strike	equal ([#Delving] +[#Stalker])	You gain Sneak Attack, plus Hide and Move Silently skills
	Skills: Hide and Move Silently are available skills for this level. You gain +2 skill points, or +8 if taken at HD 1!	
* *Hatred*	equal Combat Bonus	You gain Favored Enemy-like ability
* *Opportunist*†	Combat Bonus	You can make a Sneak Attack as an Opportunity Hit

† This trait can only be taken once.

Battle Training Trait "Feat Focus" Training
Choose one of these feats, and it gains a stacking secondary bonus: Blind-Fight, Combat Expertise, Combat Reactions, Combat Reflexes, Dodge, Falling Stars Style, Fencing Style, Flowing Water Style, Improved Initiative, Improved Shield Bash, Improved Unarmed Combat, Mounted Archery, Mounted Combat, Point Blank Shot, Quick Draw, Rapid Reload, Two-Weapon Fighting, Weapon Aptitude Style, Weapon Finesse, Weapon Focus.

Hatred Trait Favored Enemies
Choose one of these feats, and it gains a stacking secondary bonus: Aberrations, Ancients (see below), Animals, Constructs, Dragons, Dwarves, Elementals, Elves, Goblinoids, Halflings, Humans, Incarnates, Orcs, Outsider (Chaotic), Outsider (Evil), Outsider (Good), Outsider (Lawful), Plants, Psychics (incudes "Psionic" creatures), Reptilians, Spellcasters, Undead, Vermin.

Ancients: All creatures that existed before the Earth – Aboleth, Elder Things, Gricka, Precursors, Primordials, and Psycholus.

Holy Warrior Trait Effects
Spellcasting: (Wisdom modifier) +1/2(#Holy Warrior) Spells per day, up to 1/4(#Holy Warrior) Spell Level, restricted by alignment. For Spells per Day add to (#Holy Warrior) +(#Healers Touch) and +(#Psychic Senses) if Good-aligned, +(#Hatred) and +(#Vital Strike) if Evil-Aligned, or +(#Inviolate) and +(#Wildman) if neither.

×1: "Smite" 1/day, targets are alignment-based, adds +(Charisma modifier) to Attack and +(Hit Die) to damage. A natural 20 on Attack against your "Smite" type recharges one "Smite" for that has already been used.

×2: "Divine Grace" +(Charisma modifier) to all saves.

×3: "Divine Health" Immune (non-Supernatural diseases) and Booster +1 vs. Supernatural Diseases.

×4: "Smite" becomes 2/day.

×5: Cast *remove disease* if Good-Aligned or *contagion* if Evil-aligned 1/week, or *make whole* 1/day if neither.

BATTLE TRAINING

Training Chosen	Prerequisites
Archer's Eye	Rapid Shot
Armored Agility	Dexterity 13+
Armorer's Insight	Craft (armor) 4+ ranks
Brute Force	Power Attack
Cavalry	Mounted Combat
Dervish	Two Weapon (or Multiweapon) Fighting
Dueling Eye	Weapon Focus in a light weapon
Dueling Instinct	Weapon Finesse
Feat Focus	Chosen feat
Grenadier	Alchemy 2+ ranks
Guardian	Strength 13+
Indomitable	Toughness
Knife Thrower	Quick Draw
Knight Errant	Mounted Combat
Legionnaire	Endurance
Light Tread	Spring Attack
Overpower	Oversized Wielding
Skillful	13+ in key ability
Swipe	Cleave
Wild Eye	Precise Shot
Willowy	Dodge

"Building a Character" HD 1 Traits

You get to choose a total of four "Traits" at HD 1, which includes your "Favored Trait" for your race (see "Human" on page 26). Looking at the notes that you took back on page 8, you decide to go with "Combat Bonuses" for your Favored Trait. This increases your "Durability" to 2 (cutting all combat damage in half rounding up), and giving you a "Base Attack Bonus" of +1 (making it easier to hit things).

You now have 3 more traits to choose.

"Building a Character" HD 1 Traits, Continued

Even though it is not on your notes for "Typical Traits" from page 8, you realize that since you are not **REQUIRED** to take **ONLY** those traits, you can take "Inviolate". While the +1 to Durability vs. only "Elemental" damage (i.e. only Acid, Cold, Electric, Fire, or Sonic) doesn't really fit your idea for a tough street fighter, the bonus to **ALL** "Saving Throws" sounds perfect!

This, combined with your base save for HD 1 and ability score modifiers, gives you the following Saving Throw totals: Fortitude +6 (2 base +2 Constitution +2 Strength), Reflex +2 (1 base +1 Intelligence +0 Dexterity), and Will +2 (1 base –1 Charisma +1 Wisdom)

You now have 2 more traits to choose.

"Building a Character" HD 1 Traits, Continued

You decide to also take the "Iron Flesh" trait from your list on page 8. This reduces all the weapon damage you take, gives you some resistance to pain, and makes your fists hit harder…all a perfect fit for a guy who grew up as a rough-and-tumble street fighter!

You now have 1 more trait to choose. So since you have not taken any of the "Psychic" traits on your list, you decide to skip ahead to there.

TABLE 3-3: SKILL TRAIT LIST

Trait	Prerequisites	Summary of Effects
Animal Friend[1]	Wildman	Animal Companion with level = (#Divine Agent) +(#Wildman)
Craftsman	8+ total in Craft skills	You have +1 to all Craft skills with a rank in them, +3 skill ranks
	Skills: You gain +3 skill points, or +12 if taken at HD 1!	
Delving	Dex 13+ or Int 13+	+1 Reflex; Trapsense; thieving skills are available skills; +2 ranks
	Skills: Disable Device, Search, Kn (architecture & engineering), Kn (dungeoneering), Open Lock, Sleight of Hand, and Use Rope are available skills for this level. You gain +2 skill points, or +8 if taken at HD 1!	
* *Assassin Training*	Vital Strike	You gain Poison Use; Death Attacks; Assassin spells
Enduring	---	+2 Fort; any two skills are available skills; +2 ranks
	Skills: Two skills of your choice are an available skill for this level. You gain +2 skill points, or +8 if taken at HD 1!	
Era Adaptation	lower Era from normal	You increase your Era by one (up to campaign normal)
	Skills: Unlocks skills and uses that were not available at the lower Era.	
Familiar	Arcanism or Eldritch Soul	Familiar with level = (#Arcanism) +(#Eldritch Soul)
* *Familiar's Soul*[1]	---	Your Familiar can be re-summoned or resurrected easily
Gadgeteer	Arcanism, Renaissance or Gnome; Alchemy, Kn (arch&eng), and Spellcraft 4+ ranks each; Artifice	Increased your Anchored item spell access, free uses, and skills
	Skills: Alchemy, Knowledge (architecture & engineering), and Spellcraft are available skills for this level.	
Gymnastic	---	+2 Reflex; Evasion or +1 AC vs. Traps; +2 ranks; Physical skills
	Skills: Balance, Climb, Jump, Swim, or Tumble are available skills for this level. You gain +2 skill points, or +8 if taken at HD 1!	
Loremaster	Int 13+	+2 Will; Tales & Legends; all Knowledge skill access; +2 ranks
	Skills: Analyze Documents and all Knowledge skills are available skills for this level. You gain +2 skill point, or +8 if taken at HD 1!	
Minstrel	---	Bardic Music; Musical spells; Diplomacy and Perform; +1 ranks
	Skills: Diplomacy and Perform are available skills for this level. You gain +1 skill points, or +4 if taken at HD 1!	
Skillful	---	All skills are available skills for you; +4 ranks (or bonus feat?)

	Skills: **All skills** are available skills for this level. You gain +4 skill points, or +16 if taken at HD 1! Every 1/2(#Skillful) you can take –4 skill points for a bonus General feat.	
* *Skill Mastery*	Skillful ×3 per	+2 to one skill, and Booster +1, can always take 10 with that skill
Stalker	---	+1 Listen, Spot; sneaking skills are available skills; +4 skill rank
	Skills: Balance, Climb, Hide, Listen, Move Silently, and Spot are available skills for this level. You gain +4 skill points, or +16 if taken at HD 1! You gain an insight bonus to Listen and Spot skills of +(#Stalker).	
* *Assassin Training*	Vital Strike	You gain Poison Use; Death Attacks; Assassin spells
	Skills: Bluff, Disguise, Hide, and Move Silently are available skills this level. You gain +2 skill points, or +8 if taken at HD 1.	
* *Shadow Walking*	Stalker ×5, Combat Reflexes, Dodge, Mobility	Can Hide in Plain Sight; gain sneak skills; gain spell-like abilities
	Skills: Climb, Hide, Move Silently, and Perform are available skills for this level. You gain +4 skill points.	
Wildman	Survival 2 ranks	Wilderness skill bonuses; gain Kn (nature) and Survival skills
	Skills: Kn (dungeoneering/geography/nature), Handle Animal, Ride, Survival, and Use Rope are available skills for this level. You gain +2 skill points, or +8 if taken at HD 1! +[(#Wildman) –1] to Kn (nature) and Survival.	
* *Terrain Mastery*	Wildman ×2, Kn (geography) 8+	Skill, combat, and special bonuses related to a type of terrain
	Terrain: Choose one of Aquatic, Desert, Forest, Hills, Jungle, Mountains, Plains, Swamp, or Underground.	

TABLE 3-4: SPELLCASTING TRAIT LIST

Trait	Prerequisites	Summary of Effects
Arcanism‡	Int 11+	Prepared arcane spells; risks sanity for the limit; can specialize
	Skills: Alchemy, Knowledge (arcana), and Spellcraft are available skills for this level.	
* *Extra Specialization*	Arcanism ×5 (specialized), any Item Creation, any Metamagic	You gain bonus and special abilities with your specialty school
* *Inherent Arcanism†*	Loremaster	You cast your spells as free actions, up to (#Loremaster) a day
* *Philosopher's Stone*	Arcanism ×2, Alchemy 6+ ranks, Kn (arcana) 6+ ranks	Imbue powerful spell-powered alchemical abilities in yourself
Call of the Wild	Wildman, no Spiritualism	Unlock Nature spells; nature skills are class; woodland powers
Command Supernaural†	One of Aged Master, Psychic Medium, cast or Divine spells	Will vs. HD to force Evil/Good Outsider or Undead to obey you
Dead Magic	Heal 4+, Kn (religion) 8+, Spell Focus (necromancy), *vampiric touch*; one of Great Fortitude, Undead Domain, Skill Focus (Kn:religion), or be Undead	Bonuses to Undead skills, spells, and Undead-related abilities
Divine Agent‡	Wis 11+, no Spiritualism	Prepared divine spells; must charge spells through sacrificial acts
	Skills: Diplomacy, Knowledge (religion), and Spellcraft are available skills for this level.	
* *Faith's Blessing*	equal Divine Agent	You gain a Domain from a Deity you sacrifice to
* *High Priest*	Divine Agent ×14, Kn (religion) 15+, any Metamagic feat	You gain a chosen power that applies to your divine spells
Eldritch Soul‡	Cha 11+	Spontaneous arcane spells; daily limit; slightly faster spell levels
	Skills: Bluff, Knowledge (arcana), and Spellcraft are available skills for this level.	
* *Inherent Arcanism†*	Loremaster	Cast (#Loremaster)/day of your spells as free actions
Exorcise Supernatural†	Psychic Medium or cast Divine spells	Will vs. HD to force Evil/Good Outsider or Undead to flee or die
Faith's Blessing	Holy Warrior ×2 per	You gain a Domain from a Deity you sacrifice to
Healer's Touch	Cha 13+	Heal Con damage by touch, or *restoration* spells; based on HD
	Skills: Heal is an available skill for this level.	
Mystic Skills	equal Primary or Racial spellcasting	You gain a Meta or Magic Item creation bonus feat; +1 Will save
Spiritualism^S	Wis 11+, no Patron Deity	Spontaneous divine spells; daily limit; slightly faster spell levels
	Skills: Alchemy, Knowledge (religion), and Spellcraft are available skills for this level.	
* *Exorcise Super. †*	---	Will vs. HD to force Evil/Good Outsider or Undead to flee or die
* *Faith's Blessing*	equal Spiritualism	You gain a Domain from a Deity you sacrifice to
Theurgy	Cast 2nd-level Arcane and Divine spells; either Magic Domain, or Skill Focus (Kn:arcana)	Effective Caster Level is cumulative total of all Caster Levels

† This trait can only be taken once. ‡ Gain Alchemy, Spellcraft, and a spellcasting-trait-specific skills.

TABLE 3-5: PSYCHIC TRAIT LIST

Trait	Prerequisites	Summary of Effects
Psychic Attack	Int 13+	Evocation spell-like powers; daily Metamagic; Spot perpetual
	Skills: Spot is an available skill this level.	
	Special: Cast mage armor or shield as free action, both as a move action, costs 1 Psychic Pool each.	
* *Hyper Cognition*	Psychic Attack ×3 per, Concentration 8+	You gain a chosen power that applies to your "Psychic" spells
* *Mental Combat*	Cha 11+, Psychic Attack ×2 per	Opposed Will save to *daze* a target(s)
* *Mental Vampire*	Psychic Attack ×4, Inner Strength	Touch Attack causes mental/psychic harm to recharge your powers
* *Necrosynthesis*	Cha 11+, equal Psychic Medium	Channel *inflict* spells, gain Astral Construct powers, from the dead

Trait	Prerequisites	Summary of Effects
* Psychoporation	Wis 11+, Psychic Attack ×2 per	You gain space/time warping psychic spell effects
	Skills: Balance, Jump, and Tumble are available skills for this level.	
* Telekinetics	equal Psychic Attack	You gain PK-type powers, Booster +1 on spell Attacks
Psychic Healing	Con 13+	Healing/shapeshift spell-like powers; sense undead; Heal perpetual
	Skills: Heal is an available skill this level.	
	Special: +1/2(#Psychic Healing **rounding up**) to Fortitude saves, or **rounding down** to *Healing* save DCs.	
* Hyper Cognition	Psychic Healing ×3 per, Concentration 8+	You gain a chosen power that applies to your "Psychic" spells
* Mental Combat	Cha 11+, Psychic Healing ×2 per	Opposed Will save to **daze** a target(s)
* Mental Vampire	Psychic Healing ×4, Inner Strength	Touch Attack causes mental/psychic harm to recharge your powers
* Necrosynthesis	Cha 11+, equal Psychic Medium	Channel *inflict* spells, gain Astral Construct powers, from the dead
* Psychoporation	Wis 11+, Psychic Healing ×2 per	You gain space/time warping psychic spell effects
	Skills: Balance, Jump, and Tumble are available skills for this level.	
* Telekinetics	Int 11+, Psychic Healing ×2 per	You gain PK-type powers, Booster +1 on spell Attacks
Psychic Medium	Cha 13+, or Cha 11+ and Wis 11+	Life & Death spell powers; powerful 0th-level; Kn (religion)
	Skills: Knowledge (religion) is an available skill this level.	
	Special: Can *Summon* spirits of the dead (Charisma modifier) +1/2(#Psychic Medium) times per day.	
* Command Super.[1]	---	Will vs. HD to force Evil/Good Outsider or Undead to obey you
* Exorcise Super.[1]	---	Will vs. HD to force Evil/Good Outsider or Undead to flee or die
* Hyper Cognition	Psychic Medium ×3 per, Concentration 8+	You gain a chosen power that applies to your "Psychic" spells
* Mental Combat	Cha 11+, Psychic Medium ×2 per	Opposed Will save to **daze** a target(s)
* Mental Vampire	Psychic Medium ×4, Inner Strength	Touch Attack causes mental/psychic harm to recharge your powers
* Necrosynthesis	equal Psychic Medium	Channel *inflict* spells, gain Astral Construct powers, from the dead
* Psychoporation	Wis 11+, Psychic Medium ×2 per	You gain space/time warping psychic spell effects
* Telekinetics	Int 11+, Psychic Medium ×2 per	You gain PK-type powers, Booster +1 on spell Attacks
Psychic Mentalism	Cha 13+ or Holy Warrior	*Mind-Affect* spell-like powers; *detect c/e/g/l*; Diplomacy access
	Skills: Diplomacy is an available skill this level.	
	Special: Allies in range gain +(Charisma modifier) +(Wisdom modifier) (minimum +1) to Will saves.	
* Hyper Cognition	Psychic Mentalism ×3 per, Concentration 8+	You gain a chosen power that applies to your "Psychic" spells
* Mental Combat	equal Psychic Mentalism	Opposed Will save to **daze** a target(s)
* Mental Vampire	Psychic Mentalism ×4, Inner Strength	Touch Attack causes mental/psychic harm to recharge your powers
* Necrosynthesis	Cha 11+, equal Psychic Medium	Channel *inflict* spells, gain Astral Construct powers, from the dead
* Psychoporation	Wis 11+, Psychic Mentalism ×2 per	You gain space/time warping psychic spell effects
	Skills: Balance, Jump, and Tumble are available skills for this level.	
* Telekinetics	Int 11+, Psychic Mentalism ×2 per	You gain psyhokinetic-like powers, Booster +1 on ranged Attacks
Psychic Senses	Wis 13+	Abj & Div spell powers; time-based bonuses; Listen access
	Skills: Listen is an available skill this level.	
	Special: Cast *identify* for free 1/day, gain *detect magic* as a bonus power.	
* Hyper Cognition	Psychic Senses ×3 per, Concentration 8+	You gain a chosen power that applies to your "Psychic" spells
* Mental Combat	Cha 11+, Psychic Senses ×2 per	Opposed Will save to **daze** a target(s)
* Mental Vampire	Psychic Senses ×4, Inner Strength	Touch Attack causes mental/psychic harm to recharge your powers
* Necrosynthesis	Cha 11+, equal Psychic Medium	Channel *inflict* spells, gain Astral Construct powers, from the dead
* Psychoporation	Wis 11+, equal Psychic Senses	You gain space/time warping psychic spell effects
	Skills: Balance, Jump, and Tumble are available skills for this level.	
* Telekinetics	Int 11+, Psychic Senses ×2 per	You gain PK-type powers, Booster +1 on spell Attacks
* Time Control	Wis 11+, equal Psychic Senses	You gain temporal powers, Booster +1 to Initiative

"Psychic Level" is equal to the total of all your "Psychic"-named traits. You cannot utilize a Psychic power whose Spell Level is higher than your Key Ability –10. You can learn such powers, just not **use** them! The saving throw DC for your Psychic powers is 10 +(Spell Level) +(Key Ability modifier). Each Psychic power you lose access to reduces your Psychic Level by –1 until it returns.

If the spell chosen requires an XP cost you must pay it each time, as well as paying 5 XP per 1gp value of any Material components, but you do not require any Foci unless they are the subject of the spell or the medium by which the spell acts (such as *magic jar*).

TABLE 3-6: SPECIAL TRAIT LIST

Trait	Prerequisites	Summary of Effects
Advanced One	Cast 3rd-level Psychic and normal spells, Adept Caster, Inner Strength, Wizardry	Slowly change into a Psionic-fuelled magical creature
	Aura: Choose school of magic, can spend Psychic Pool to activate an aura based on chosen school.	
Eldritch Attack	equal (Arcane or Racial) Spell Level	You gain bonus d6s on spells, to the limit of the Spell Level
* Eldritch Combat	equal Combat Bonuses; one of Improved Unarmed Combat, Point Blank Shot, Martial Weapon Proficiency, or Weapon Focus (natural)	Bonuses to Eldritch Attack that expand its uses and application
Hard Mind	Will +2 per	Ignore one Charisma damage, +2 Will, and +2 vs. *Compulsion*
Meditative Study	equal Concentration, Lawful-aligned	You gain personal elemental supernatural bonuses and powers

Summon Minion	Combat Bonuses ×2, Holy Warrior ×3	Summon a powerful creature to serve for hours each day
Transformation	Either Eldritch Soul & Kn (arcana) 8+, or	
	Call of the Wild & Kn (nature) 8+, or	
	Psychic Healing & Heal 8+	Transform your body to gain ability and combat bonuses

TABLE 3-7: MONSTER TRAIT LIST AND PREREQUISITES

Trait	Prerequisites	Summary of Effects
Legacy Power	Trait lost due to template or variant	You gain a supernatural bonus to replace non-usable trait
	Legacy: Choose Ability Bonus, Above & Beyond (by spellcasting source), Domain Access, Eternally Skilled (by selected skill), Melee Boost, or Utility Magic (gives Racial spellcasting).	
Planar Magic	Cha 11+, Outsider only	You gain daily spell-like ability uses from alignment-based list
	Skills: Concentration, Kn (arcana), Kn (the planes), and Spellcraft are available skills this level.	
* *Planar Savant*	Cha 13+, Outsider only	Daily spell-like abilities become at-will abilities
	Skills: You get a racial bonus to Kn (the planes) and Spellcraft of +(#Planar Savant).	
Racial Power	Spellcraft 4+, can cast Racial spells	You gain additional Racial spells known and per day uses
	Skills: Spellcraft is an available skill this level. You gain +1 skill point, or +4 if taken at HD 1!	

Racial Power Additional Spells:

0th – *detect magic, inspiration, prestidigitation, resistance.*
1st – *comprehend languages, magic aura, sanctuary.*
2nd – *obscure object, see invisibility, suppression.*
3rd – *nondetection, psi curse, tongues.*
4th – *detect scrying, dimensional anchor,*
 imbue with spell ability†.
5th – *death ward, false vision, suppression field.*
6th – *contingency†, find the path, legend lore.*

7th – *ethereal jaunt, vision.*
8th – *dimensional lock, mind blank, screen.*
9th – *astral projection, freedom.*
† Racial spells only.

 Special: Note that some sources of Racial spellcasting, such as the Wildlands Spirit feat, allow you to select spells from a specific spell list despite their not having a shared descriptor. These sources overwrite the usual descriptor-based selection.

ANIMAL COMPANIONS

An Animal Friend trait's Animal Companion is superior to a normal creature of its kind, and has special powers thanks to your supernatural influence, as described below. Any Animal or Giant Animal (see Chapter 14) with 2 or less HD that is not above CR 1 can be an Animal Companion. This includes "Variant" versions (see page 622), so long as they remain under the limits.

 Examples: Badger, Centipede, Cow, Dog, Eagle, Giant Rat, Giant Wasp Drone, Goat, Hawk, Housecat, Monkey, Owl, Python, Raven, Scorpion, Sheep (Ram), Small Ape, Viper Snake, Wolverine.
* *Dire Variant:* Bat, Lizard, Mosquito, Parrot, Rat, Spider, Toad, Weasel.

15 to 17	+5	+10	+5	6	Improved evasion
18 to 20	+6	+12	+6	7	
21 to 23	+7	+14	+7	8	Superior Fortitude
24 to 26	+8	+16	+8	9	
27 to 29	+9	+18	+9	10	Shared fate
30 and up	+10	+20	+10	11	

Alternative Animal Companions
If you are of sufficiently high Master Level you can select an Animal Companion with a higher CR and/or HD, increasing the limit for each by +1 for every –3 you take to your effective Master Level. You must retain at least 1 Master Level to do this.

 Companion Familiars: If you have the Familiar ability as well, then you can choose to count your Animal Companion as your Familiar. If you do so then they gain the bonuses from Table 3-10 added to those from Table 3-8, but provide no bonuses from Table 3-9. This also lets you add any Familiar-specific abilities and bonuses from other sources, such as Familiar feats (see page 88). Your Master Level for each ability is charted **separately**, not added together!

TABLE 3-8: ANIMAL COMPANION BONUSES

Master Level	Extra Hit Die	Natural Armor	Str/ Dex	Bonus Tricks	Special
1 to 2	+0	+0	+0	1	Link, share spells
3 to 5	+1	+2	+1	2	Evasion
6 to 8	+2	+4	+2	3	Devotion
9 to 11	+3	+6	+3	4	Multiattack
12 to 14	+4	+8	+4	5	

FAMILIARS

A Familiar is usually a weak Animal that gains new powers and becomes a magical creature when you summon to your service. It retains the appearance, Hit Die, Base Attack Bonus, base save bonuses, skills, and feats of the normal creature it once was, but it is treated as a Magical Beast instead of its normal creature category for the purpose of any effect that depends on creature category. Only a normal, unmodified creature may become a Familiar. An Animal Companion can also function as a Familiar, but only if you have both abilities (see above).

A Familiar also grants special abilities to you as its Master, as given on Table 3-5 below. These special abilities apply only when you and the Familiar are within 1 mile of each other. Alternatively you can choose to forgo this bonus in exchange for a bonus Familiar feat (see page 88).

 Levels of different traits and other sources that are entitled to Familiars stack for the purpose of determining your Master Level with your Familiar.

TABLE 3-9: FAMILIAR TYPE BENEFIT

Familiar	CR	Size	Master's Bonus	Master Lvl	Special Quality
Bat	1/3	Dim	Booster +1 to Listen	+1	It has Blood Drinking 1 Con, save DC 7+(Master Level)
Centipede	1/2	Tiny	+2 to Climb and Fortitude vs. poison	+0	It has 1d2 Con damage Venom, save DC 12‡
Fly	1/20	Fine	1/2(highest SL) as dodge AC bonus	+3	It gains +1/2(ML) to Listen and AC (as dodge bonus)
Hawk	1/2	Tiny	Supersight and re-roll 1s with Spot	+0	It gains +1/2(ML) to Balance and Spot
Housecat	1/4	Tiny	Booster +1 to Move Silently	+2	It gains +1/2(ML) to Hide and Move Silently
Lizard	1/4*	Dim	Booster +1 to Climb	+2*	It's subspecies can have additional abilities (see below)
Monkey	1/3	Tiny	+2 to Balance and Climb, re-roll 1s	+1	It has functional hands
Owl	1/2	Tiny	+2 to Hide and Listen, re-roll 1s	+0	It is active at night instead of day, so can guard camp
Parrot	1/4	Dim	Booster +1 die Diplomacy	+2	It can speak your native language
Rat	1/4	Dim	+3 to Fortitude, re-roll 1s vs. disease	+2	It is immune to *Filth Fever*, Booster +1 vs. diseases
Raven	1/2	Dim	+1 Lethal	+0	It can speak your native language
Scorpion	1/2	Dim	Highest SL as natural armor bonus	+0	It has 1d3‡ Dex damage Venom, save DC 12‡
Snake, Viper	1/2	Tiny	Booster +1 to Bluff	+0	It has 1d3‡ Con damage Venom, save DC 9‡
Spider	1/3	Dim	+2 to Climb and Listen, re-roll 1s	+1	It has 1d3‡ Str damage Venom, save DC 11‡
Toad	1/4	Dim	+1 Durability, Booster +1 to Swim	+2	It can excrete up to ML doses of toxin a week
Weasel	1/3	Tiny	+3 to Reflex, re-roll 1s vs. Burst	+1	It gains +1/2(ML) to Escape Artist and Tumble

* +1 CR step and –1 Master Level for each of Chameleon, Diseased (*Filth Fever*), or Venom‡ (1 Con) special ability it has.

‡ Add +1/2(Master Level) to both save DC and damage die size.

TABLE 3-10: FAMILIAR BONUSES

Master Level	Natural Armor	Int	Special
1 to 2	+1	6	Alertness, improved evasion, share spells, empathic link
3 to 4	+2	7	Deliver touch spells
5 to 6	+3	8	Speak with Master
7 to 8	+4	9	Speak with its own kind
9 to 10	+5	10	
11 to 12	+6	11	Spell Resistance
13 to 14	+7	12	*Scry on familiar*
15 to 16	+8	13	
17 to 18	+9	14	
19 to 20	+10	15	*Summon swarm*
21 to 23	+11	16	
24 to 26	+12	17	
27 to 29	+13	18	Shared fate
30 and up	+14	19	

Animal Companion Familiars

If you have the Animal Companion ability as well, then you can choose to count your Familiar as your Animal Companion. If you do so then they gain the bonuses from Table 3-10 added to those from Table 3-8, but provide no bonuses from Table 3-9. This also lets you add any Familiar-specific abilities and bonuses from other sources, such as Familiar feats (see page 88). Your Master Level for each ability is charted **separately**, not added together!

Familiar Death

If your Familiar dies, then the shock of the severed bond causes you to lose XP, which may result in level loss. You lose (Master Level) ×200XP, but are allowed a DC 15 Fortitude save to lose only half this amount.

If your Familiar dies, then you can summon another Animal Companion after a year and a day have passed.

SPECIALISTS

If you have the Arcanism trait then you can choose to become a "Specialist", which lets you choose a school of magic (see page 212) and gain several bonuses from it. These bonuses are paid for by being unable to access a "Prohibited School" related to the chosen specialty school. Spells in your Prohibited School, and magic items based on them, are treated as if you did not have any levels in Arcanism. You may not later on change your specialty or prohibited schools, nor may you choose to cease being a specialist or become one. The bonuses that you gain from being a Specialist are listed below:

Additional Skill: You gain access, or a bonus, to a specific skill. If it is access, then they add the listed skill to your available skills for Arcanism. If it is a bonus, then the bonus is equal to +(#Arcanism).

Effective Caster Level: You gain a +1 to your Caster Level for your specialty's spells, even if they are not from Arcanism!

Skill Checks: When you make a Knowledge (arcana) or Spellcraft check related to your specialty spells, you gain a +2 bonus to those checks.

Spells Chosen: Each time you take Arcanism, one of your two free spells to your Spellbook that you gain must be a specialty spell. If none are available, then you only choose one spell.

Spell Slots: You gain a bonus spell slot for each Spell Level you can cast, that can only be used for your specialty spells.

Chosen Schools of Magic

The eight schools of magic you can choose to specialize in are Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Spells that do not fall into any of these schools are called Universal spells, typically because they are mostly focused on just manipulating your magic itself.

Abjuration: Spells that protect, block, or banish. An abjuration specialist is called an abjurer. Gains Intimidate.
* *Prohibited School:* Evocation.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer. Gains Knowledge (the planes).
* *Prohibited School:* Illusion.

Divination: Spells that reveal information. A divination specialist is called a diviner. Gains Spot.
* *Prohibited School:* Conjuration, or choose two.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter. Gains Diplomacy.
* *Prohibited School:* Necromancy.

Evocation: Spells that manipulate energy or create something

from nothing. An evocation specialist is called an evoker. Bonus to Knowledge (arcana).

* ***Prohibited School:*** Abjuration.

   Illusion: Spells that alter perception or create false images. An illusion specialist is called an illusionist. Gains Bluff.

* ***Prohibited School:*** Transmutation.

   Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer. Gains Knowledge (religion).

* ***Prohibited School:*** Enchantment.

   Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter. Gains Control Shape.

* ***Prohibited School:*** Illusion.

   Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Thaumaturgical Specialists

Not all Arcanism specialists focus on a complete school of magic, but instead focus on a type of magical effects. Such specialists have a narrower focus for their specialty spells, but also have an equally narrow list of spells that are prohibited. This gives them a more focused and powerful list of benefits for their specialty spells, all of which are covered below:

   Additional Skill: You gain access, or a bonus, to a specific skill. If it is access, then they add the listed skill to your available skills for Arcanism. If it is a bonus, then the bonus is equal to +(#Arcanism).

   Effective Caster Level: You gain a +2 to your Caster Level for your specialty's spells, even if they are not from Arcanism!

   Metamagic Bonus: You gain a Metamagic feat as a bonus feat, and reduce the Spell Level increase by 1 when applying it to your specialty spells. Yes, this means it can be +0!

   Skill Checks: When you make a Knowledge (arcana) or Spellcraft check related to your specialty spells, you gain a +2 bonus to those checks.

   Spells Chosen: Each time you take Arcanism, one of your two free spells to your Spellbook that you gain must be a specialty spell. If none are available, then you only choose one spell. Note that some of these spells are not normally Arcane spell list spells!

   Spell Slots: You gain a bonus spell slot for each Spell Level you can cast, that can only be used for your specialty spells.

   Air: These spells are all focused on either manipulating the air itself, or the elements of the air such as electricity and light fog. Gains Listen.

* ***Prohibited School:*** Earth.

* ***Specialty Spells:*** 0th – *message*; 1st – *endure elements*†, *feather fall, obscuring mist, shocking grasp*; 2nd – *gust of wind, levitate, resist energy*†, *whispering wind*; 3rd – *fly, gaseous form, lightning bolt, protection from energy*†, *wind wall*; 4th – *arcane eye*; 5th – *cloudkill, overland flight*; 6th – *chain lightning*; 7th – *control weather*; 8th – none; 9th – none.

† *Electric* descriptor version only.

   Darkness: Spells which conjure or manipulate darkness and shadows, or use its elements. Gains Hide.

* ***Prohibited School:*** Light.

* ***Specialty Spells:*** 0th – *eye shadows*; 1st – *shadows*; 2nd – *darkness, darkvision*; 3rd – *nondetection*; 4th – *black tentacles, shadow conjuration*; 5th – *shadow evocation*; 6th - *shadow walk*; 7th – *greater shadow conjuration*; 8th – *greater shadow evocation*; 9th – *shades.*

   Earth: These spells are all focused on either manipulating the earth itself, or the elements of the earth such as acid and metal. Bonus to Knowledge (geography).

* ***Prohibited School:*** Air.

* ***Specialty Spells:*** 0th – *acid splash*; 1st – *endure elements*†, *magic weapon*; 2nd – *acid arrow, resist energy*†; 3rd – *greater magic weapon, keen weapon, protection from energy*†; 4th – *stone shape, stoneskin*; 5th – *transmute mud to rock, transmute rock to mud, wall of stone*; 6th – *acid fog, move earth*; 7th – *statue*; 8th – *iron body*; 9th – *imprisonment.*

† Acid descriptor version only.

   Fire: These spells are all focused on either manipulating fire itself, or the elements of fire such as heat and light. Gains Intimidate.

* ***Prohibited School:*** Water.

* ***Specialty Spells:*** 0th – *light*; 1st – *burning hands, endure elements*†; 2nd – *continual flame, flaming sphere, resist energy*†, *scorching ray*; 3rd – *daylight, fireball, flame arrow, protection from energy*†; 4th – *fire trap, fire shield* (fire only), *wall of fire*; 5th – none; 6th – *disintegrate*; 7th – *delayed blast fireball*; 8th – *incendiary cloud, sunburst*; 9th – *meteor swarm.*

† *Fire* descriptor version only.

   Force: Spells which focus and harness kinetic energy, either in the form of direct force or fields of force. Bonus to Knowledge (arcana).

* ***Prohibited School****: Illusion.

* ***Specialty Spells:*** 0th – *mage hand*; 1st – *floating disk, mage armor, magic missile, shield, unseen servant*; 2nd – *force smack, scattershot*; 3rd – *explosive runes, ramming missile* {Medieval}, *sepia snake sigil, tiny hut*; 4th – *resilient sphere*; 5th – *telekinesis, wall of force*; 6th – *forceful hand*; 7th – *forcecage, grasping hand, mage's sword*; 8th – *clenched fist, telekinetic sphere*; 9th – *crushing hand.*

   Light: Spells which conjure or manipulate illumination in all forms, including light that has a special effect or the ability to overcome false images. Gains Spot.

* ***Prohibited School:*** Darkness.

* ***Specialty Spells:*** 0th – *dancing lights, flare, light*; 1st – *color spray, sharp candle*; 2nd – *glitterdust, hypnotic pattern, see invisibility*; 3rd – *daylight*; 4th – *rainbow pattern*; 5th – none; 6th – *true seeing*; 7th – *prismatic spray*; 8th – *prismatic wall, scintillating pattern, sunburst*; 9th – *prismatic sphere.*

   Ray: Spells which require a ranged touch Attack to use successfully, for more combative spellcasting. Bonus to ray Attacks and damage die sizes equal to +1 per Spell Level they can cast.

* ***Prohibited School:*** Abjuration.

* ***Specialty Spells:*** 0th – *acid splash, ray of frost*; 1st – *ray of enfeeblement*; 2nd – *acid arrow, scorching ray*; 3rd – *ray of exhaustion*; 4th – *enervation*; 5th – none; 6th – *disintegrate*; 7th – none; 8th – *polar ray*; 9th – *energy drain.*

   Water: These spells are all focused on either manipulating water itself, or the elements of water such as cold and mist. Gains Diplomacy.

* ***Prohibited School:*** Fire.

* ***Specialty Spells:*** 0th – *ray of frost*; 1st – *blast ice, endure elements*†, *grease, obscuring mist*; 2nd – *fog cloud, resist energy*†; 3rd – *protection from energy*†, *sleet storm, stinking cloud, water breathing*; 4th – *fire shield* (cold only), *ice storm, solid fog, wall of ice*; 5th – *cone of cold*; 6th – *control water, freezing sphere, wall of iron*; 7th – none; 8th – *horrid wilting, polar ray*; 9th – none.

† *Cold* descriptor version only.

Prerequisites

Some feats have prerequisites. You must have the indicated ability score, special ability, feat, skill, Base Attack Bonus (i.e. BAB), or other quality designated in order to select or use that feat. You can gain a feat at the same level at which you gained the prerequisite.

You can't use a feat if you have lost a prerequisite.

Metaspell Feats: These feats require expending a spell above 0th-level to activate, and they then generate an effect similar to a spell. The casting costs of the expended spell are still spent (Daily Uses, Spell Pool, Will save vs. Insanity, etc.), but its Components and Casting Action is replaced with Somatic, Verbal, and Standard respectively. You can only get one Metaspell feat for every 3 ranks in Spellcraft. They can be countered with the same Metaspell feat, or the *dispel magic* spell, but **not** the spell powering the Metaspell feat. Domains can grant them additional bonuses (see pages 223, 225, 226, 228, and 229).

"Building a Character" Feats

Thanks to being Human you get two "Feats", and decide to use one to improve your melee combat and the other to improve your psychic powers. Looking at Table 5-1, you decide on "Power Attack" and "Psionic Focus", after reading those two entries.

3: Hit Die Options

TABLE 5-1: FEATS BY USE

HD 1 Only
Albino
Childhood Discipline
Chosen by Fate
Court Raised
Dragon Blood
Eidetic Memory
Elemental Heritage
Elfin Heritage
First Generations
Forge Raised
Half-Breed
Natural Aptitude
Passing Appearance
Royal Blood
Wildlands Spirit

Alchemy Related
Artifice
Augment Alchemy
Refining Expert

Animal and Mount Related
Animal Affinity
Divine Companion
Elemental Familiar
Ferocious Familiar
Improved Familiar
Mated Pair
Mounted Combat
Mounted Archery
Mystic Familiar
Ride-By Attack
Shadowed Familiar
Spirited Charge
Tough Familiar
Trample

Armor Related
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Athletic

Combat Style
Combat Expertise
Falling Stars Style
Fencing Style
Flowing Water Style
Power Attack
Swashbuckling
Two-Weapon Defense
Two-Weapon Fighting

Weapon Aptitude Style
Weapon Finesse

Defensive
Blindfight
Combat Expertise
Combat Reactions
Deflect Arrows
Diehard
Dodge
Dragon Blood
Fencing Style
Flowing Water Style
Forge Raised
Gifted
Masochist
Preternatural Insight
Snatch Arrows
Soul Burnt
Toughness
Two-Weapon Defense

Enchanted Item Creation
Artifice
Brew Potion
Craft Armaments
Craft Wand
Craft Wondrous Item
Efficient Creator
Imbue Psionics
Scribe Scroll

Firearm Related
Deadshot
Fanning the Hammer
Firearm Proficiency
Instant Load
Personalize Firearm
Riding Fire
Sniper
Suppressing Fire

Initiative and Free Actions
Greater Initiative
Improved Initiative
Quick Draw
Rapid Reload

Melee Attack Bonuses
Cleave
Combat Reflexes
Deft Hands
Dragon Blood (Linwyrm)
Dueling
Elfin Heritage

Extra Smiting
Falling Stars Style
Great Cleave
Power Attack
Preternatural Insight
Sadist
Swashbuckling
Weapon Finesse
Weapon Focus
Weapon Specialization
Whirlwind Attack

Metamagic
Boost Spell
Conjure Nightmares
Dual Spell
Empower Spell
Enhance Spell
Enlarge Spell
Extend Spell
Heighten Spell
Mass Spell
Maximize Spell
Quicken Spell
Silent Spell
Still Spell
Toss Spell
Widen Spell

Movement and Bonus Actions
Acrobatic
Agile
Athletic
Combat Reactions
Gifted
Greater Initiative
Mobility
Ride-By Attack
Run
Shot on the Run
Spring Attack
Stealthy

Psychic Bonuses
Disarm Mind
Inner Strength
Mimetic Resonance
Mental Adversary
Mind Trap
Practiced Power
Psionic Focus
Psychic Bastion
Unfettered Psychic

3: Hit Die Options

Wild Talent	Deft Hands	Natural Spell
Ranged Attack Bonuses	Eidetic Memory	Planar Mastery
Alertness	Elfin Heritage	Preternatural Insight
Dragon Blood (Serpent)	Endurance	Sadist
Elfin Heritage	Flight Training	Sorcery
Far Shot	Forge Raised	Spell Focus
Point Blank Shot	Gifted	Spell Penetration
Precise Shot	Greater Spell Focus	Spell Mastery
Sadist	Investigator	Spontaneous Specialization
Weapon Focus	Leadership	Undead Children
Weapon Specialization	Magical Aptitude	Wildlands Spirit
Saving Throw Bonuses	Negotiator	**Stunt Bonuses**
Albino	Nimble Fingers	Called Shot
Dead Friend	Persuasive	Improved Bull Rush
Dodge	Psionic Aptitude	Improved Disarm
Dragon Blood (Green)	Refining Expert	Improved Feint
Elfin Heritage	Self-Sufficient	Improved Grapple
Endurance	Skill Focus	Improved Overrun
Great Fortitude	Spell Penetration	Improved Sunder
Iron Will	Stealthy	Improved Trip
Lightning Reflexes	Track	Sadist
Mind Trap	**Spellcasting Bonuses**	**Undead Related**
Monster's Friend	Adept Caster	Albino
Preternatural Insight	Adept's Soul	Dead Friend
Psychic Bastion	Albino	Undead Children
Self-Sufficient	Artifice	**Unarmed Related**
Shield Related	Augment Summoning	Deflect Arrows
Improved Shield Bash	Bibliophile	Dragon Blood
Shield Proficiency	Chosen by Fate	Improved Unarmed Combat
Tower Shield Proficiency	Devotion	Snatch Arrows
Skill Bonuses	Divine Companion	Stone Hands
Acrobatic	Dragon Blood	Stunning Fist
Agile	Eschew Materials	**Weapon (not Firearm) Related**
Alertness	Extra Turning	Exotic Weapon Proficiency
Animal Affinity	Fundamental Studies	Martial Weapon Proficiency
Artifice	Gifted	Oversized Wielding
Athletic	Greater Spell Focus	Simple Weapon Proficiency
Augment Alchemy	Greater Spell Penetration	Swashbuckling
Bibliophile	Hidden Powers	Weapon Finesse
Combat Casting	Improved Counterspell	Weapon Focus
Court Raised	Improved Turning	Weapon Specialization
Deceitful	Magical Savant	

"Building a Character" Power Attack Feat
You chose this feat because it says it automatically changes your melee damage bonus for using melee weapons in both hands from ×3/2 to ×2, and frankly for a guy that swings a big-ass stick that just sounds **good**! Plus you can swap your Base Attack Bonus for **more** damage bonus?! **Awesome**!
 Go to page 100 next!

"Building a Character" Psionic Focus Feat
You chose this feat because it says it not only gives you an additional psychic power (bringing you up to **four**!), but this power is one "Spell Level" higher? Well "higher" sounds like it is more powerful, so…yeah, **yoink**!
 Go to page 113 next!

TABLE 5-2: COMBAT FEAT LIST

Feat	Prerequisites	Summary of Effects
Blind-Fight	---	Reduced penalties vs. *invisible* opponents
Combat Expertise	Int 13+	You can trade up to 5 BAB for AC
* *Fencing Style*	BAB +2	Use one-handed weapon as a shield
* *Improved Disarm*	---	You Disarm without risk, +4 Stunt
* *Improved Feint*	---	You Feint without risk, +4 Stunt
* *Improved Trip*	---	You Trip without risk, +4 Stunt
* *Whirlwind Attack*	Dex 13+, Dodge, Mobility, Spring Attack, BAB +4	You Attack all foes in Reach at once
Combat Reactions	Dex 9+, must be able to take full actions	No flanking bonus, chance of bonus action
Combat Reflexes	---	You have benefits to Opportunity Hits
* *Dueling*	---	You have extra Stunt options
Dodge	Dex 13+	Gain +1 AC dodge bonuses, and +1 Reflex
* *Mobility*	---	+4 AC against movement Opportunity Hit
* * *Shot on the Run*	BAB +4	You can move before and after ranged Attack

Feat	Prerequisites	Summary of Effects
* * *Spring Attack*	BAB +4	You can move before and after melee Attack
Exotic Weapon Proficiency	BAB +1, others by Weapon Group	You can wield strange weapons at no penalty
Fanning the Hammer	Dex 13+, BAB +1, Firearms, Victorian Era	Your Single-Action Revolver fires faster
Improved Grapple	Dex 13+, Natural Weapon Attack	Benefits to Grapple Stunt
Improved Initiative	---	+4 to your Initiative, and re-roll 1s
* *Greater Initiative*	base Reflex +2	Booster +1 on your Initiative, ambush bonus
Improved Shield Bash	Shield Proficiency	Keep shield your AC when using shield bash
Improved Unarmed Combat	Dex 13+	Your unarmed Attacks count as armed
* *Deflect Arrows*	Dex 13+	You turn aside one ranged weapon a round
* * *Snatch Arrows*	Dex 15+	You catch one ranged weapon a round
* *Improved Grapple*	---	You Grapple without risk, +4 Stunt
* *Stone Hands*	Str 15+, Con 13+, Wpn Fcs (Unarmed), BAB +1	Better unarmed Attacks, but skill penalties
Martial Weapon Proficiency	Simple Weapon Proficiency	You can wield Martial weapons
Mounted Combat	Pilot or Ride 1+ ranks	Ride or Pilot check cancels a hit to mount
* *Mounted Archery*	---	Reduced mounted ranged Attack penalties
* *Ride-By Attack*	---	Move before and after mounted charge
* * *Spirited Charge*	---	Increased damage with mounted charge
* *Trample*	---	Benefits to mounted Trample Stunt
Personalize Firearms	BAB +1, Cr (firearms) 4+, Renaissance Era	Improvements with firearms you made
Point Blank Shot	---	+1 to ranged Attack and damage if close by
* *Deadshot*	Dex 13+, Point Blank shot, Firearms	Subtract from your BAB for bonus damage
* *Far Shot*	---	Range Increment ×2 for Attack penalty only
* * *Sniper*	Dex 13+, Spot 4+, Firearms	Aim adds critical damage distance & damage
* *Improved Critical (melee magic)*	BAB +1, 3rd-level spells	Double your melee spell's critical threat
* *Precise Shot*	---	You ignore ranged Attack melee penalties
* * *Called Shot*	Spot 2+ ranks	Your ranged Stunts are faster or more accurate
* *Rapid Shot*	---	You get extra ranged Attacks, all at penalty
Power Attack	Str 13+	Subtract from your BAB for bonus damage
* *Cleave*	---	You get an extra Attack after a powerful hit
* * *Great Cleave*	BAB +4	No limit on your Cleave bonus Attacks
* *Extra Smiting*	Wis 13+, Smite ability	You get more Smites uses per day
* *Falling Stars Style*	BAB 3+, Weapon focus in a Blunt weapon	Your 2-handed melee weapon is half-touch
* *Improved Bull Rush*	---	You Bull Rush without risk, +4 Stunt
* *Improved Overrun*	---	You Overrun without risk, +4 Stunt
* *Improved Sunder*	---	You Sunder without risk, +4 Stunt
* *Oversized Wielding*	Str 17+	Wield weapons as if you were +1 size larger
Quick Draw	BAB +1	You can draw any item as a free action
Rapid Reload	---	You reload all types of ammunition faster
Riding Fire	Str 13+, Dex 13+, Firearms	+2 Attack to Burst Fire & Full Auto weapons
Suppressing Fire	Firearms	Treat all your Firearms as Breath Weapons
Two-Weapon Fighting	Dex 15+	Your off-hand weapon gets an extra Attack
* *Two-Weapon Defense*	---	Dual-wielding counts as a +1 AC shield
* * *Flowing Water Style*	BAB +2	Your dual-wielding AC shield bonus goes up
Weapon Finesse	BAB +1	Your "light" weapons use Ranged not Melee
* *Improved Critical (ranged magic)*	BAB +1, 3rd-level spells	Double your ranged spell's critical threat
* *Swashbuckling*	Cha 13+	Your "light" weapons use Cha for damage
Weapon Focus	Proficiency with selected weapon, BAB +1	You get +1 Attack and re-roll 1s on weapons
* *Deflect Arrows*	Dex 13+	You turn aside one ranged weapon a round
* *Swashbuckling*	Cha 13+	Your "light" weapons use Cha for damage
* *Weapon Aptitude Style*	BAB 4+, Weapon Focus in three weapons, Weapon Specialization	Your Weapon Focus group has Attack bonus
* *Weapon Specialization*	Weapon Focus with weapon, BAB +4	Your Weapon Focus group has bonus damage
Falling Stars Style	Str 13+, BAB +3, Power Attack, Weapon Focus in any blunt weapon	Your 2-handed melee weapon is half-touch
Fencing Style	BAB +2, Combat Expertise	Single-weapon use gives as a shield bonus
Flowing Water Style	BAB +2, Two-Weapon Defense, Two-Weapon Fighting	Your dual-wielding AC shield bonus goes up
Weapon Aptitude Style	BAB +4, Weapon Focus in at least three weapons, Weapon Specialization	Your Weapon Focus group has Attack bonus

TABLE 5-3: FAMILIAR FEAT LIST

Feat	Prerequisites	Summary of Effects
Elemental Familiar	Familiar special ability	Your Familiar gains benefits from chosen element
Ferocious Familiar	Familiar special ability	Your Familiar gains warrior-like bonuses
Mated Pair	Familiar special ability, Handle Animal 4+ ranks	You gain a duplicate Familiar of the same type
Mystic Familiar	Familiar special ability	Your Familiar has *detect magic* and save bonuses

	Prerequisites	Summary of Effects
Shadowed Familiar	Familiar special ability	Your Familiar is hard to see, especially in the dark
Tough Familiar	Familiar special ability	Your Familiar gets Toughness and +1 Fortitude

TABLE 5-4: GENERAL FEAT LIST

(Left margin: 3: Hit Die Options)

General	Prerequisites	Summary of Effects
Acrobatic	---	+2 to Jump & Tumble skills, move bonus
Adept Caster	Ability to cast 1st-level spells	You gain extra Spell Slot(s)
* *Wizardry*	Inner Strength, 1st-level Psychic & Arcane or Divine spells	Use one to pay the cost of the other
Adept's Soul	Int 13+, Eldritch Soul	Additional spells from Adept's list
Agile	---	+2 Balance & Escape Artist skills, stable feet
Albino	HD 1 only	Necro & Undead bonuses, some penalties
Alertness	---	+2 Listen and Spot skills, increase other's Aim
Animal Affinity	---	+2 Handle Animal and Ride skills, Wild Empathy
Armor Proficiency (Light)	---	You can wear Light armor at no penalty
* *Armor Proficiency (Medium)*	---	You can wear Medium armor at no penalty
* * *Armor Proficiency (Heavy)*	---	You can wear Heavy armor at no penalty
Artifice	Enlightenment or Gnome; 0th-level prepared Arcane spells spells; Alchemy 4+ or 8+ total in Craft; Spellcraft 4+	Modifications to your "Anchored Spells"
Athletic	---	+2 to Climb and Swim skills, with no ACP
Augment Alchemy	Alchemy 4+, Spellcraft 4+, 1st-level spells	Alchemical items gain effect and DC bonus
Augment Summoning	Cast any *summon monster* or *summon nature's ally*	Your *Summoned* monsters get bonuses
Bibliophile	Int 13+, Literacy	You get "book" bonuses, +2 Analyze Doc.
Childhood Discipline	HD 1 only, Lawful	+2 to one ability score, but –2 related skill
	Statistics: Choose one ability score and linked skill for it, gain +2 to each.	
Chosen by Fate	HD 1 only, Cha or Wis 13+ (and 11+ the other)	You gain access to a Domain
Combat Casting	---	+SL Concentration & Booster +1 if threat
Court Raised	HD 1 only, Cha 11+, Wis 11+; Halfling or base Will +2	+2 Cha, skill bonuses, –2 Con & Str skills
Dead Friend	Any non-Good alignment	Mindless Undead ignore you, Undead save
Deceitful	---	+2 Disguise & Forgery skills; use to oppose
Deft Hands	---	+2 Sleight of Hand and Use Rope skills, good grip
Devotion	Wis 11+, patron Deity, alignment matches patron Deity's	Gain spellcasting from deity's Domains
Diligent	---	+2 Analyze Documents & Appraise checks, art & tomes
Divine Companion	1st-level Divine-based spells, Handle Animal 4+ ranks	You gain a Familiar, using Divine levels
Dragon Blood	HD 1 only, not a Dragon	You gain Dragon-related racial abilities
	Statistics: Choose Drake, Feathered, Linwyrm, or Serpent and get spellcasting and racial bonus from it. Choose a color and gain a Breath Weapon and Resistance from it.	
Efficient Creator	Renaissance Era, 4+ total ranks in Craft, any magic item creation feat, Arcanism	You can make enchantments usually bared
Eidetic Memory	HD 1 only	+2 to your Knowledge skills, and recall
	Statistics: +2 all Knowledge skills, and Int-based rolls for memory.	
Elemental Heritage	Half-Elf, Half-Orc, or Human only; HD 1 only	You gain element-based modifications
	Statistics: Choose Air (+2 Dex, –2 Con), Earth (+2 Con, –2 Dex), Fire (+2 Int, –2 Wis), or Water (+2 Wis, –2 Int) and gain both a skill bonus and special ability for it.	
Elfin Heritage	Elven Blood, HD 1 only	+2 to Diplomacy & Gather Information; weapon skill
Endurance	---	+4 to your stamina-related checks
* *Diehard*	---	Act while *staggered*, bonuses to stabilize
Eschew Materials	---	You ignore Material components up to 1g
Extra Turning	Ability to Command or Exorcise Supernatural	+4 daily uses Command/Exorcise per source
Firearms Proficiency	Renaissance Era	No penalty to using Firearms
First Generations	Base Elf-only, HD 1 only, Medieval era or earlier only	Mutation provides bonuses, and a penalty
	Statistics: Choose one of Ability Bonus (+2 to anything but Dex), Dark-Kin (Darkvision 60 ft., +4 Hide), Speedy (Dex-based Speed bonus, +[Int mod] to Initiative), Multi-Armed (2 more arms, +4 Grapple & Climb), Nature's Gift, Psionic Empowerment (bonus Int-based power per SL from Arcane list), Quadrapedal (2 more legs, Speed +10 ft., +4 Overrun/Trip/Trample and Jump), or Undying (automatic resurrection based on remaining body); has –2 to anything but Dex, –4 Cha-linked skills.	
Flight Training	Industrial era; Pilot 6+ ranks, Spot 6+ ranks	You can safely fly and operate aircraft
Forge Raised	HD 1 only, Con 11+, Str 11+; Dwarf or base Fort +2	+2 Str, metal Crafting; –2 some skills
Fundamental Studies	Cast 0th-level spells, or Psychic Medium	You gain bonuses to 0th-level spells
Gifted	Hero or Creature Type	Extra bonuses from your Hero Type
Great Fortitude	---	Booster +1 to your Fortitude saves
Half-Breed	Human only, HD 1 only	You gain bonuses from mixed heritage
	Statistics: Choose Aasimar (Darkvision 30 ft., Personal Guardian), Drow (Darkvision 60 ft.), Dwarf (Darkision 30 ft., Magic Resistance), Gnome (Keen Ears, Low-Light Vision), Half-Orc (Darkvision 30 ft., Might), Halfling (Courageous, Luck), or Tiefling (Darkvision 30 ft, +[HD] Temp HP).	

Feat	Prerequisites	Benefit
Hidden Powers	Bluff 4+, Knowledge (religion) 4+; one of any non-Divine Agent spellcasting trait, or Psychic Level 1+	Disguise your non-Divine Agent powers
Imbue Psionics	Any **o**ne "Psychic" trait	You can make psionic enchanted items
Improved Counterspell	Cast 0th-level spells	Your Counterspell is more versatile
Improved Familiar	Familiar special ability with Master Level 3+	You can choose a more powerful Familiar
Improved Turning	Ability to Command or Exorcise Supernatural	Increase your Command/Exorcism effects
Inner Strength	Psychic Level 1+	You gain –1 recharge size, extra Pool pts
* Wizardry	Adept Caster, 1st-level Psychic & Arcane or Divine spells	Your costs for either can be used for other
Instant Load	Renaissance, BAB +1, 1st-level spells	Use a Spell Level to reload Firearms shots
Investigator	---	+2 Gather Information & Search, two checks
Iron Will	---	Booster +1 to your Will saves
Lightning Reflexes	---	Booster +1 to your Reflex saves
Lupine Heritage	Can cast *polymorh* (including Wild Shape)	You gain Lycanthrope's Wearing the Wolf
Magical Aptitude	---	+2 Spellcraft & Use Mystic Device skills, re-roll 1s
* Preternatural insight	---	Add Cha, Wis, & Int mods to combat
	Statistics: Sinker –1 to Diplomacy, Disguise, Handle Animal; +(Cha mod) melee/magic damage, +(Wis mod) Fortitude & Reflex saves, +(Int mod) Armor Class.	
Magical Savant	Arcanism or Divine Agent, Concentration 4+, Spellcraft 4+	Increase your 0th-level benefits by +1 SL
Martial Weapon Proficiency	---	You can wield Martial weapons
Masochist	Non-Chaotic, base Fort +2	Damage taken gives you defense bonuses
Mimetic Resonance	Psychic Level 1+	Use your Pool to make power "permanent"
Mental Adversary	Cha 13+, *Mind-Affecting* psychic power	Mental attack feedback *dazes* **open minds**
* Disarm Mind	---	Mental attacks cause increased recharge
Monster's Friend	Either HD 1 only, base Will +6, or Iron Will	No Horror checks facing non-hostile monsters
Natural Aptitude	HD 1 characters only	Skill is a perpetual skill for you, free ranks
Natural Spell	Wis 13+, Wild Shape ability	You can cast spells while *wild shaped*
Negotiator	---	+2 to Diplomacy & Sense Motive skills, Booster +1 on your initial NPC checks
Nimble Fingers	---	+2 to Disable Device & Open Locks skills; Sleight of Hand is a perpetual skill
Passing Appearance	HD 1 only; Aasimar, Half-Elf, or Half-Orc, or Half-Breed	You can appear as pure Human
Persuasive	---	+2 to Bluff & Intimidate skills, sell better
Practice Makes Perfect	Chosen skill 6+ ranks, base same-ability-based save +2	+2 ability score & linked skill is perpetual
Practiced Power	One "Psychic" trait ×3	Ignore recharge penalty for chosen trait
Psionic Aptitude	---	+2 to Spellcraft & Use Mystic Device skills, re-roll 1s
* Preternatural insight	---	Add Cha, Wis, & Int mods to combat
	Statistics: Sinker –1 to Diplomacy, Disguise, Handle Animal; +(Cha mod) melee/magic damage, +(Wis mod) Fortitude & Reflex saves, +(Int mod) Armor Class.	
Psionic Focus	One "Psychic" trait	You learn a power one SL above max SL
Psychic Bastion	Psychic Level 1+	Booster +1 save vs. *Mind-Affecting* & *Fear*
* Mind Trap	Cha 13+	Failed saves cause attacker feedback harm
Pyrokinesis	Int 11+; Wild Talent or Psychic Level 1+	You gain *Fire*-based additional powers
Refining Expert	Renaissance or Gnome; Int 13+, Alchemy 4+	Improve your Alchemy effects for +DC
Royal Blood	HD 1 only	You gain area-based benefits, or ×2 cash
Run	---	You gain bonuses when you Hustle or Run
Sadist	Non-Good, base Will +2	Hurting others gives you offensive bonuses
Self-Sufficient	---	+2 to Heal & Survival skills, Booster +1 to heal
Shield Proficiency	---	You can wield most Shields
* Tower Shield Proficiency	---	You can wield Tower Shields
Simple Weapon Proficiency	---	You can wield Martial weapons
Skill Focus	---	Booster +1 to checks with chosen skill
Soul Burnt	Cha below 10, no Psionic/Spellcasting traits/feats	You gain Spell Resistance, weaken spells
Spell Focus	---	+(your highest SL) to school's save DCs
* Greater Spell Focus	Same school of magic	Spell Focus bonus becomes bonus to save
* Spontaneous Specialization	Ability to cast 1st-level spontaneous spells	You gain Spell Known of chosen school
Spell Mastery	Arcanism ×1	You don't need Spellbook for chosen spells
* Sorcery	---	You can spontaneously swap spell slots
Spell Penetration	---	Booster +1 SR check, +SL to Concentration
* Greater Spell Penetration	---	+(your highest SL) to SR and spell's checks
Stealthy	---	+2 to Hide & Move Silently skills, ignore Movement
Toughness	---	You gain Temp HP of Base Fortitude +3
Track	---	You can follow tracks and read trails
Undead Children	Children of the Night, or both Spell Focus (Necromancy) and *summon monster I*	You can *Summon* Undead instead of living
Unfettered Psychic	Any two "Psychic" traits	Your chosen powers are free actions now

Wild Talent	13+ in liked ability score	You gain a Psychic power, of limited use
Wildlands Spirit	HD 1 only, living non-Outsider only	+2 Cha, Nature-based Racial spellcasting
	Statistics: +2 Charisma, can improve Racial spellcasting with Racial Power trait.	

TABLE 5-5: ITEM CREATION FEAT LIST

Magic Item Creation	Prerequisites	Summary of Effects
Brew Potion	Total Caster Level 3+	You can enchant *potions*
Craft Armaments	Total Caster Level 5+	You can enchant *armor* and *weapons*
Craft Wand	Total Caster Level 5+	You can enchant *wands*
Craft Wondrous Item	Total Caster Level 3+	You can enchant *wonders*
Scribe Scroll	Caster Level 1+	You can enchant *scrolls*

TABLE 5-6: METAMAGIC AND METASPELL FEAT LIST

Metamagic	Level Increase	Summary of Effects	Bonus
Boost Spell	+1 Spell Level	Random die values of spell effect increase one die size (d12 max)	Effects re-roll 1s
Conjure Nightmares	+1 Spell Level	*Summon* spell *Summons* creatures from the Nightmare Realm	+(#Meta) vs. *Fear*
Dual Spell	+3 Spell Levels	Spell recasts itself as a free action, on your next action	+(#Meta) to Init
Empower Spell	+2 Spell Levels	All variable spell effect values increase by 50%	Effects re-roll 1s
Enhance Spell	+2 Spell Levels	All non-variable spell effect values increase by 50%	0th-SL effects ×2
Extend Spell	+1 Spell Level	Doubles the duration of the spell	0th-SL dur. +50%
Heighten Spell	+variable Spell Levels	The spell's saving throw is based on its modified level	+(#Meta) vs. spells
Mass Spell	+3 Spell Levels	Spell targets additional +1/2(Caster Level) targets	+(#Meta) melee Att
Maximize Spell	+3 Spell Levels	All variable spell effect values become their max possible values	Booster +1 effects
Quicken Spell	+4 Spell Levels	Spell is cast as a free action	Booster +1 Init
Silent Spell	+1 Spell Level	Spell is cast without Verbal components (cannot be used for Musical)	+SL to Listen
Still Spell	+1 Spell Level	Spell is cast without Somatic components	–(#Meta) ×5% ASF
Stretch Spell	+1 Spell Level	Doubles the range of the spell	+SL to Spot
Toss Spell	+1 Spell Level	Melee range spell is instead Close, or caster-only becomes Touch	+(#Meta) ranged Att
Widen Spell	+2 Spell Levels	Spell area of effect is increased by +100%	Touch to 5 ft. AoE

Metaspell	Summary		Metaspell	Summary
Aegis	Target gains a deflection bonus to Armor Class		**Pessulus**	Target takes Force damage, Fort save for half
Fortuna	Target gains a saving throw bonus		**Potentia**	Target gains bonus to chosen ability score
			Vitae	Target gains Temporary Hit Points

TABLE 5-3: MONSTER FEAT LISTS AND PREREQUISITES

Combat	Prerequisites	Summary of Effects
Battle Breath	Breath Weapon ability, Breath Weapon ability score 13+	You can use Breath Weapon dice for bonuses
Flyby Attack	Fly Speed	You can take standard action in mid flight
Improved Natural Weapon	BAB +4, Natural Weapon	+1 Attack and damage die size to natural wpn
Improved Spell Resistance	Spell Resistance ability	Increase your Spell Resistance by +2
Multiattack	Three or more natural weapons	Secondary natural weapon Attacks are at –2 not –5
Multi-Weapon Fighting	Dex 13+, three or more hands or natural weapons	Reduce your multiple-weapon use penalties

General	Prerequisites	Summary of Effects
Ability Focus	Offensive special ability or natural weapon	+2 DC for your chosen special attack
Blood Addict	Con 13+, living Humanoid; not Blood Kin	Undead-like traits gained from Vampire blood
Blood Kin	Cha 13+, living Humanoid, non-Good; not Blood Addict	You gain Vampire-like day/night modifiers
* *More Minions*	Cha 13+, Command Supernatural	+4 to Command all types of Ghouls
Breath Shaping	3+ HD, Breath Weapon ability	You can alter Breath Weapon shape
Hover	Fly Speed	You can hover in place as move action
Improved Natural Armor	Con 13+, Natural Armor +1 or more	You gain +2 to natural armor
Improved Scent	Scent ability	Booster +1 for Scent-based checks
Inherent Trait	Planetouched, or Dragon Blood	You gain race-related special ability
* *Inherent Heritage*	---	You gain more potent race-related abilities
Metabreath	Spellcraft 4+, Breath Weapon ability	Add chosen Metamagic effect to Breath Wpn
Racial Metamagic	Two-plus Racial spell-like ability of 1st-level or higher	Use higher-level spell to use Metamagic
Undead Children	One of Undead Domain, or both Spell Focus (Necromancy) and *summon monster I*	You can *Summon* Undead instead of living
Wingover	Fly Speed	Turn up to 180 degrees as free action

CHAPTER FOUR: SKILLS AND CHARACTER NOTES

SKILLS

This chapter covers skills, which are learned abilities that you can improve with practice. This is indicated by spending the skill points you get every Hit Die, to purchase skill ranks in skills that are either available skills for you that HD or perpetual. You should only be allowed to put skill points into skills that you can justify having trained or used during that HD, but the Horror Guide can choose to waive this requirement.

Skill Ranks: Your number of skill ranks is based on how many skill points you have invested in that same skill. Many skills can be used even if you have no ranks in them, which is called an "untrained" skill check. Those that require at least 1 skill rank in order to even attempt a check are listed as "Trained Only" after the skill name. No skill can have more than 3 +(HD) ranks in it.

Key Ability: Each skill is based on one of your ability scores, which is listed after the skill name. This ability score's modifier is applied to the skill's total.

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

* *Synergies:* This bonus is a special bonus to a skill that stacks with all other synergy bonuses (see Table 4-3). Typically they come from having at least a certain number of **skill ranks** in a related skill. Synergies not listed on Table 4-3 can still be allowed, if the Horror Guide permits them.

Skill Total: Add together all of your skill's ranks, key ability modifier, and miscellaneous modifiers – then and write this as the skill's total value. This value can be conditionally modified by situational bonuses (like a Dwarf's bonus to Craft metal and stone), Masterwork tools, and so on. These conditional bonuses add to the skill's total, but they can be easily lost and so are not written into it unless it is in parenthesis "( )".

Skill Tags: Each skill can have several labels, presented in brackets "[ ]", which refer to applying a set of common rules to it. The used tags are "ACP" for the skill is penalized by your total Armor Check Penalty, "Secret" for the Horror Guide hiding the roll from you, "Social" for applying the penalty for your race and era from Table 2-1, and "Trained" for skill checks can normally only be made if you have at least one rank in the skill.

"Building a Character" Skills
All characters get a base of ([Intelligence modifier] +2) ×4 skill points, and since your modifier is "+1" (see page 10) you gain 12! However the skills you can **PUT** them into is restricted to those that are "perpetual" as well as any skill your traits give access to. This means that you can only put these points into Strong Heart ("Tough" Hero Type) and Listen ("Psychic Senses" trait), as well as Craft and Profession.

"Building a Character" Concentration Skill
With 4 ranks in the skill, and an ability bonus of +2, you have a skill total of +6. No other skills give you any synergy bonuses from Table 4-3. Those 4 ranks, however, give you a +1 synergy bonus on your saves vs. *Fear* effects!

"Building a Character" Intimidate Skill
With 4 ranks in the skill, and an ability bonus of –1, you have a skill total of +3. No other skills give you any synergy bonuses from Table 4-3. Those 4 ranks, however, give you a +1 synergy bonus on *Fear* effects **you** create!

"Building a Character" Intimidate Skill
With 1 rank in the skill, and an ability bonus of –1, you have a skill total of +2. No other skills give you any synergy bonuses from Table 4-3.

"Building a Character" Profession Skill
With 1 rank in the skill, and an ability bonus of +1, you have a skill total of +2. No other skills give you any synergy bonuses from Table 4-3, but if you had 4 ranks in Profession (police) you would have gotten a +1 bonus to Intimidate. Still, you decide that you prefer a high Intimidate over Profession, so you keep the skill points where they are.

"Building a Character" Spot Skill
With 1 rank in the skill, and an ability bonus of +1, you have a skill total of +2. No other skills give you any synergy bonuses from Table 4-3.

"Building a Character" Tumble Skill
With 1 rank in the skill, and an ability bonus of +0, you have a skill total of +1. No other skills give you any synergy bonuses from Table 4-3. Despite this, after reading the skill, you decide to keep the rank in order to have a hope of increased maneuverability.

TABLE 4-1: SKILL OVERVIEW

Skill	Key Ability	ACP	Trained	Summary
Alchemy	Int	no	Yes	Create supernaturally-powered materials from special ingredients, and identify potions
Analyze Documents	Int	no	Yes	Collate written documents to find hidden or unintended meanings within them
Appraise	Int	no	no	Find information about a created item, including its weaknesses and market value
Balance	Dex	no	no	Stay upright on unsteady surfaces and perform aerial acrobatics if flying
Climb	Dex	Yes	no	Scale surfaces and objects that cannot be walked across, such as walls and trees
Concentration	Con*	no	no	Maintain focus when distracted, such as casting a spell in combat or on a sailboat
Control Shape†	Con	no	Yes	Keep your mind intact if forced to, or eek out extra effects, when shapechanging
Craft (by type)	Int	no	no	Create or repair an non-magical item from materials, potentially binding a spell to it
Disable Device	Int	no	Yes	Inactivate a trap, or prevent a mechanism from functioning, such as jamming a door
Diplomacy	Cha	no	no	Distract an opponent in a fight or shift a target's interpersonal reactions as you desire
Disguise	Cha	no	no	Mask your appearance, potentially even looking like a specific subject
Escape Artist	Dex	Yes	no	Wiggle out of confinement or ignore combat penalties for a tight environment
Forgery	Int	no	no	Disguise an object as a similarly-shaped object, or make fake papers/seals
Handle Animal	Cha	no	no	Train an animal to perform tasks, calm/excite an animal, or direct them from a wagon
Heal	Wis	no	no	Knowledge of how to restore health to a living creature, and ability to analyze corpses
Hide	Dex	Yes	no	Conceal yourself among a crowd, or prevent yourself from being seen in general
Intimidate	Cha	no	no	Scare a person into doing as you command, or disrupt an attacker's Attacks with fear
Jump	Str	Yes	no	Leap for height and/or distance, and move over/from obstructions without face-planting
Knowledge (choose)	Int	no	Yes‡	see below
" arcana	---	---	---	Information on Constructs, Dragons, Magical Beasts, and enchanted items
" archicteture & engineering	---	---	---	Information on buildings and other man-made structures
" biology	---	---	---	[Industrial-Era] The workings of life itself, and how living systems interact
" dungeoneering	---	---	---	Information on Aberrations, underground structures/creatures, and dungeon design
" geography	---	---	---	World layout, what it is made from, the climate of the areas, and their peoples
" history	---	---	---	Events and important people of the past and how they affect the present
" local	---	---	no‡	Regional legends, tales, laws, customs, traditions, inhabitants, environment, and events
" military	---	---	---	Tactical knowledge from siege warfare down to personal combat (gives Fast Action%)
" nature	---	---	---	Information about Animals, Fey, Giants, Humanoids, Plants, Vermin, and natural world
" nobility & royalty	---	---	---	Who is who of aristocracy, and the laws that they create as well as how they are applied
" physics	---	---	---	[Victorian-Era] Non-mystical functions of the building blocks of reality
" religion	---	---	---	The principles and behaviors of religions, funerary rites, and properties of the Undead
" the planes	---	---	---	How the non-Earth planes are structures, their inhabitants, and properties
Linguistics	varies	no	no	[always perpetual] Learn an additional language, deciphers linguistics information
Listen	Wis	no	no	Detect and analyze non-visual sensory information, from sound to scent
Move Silently	Dex	Yes	no	Avoid your movements and actions being heard
Open Locks	Dex	no	Yes	Engage or disengage all forms of locks, but without the needed key(s)
Perform (choose)	Cha	no	Yes	Create and enact one specific type of enjoyable artistic works
Pilot	Dex	no	no	Drive vehicles not driven by other creatures, from airplanes to sailboats, but not wagons
Profession (choose)	Wis	no	Yes	Negotiate deals and locate customers of a specific type of other activity, for money
Ride	Dex	Yes	no	Get a mount to obey orders against its training/instincts, and take an action yourself
Search	Int	no	no	Locate hidden items and details in an area that is examined
Sense Motive	Wis	no	no	See through deception, discern motivations, and analyze a person's overall abilities
Sleight of Hand	Dex	Yes	Yes	Perform tricks with hand-sized objects, hide objects on your person, and pick pockets
Spellcraft	Int	no	Yes	Identify spells/psychic powers, including their characteristics, and bind spells to items
Spot	Wis	no	no	Notice sudden changes in the visual environment, and discern visual information
Strong Heart†	Con	no	Yes	Practice with physically stressful situations over the long term, such as carrying weight
Survival	Wis	no	no	General ability to find sustenance and shelter in the woods, as well as land navigation
Swim	Str	Yes	no	Maneuver in the water, even in difficult conditions
Tumble	Dex	Yes	Yes	Throwing your body around like a gymnast and avoiding Attacks while doing so
Use Mystic Device	Cha	no	Yes	Convince enchanted items that you have the ability to utilize them, while you don't
Use Rope	Dex	no	no	Tie up bonds, handle sail hawsers, and additional Attack options for rope-like weapons

† Skill ranks are lost and the skills blocked upon becoming Undead, converting them into additional maximum Temporary Hit Points.
‡ Only for the place you live in.   * Changes to Charisma for Undead characters.   ‡ Only for check DCs above 15.

TABLE 4-2: COMMON OPPOSED SKILL CHECKS

Skill Used	Defender's Check
Bluff	Sense Motive
Diplomacy	Appraise (prices) or Will (attitude)
Escape Artist	Stunt or Use Rope
Forgery	highest of Craft (same), Forgery, Spot
Hide	Spot
Intimidate	target's Will +BAB (as a *Fear* save)

Skill Used	Defender's Check
Move Silently	Listen
Sense Motive	Disguise
Sleight of Hand	Spot
Spot	Disguise

TABLE 4-3: SKILL SYNERGIES

Every 6 ranks in…	Gives a +1 synergy bonus to…
Diplomacy	*Mind-Affecting* save DCs, Leadership score
Heal	Lethal (critical confirm and base damage)
Intimidate	Leadership score
Kn (nature)	Animal and Plant Domain spell DCs
Kn (religion)	Cmd/Exor Supernatural (Undead) #HD
Kn (the planes)	Cmd/Exor Supernatural (Outsiders) #HD
Listen	Gather Information
Perform	other Perform skills
Spot	Gather Information, saves vs. Phantasms
Strong Heart	Saves vs. being *disabled*
Tumble	Armor's Max Dex bonus to Armor Class, dodge bonus when using Defend action

Every 5 ranks in…	Gives a +1 synergy bonus to…
Alchemy	Craft (firearms), Profession (apothecary)
Analyze Documents	Forgery, Use Mystic Device (scrolls) Pr (scribe / cryptographer)
Appraise	Profession (all)
Balance	Jump, Tumble
Bluff	Diplomacy, Disguise, Intimidate, Pr (actor / gambler), Sleight of Hand
Craft [relevant]	Appraise, Forgery, Pr (engineer)
Craft (aircraft)	Pilot, Pr (mechanic)
Craft (armor)	Craft (firearms / weaponsmith)
Craft (blacksmith)	Craft (armor / firearms / weaponsmith)
Craft (firearms)	Craft (armor), Craft (weaponsmith)
Craft (landcraft)	Pilot, Pr (mechanic)
Craft (leatherwork)	Alchemy
Craft (medicine)	Craft (poison), Pr (apothecary)
Craft (poison)	Craft (medicine)
Craft (watercraft)	Pilot, Pr (mechanic), Pr (sailor)
Craft (weaponsmith)	Craft (armor)
Diplomacy	Pr (alienist / lawyer / politician)
Disguise	Profession (actor)
Forgery	Analyze Documents, Pr (scribe / cryptog.)
Gather Information	Profession (hedge mage)
Handle Animal	Profession (wrangler), Ride
Heal	Control Shape, Profession (physician)
Jump	Tumble
Kn (arcana)	Spellcraft
Kn (arch & eng)	Cr (firearms), Disable Device, Open Locks, Pr (engineer), Pr (tinkerer)
Kn (biology)	Heal, Knowledge (nature)
Kn (dungeoneering)	Survival (underground)
Kn (geography)	Profession (mining)
Kn (history)	Tales & Legends, Knowledge (arcana)
Kn (local)	Gather Information (same area)
Kn (nature)	Cr (leatherwork), Survival (above ground)
Kn (nobility & royl)	Diplomacy, Pr (lawyer / politician)
Kn (religion)	Pr (mortician)
Profession ([any])	Profession ([all others])
Ride	Handle Animal, Profession (wrangler)
Sense Motive	Bluff, Diplomacy, Gather Information, Pr (alienist / gambler)
Sleight of Hand	Craft (tailoring)
Spellcraft	Knowledge (arcana), Pr (hedge mage)
Spot	Pr (guard / police)
Survival	Cr (traps), Pr (hunter)

Tumble	Balance
Use Rope	Pr (sailor)

Every 4 ranks in…	Gives a +1 or other synergy bonus to…
Analyze Documents	Linguistics (written), Pr (scribe/crypto.)
Bluff	Illusion (non-phantasm) spell save DCs
Concentration	Saves vs. *Fear*
Control Shape	Disguise, Heal
Cr (armor)	Profession (smithy)
Cr (blacksmith)	Profession (smithy)
Cr (firearms)	Alchemy, Kn (architecture & engineering)
Cr (weaponsmith)	Profession (smithy)
Diplomacy	Linguistics (verbal)
Handle Animal	Wild Empathy skill checks (if you have it)
Heal	Knowledge (biology), Strong Heart
Hide	Profession (thievery)
Intimidate	*Fear* save effect DCs **not** from Intimidate
Kn (arch. & eng.)	Cr (air- /land- /water-craft), Pr (architect)
Kn (dungeoneering)	Saves vs. Aberration (including Terror)
Kn (military & tac.)	5% chance of Fast action (see Chapter 9)
Kn (physics)	Cr [all], damage rolls for Burst effects
Kn (nature)	Profession (farmer)
Kn (religion)	Saves vs. Undead (including Terror)
Kn (the planes)	Saves vs. Outsider (including Terror)
Listen	Balance, Sense Motive (verbal only)
Move Silently	Profession (thievery)
Open Locks	Profession (thievery)
Pilot	Cr (aircraft / landcraft / watercraft)
Pr (actor)	Bluff, Disguise
Pr (alienist)	Diplomacy, Sense Motive
Pr (apothecary)	Alchemy, Diplomacy (*insanity* recovery)
Pr (engineer)	Cr [all], Disable Device, Kn (arch & eng)
Pr (hedge mage)	Gather Information, Spellcraft
Pr (gambler)	Bluff, Sense Motive
Pr (guard / police)	Intimidate, Spot
Pr (hunter / ranger)	Survival
Pr (investigator)	Gather Information, Sense Motive
Pr (jeweler)	Appraise, Cr (jewelry)
Pr (lawyer)	Diplomacy, Kn (nobility & royalty)
Pr (manager)	Diplomacy, Kn (nobility & royalty)
Pr (mechanic)	Cr (aircraft / landcraft / watercraft), Pilot
Pr (mortician)	Heal, Knowledge (religion)
Pr (miner)	Knowledge (geography)
Pr (physician)	Heal, Diplomacy (*insanity* recovery)
Pr (politician)	Diplomacy, Knowledge (nobility & royalty)
Pr (sailor)	Cr (watercraft), Use Rope
Pr (scribe/cryptograph)	Analyze Documents, Forgery
Pr (thievery)	Appraise, Sleight of Hand
Pr (tinkerer)	Cr (traps), Disable Device, Open Locks
Pr (wrangler)	Handle Animal, Ride
Sense Motive	Profession (all)
Sleight of Hand	Profession (gambler / thievery)
Survival	Cr (handicrafts / leatherwork), Pr (farmer)
Use Mystic Device	CL of charged, daily use, use consumed
Use Rope	Grapple (offensive use only)

Special…	Gives a +1 synergy bonus to…
Arcane spell level	Profession (hedge mage)
Divine spell level	Profession (physician) and (mortician)
Size category	Add Stunt modifier to Intimidate

PERSONAL STATISTICS

Age

Every race matures at different rates, and even within the races there is some variation in these rates. As a result your character doesn't start adventuring at a set age, and you don't become frail and older or wiser at the same ages either. The table below shows when you can start adventuring at Adulthood, and the interval at

which you start taking aging effects…and the physiological effects of being past your "best dead by" date.

TABLE 6-1: CHARACTER AGES

Race	Adult	Mature	Decrepitude
Aasimar†	15+1d8	32+1d6	+(12+1d10) per
Drow	200+4d20	300+3d20	---
Dwarves	40+3d10	115+1d20	+(51+2d12) per
Elves	110+4d10	360+3d10	+(168+4d10) per
Gnomes	40+2d12	92+2d8	+(40+1d20) per
Half-Elves	20+1d12	77+1d10	+(25+1d12) per
Half-Orcs	14+1d8	27+1d6	+(10+1d10) per
Halflings	20+2d8	44+2d6	+(20+1d10) per
Human	15+1d8	32+1d6	+(12+1d10) per
Kobolds	10+1d4	24+1d3	+(12+1d6) per
Lich Spawn	base Race*	---	---
Revenants	base Race*	---	---
Tieflings†	15+1d8	32+1d6	+(12+1d10) per
Vampires	base Race*	---	---

* Roll 1d12 to see how many years since you died, on top of Adulthood for your race. Base race is usually Human.
† Divide the time that passes for you after Adulthood by 1+(#Planar Magic); i.e. a 20 year old Aasimar with Planar Magic ×3 only ages 1 year for every 4 that have passed.

Adult: This is the age at which your character has achieved all its 1st HD traits, feats, and skills. As a result you are no longer an adolescent, and can start adventuring.

Mature: At this age your character has achieved "lived wisdom", but your body has started its inevitable downward slide into the grave. You gain a +1 racial bonus to their choice of Charisma, Wisdom, or Intelligence due to your life's insights. Unfortunately you also suffer a –1 racial penalty to a random ability score, roll 1d3: 1 Dexterity, 2 Constitution, or 3 Strength. You must also make a DC 15 Fortitude save after this penalty, or you then take that penalty to **each** of the three ability scores!

Decrepitude: This is the interval after Mature age at which your character's body tries to just…give out. Each time this interval occurs you must pass a DC of 20 +1 per Decrepitude check (including the first) Constitution check, with a bonus equal to your Era-based tool bonus, and reference the chart below:

Save	Result	Save	Result
Pass by 10+†	+1 Cha, Wis, Int	Fail	–1 random
Pass by 7+	+1 random ×2	Fail by 3+	–2 random
Pass by 3+	+1 random	Fail by 7+	–1 Dex, Con, Str
Passed	nothing happens	Fail by 10+*	You're D.E.A.D.!

† Or rolled a natural 20. * Or rolled a natural 1.
* ***Era and Health:*** Providing your character is receiving proper medical attention, and is following medical advice, then you get to add your Era-based tool bonus to your checks against Decrepitude.
* ***Result:*** All bonuses and penalties are racial. A random bonus requires rolling 1d3: 1 Charisma, 2 Wisdom, or 3 Intelligence. If the same result comes up twice on a "Pass by 7+" result, then they

stack! A random penalty requires rolling 1d12: 1 Charisma, 2-3 Wisdom, 4 Intelligence, 5-6 Dexterity, 7-9 Constitution, or 10-12 Strength.

Height and Weight

Different people can lift the same amount of weight, yet be of radically differing weights and heights. This system mimics that by allowing characters to have statistic called "Stature". Stature is a measure of a given character's overall height and weight ratio, for their race, and so it is used as the basis of both Height and Weight random values. Stature is only rolled once. Females reduce their final Height and Weight by –20%.

Height: Take the Stature roll and multiply it by the Modifier. Then add the resulting number of inches to the Base height, to find the final Height.

Weight: Take the Stature roll, then add it to the character's Strength modifier, **before** multiplying by the rolled die value for Weight. Once this total is added to the base Weight, you have the final Weight.

TABLE 6-2: CHARACTER HEIGHT AND WEIGHT

Race	Stature	↓↓ Height ↓↓ Base	Mod	↓↓↓↓↓Weight ↓↓↓↓↓ Base	Str+Stature
Aasimar	1d8	5'0"	×2"	120 Lbs.	×1d8 Lbs.
Drow	1d8	4'7"	×2"	100 Lbs.	×1d6 Lbs.
Dwarves	1d8	3'9"	×1"	130 Lbs.	×1d6 Lbs.
Elves	1d6	4'5"	×2"	90 Lbs.	×1d4 Lbs.
Gnomes	1d8	3'0"	×1"	45 Lbs.	×1d2 Lbs.
Half-Elves	1d8	4'7"	×2"	100 Lbs.	×1d6 Lbs.
Half-Orcs	1d12	4'10"	×2"	150 Lbs.	×1d10 Lbs.
Halflings	1d4	2'8"	×2"	30 Lbs.	×1d4 Lbs.
Human	1d10	4'10"	×2"	120 Lbs.	×1d8 Lbs.
Kobolds	1d6	2'5"	×1"	40 Lbs.	×1d3 Lbs.
Lich Spawn	-----------base Race –30% Weight-----------				
Revenants	------------------- base Race -------------------				
Tieflings	1d8	5'0"	×2"	120 Lbs.	×1d8 Lbs.
Vampires	------------------- base Race -------------------				

DEITIES

Deities in *The Harrowed Earth* are not the interactive personifications they are in other d20-based worlds, but instead are aloof representations of beings that have outgrown the world so long ago that, to them, the world isn't even a mud puddle they stepped in. The more benevolent ones are unconcerned about us, and just toss us infinitesimal bits of power to stop the insects from buzzing for a time. The more malevolent ones seek to pave over the field in which our mud puddle exists, throwing power at it in order to dry it quicker so the concrete can set…and who **important** really cares what happens to **one** puddle?

This has the in-game effect of making it so that anybody with the Divine Agent trait can attempt to harvest the power of more than one Deity, so long as their alignment is no more than one step removed from those Deity's, essentially creating their own personal pantheon. To do so they must make a sacrifice to that Deity – some action that draw just enough of its attention to be able to grab a handful of energy, and form it into a spell. Sometimes Deities have antagonistic sacrifices, which means you cannot sacrifice to one if you have sacrificed to the other in the past full day cycle…they take notice of double-dealing and you

really **don't** want any of them to take **that much** notice of you!

Since the benevolent Deities aren't that interested in the world their sacrifices tend to be more difficult or costly to your character, and that they tend grant fewer the spells. Conversely the malevolent Deities that just want to pave us over tend to have sacrifices that are not as difficult for your character, are often stereotypically evil, and provide a wider range of available spells.

Sacrifice: This is what must be done in order to attract enough of the Deity's attention to petition them to grant you the power to cast a spell. As long as you have at least one Divine Agent spell slot to Prepare it in (see page 41), when you perform the listed sacrifice you can use the attention that was drawn to fill a spell slot(s) with the spell(s) that you wish, which also "charges" it. The **amount** of spell slots that are filled are determined by the amount of the sacrifice – if you perform a sacrifice strong enough to fill more than one spell slot, you can fill more than one spell slot (for example: if you give 6gp to the destitute for Charity, you get to fill one 1st-level and one 2nd-level spell slot). You cannot perform a sacrifice ahead of time.

Domains: These are the Domains that you can get with the Faith's Blessing trait, so long as your alignment matches the Deity's. Even if the Deity doesn't normally grant the spells in any single Domain individually, it will now grant them to you.

Spells Granted: When you sacrifice to get a spell, these are the spells that the Deity will give you to fill an empty Divine Agent spell slot. This is in addition to spells from that Deity's Domains, as long as you also have that Domain.

* *Listen to Whispers:* If you have Divine Agent then you can swap out one Divine Agent spell with another of the same Spell Level as a move-equivalent action, but only if the spell slot is currently charged. This increases the Knowledge (religion) skill check DC to 15 +(SL)×2 to avoid losing that spell when it is cast.

Elder, Major, and Minor Deities

Deities in *The Harrowed Earth* come in three grades, which are used to denote not only their relative age but also their power, with the older ones being stronger than the younger ones. As they get older a Deity also becomes less and less dependent on its base of worshipers, as they slowly grow into the background of the universal fabric itself.

"Elder" Deities have been around since the birth of the cosmos, and might even be older than that. They form the underlying structure of the universe, and are the fabric on which it is built. As such they don't care about the gnats that run around on those spinning balls of muddy rock, only noticing them when they get aggravating enough to "scratch that annoying itch". The unnamed Deity called the "Nightmare Lord", who forms the entirety of the Nightmare Realm, is one such example.

Known Elder Deities: This is a brief summary of all known Elder Deities, by their most common nomenclature, and with a brief description.

* *Dark Below:* When deep inside the ground, too far down to hear or see the surface, but not deep enough to reach magma, all is peaceful and quiet. That serenity itself is where this elder deity dwells, and it will react violently to any intrusion in its domain. Any interaction with it, even viewing it, erases the interacting being from existence body and soul…without a scream.

* *Eternal Deep:* Embodied by the rock and ice bodies within the dark depths of space, too far from stars to be motive by them. It reaches out to infect those with thought, conferring the disease Crystal Lesions upon them, thus adding to itself.

* *Nightmare Realm:* This Elder Deity is literally the Nightmare Realm. That is why casting spells to alter the environment gets its attention, causing the slumbering primordial entity to…scratch…at the irritation.

* *Player:* The only Elder Deity known to directly interact with people, this entity has infinite avatars of all types which seemingly pop into and out of existence when it desires. Both its interests in the lives of lowly mortals, and its ability to act through countless forms, come from its seeming fascination with causing bizarre interactions. For example: reincarnating recently-dead Elves into Kytillion cities, replacing travel orders so that medicine shipments wind up in backwoods depots never to be used, becoming "handwritten" notes by somebody's lover detailing their affair with his hated rival, and so on. In all cases, these interactions are deleterious to anybody that attracts its attention, and often make sense only in the most esoteric way.

* *Twisting Ways:* Passages between places, such as doorways and crossroads, are always places of mystery. It is in this mystery that this Elder Deity exists, and thrives on. Any place or passage that it is influencing will exhibit strange behavior while it is being affected, like doors opening onto different rooms at night, or crossroads causing Eastbound travelers to wind up half a world away. Anything that uses this passage is itself twisted by the experience, having to make a DC 20 to 30 Will save vs. *Fear* depending on the amount of oddity, with a failure resulting in 1d6 Charisma damage. If it was a natural 1 as well, then they are also automatically affected by a random disease, thanks to their brief immersion in a completely different plane during the transition.

"Major" Deities have been around since the birth of sentience in the cosmos, having been formed by and from these early self-aware souls, and have long since grown to consume many similar souls upon their passing. Over time these amalgamated beings have "seeped" into the cracks formed between their Elders, taking the shape and will of some universal aspect of existence. Unlike the Elder Deities, these will react beneficially to devotees who can attract their attention, allowing them to make sacrifices to them to gain Divine Agent spells. Table 6-3 below is a master list of such Elder Deities.

"Minor" Deities are newborn powers, made from the collective stories and belief of one or more civilizations over the course of generations. Unlike Elder and Major Deities, Minor Deities can only "hear" supplicants on planes with active settlements that know of them. In addition to this, they are so **close** to the world that they will use accumulated eldritch power to imbue themselves into appropriate avatars whenever they arise, but only one at a time, which is where the "Incarnates" (see page 557) come from! Mythological "godly" figures such as Loki and Thor are examples of Minor Deities.

Minor Deity Spell Access: Choose three Domains for any given Minor Deity. Divine Agents of that Deity only know spells from these Domains, as well as any three additional Divine spells per Divine Agent trait taken.

* *Minor Deity Sacrifice:* Choose two sacrifices for any given Minor Deity. The Deity will grant power for each of these sacrifices. Sacrifices made from planes that do not have an active settlement that knows of them are not "seen", and therefore do not count! If somebody with Divine Agent who follows an active Incarnate makes a sacrifice to them, then that Incarnate automatically knows what was done, where, and by whom…

Divine Agents

When you take Divine Agent you usually choose either all Major or one Minor Deity. If you choose Major Deities then you can sacrifice to, and gain spells from all Major Deities within one "step" of your alignment, but can only get Domains from Major deities who share your alignment. If you choose a Minor Deity name it, record its Domains and sacrifices (after justifying them with the Horror Guide), and record them. You cannot select a Major Deity if it has a sacrifice opposed to another selected Deity,

just choose one of the two (unless you follow a "Faith", like the Church, which have their own restrictions thanks to divine treaties).

If you later change alignment, or act in a way that your Minor Deity would not approve of, then you must change your Divine Agent statistics as if you have always had the new alignment or a better-suited Minor Deity. However this causes you to have a permanent –1 Effective Caster Level that can only be removed by using an *atonement* spell to either regain the favor of your prior Deity(s), or make up for your previous loyalties. If you do not do this, then you lose access to **all** your Divine Agent spellcasting powers until you are subjected to an *atonement* spell!

Elder Cultists: If you instead choose to follow the Elder Deities you do not gain as much spellcasting power, instead gaining only Secondary spellcasting from Divine Agent rather than Primary. However, you also gain an Elder Domain as a bonus Domain, which uses your full Divine Agent level as the Divine Level, and this is the only way to get an Elder Domain. In addition to this, the Elder Deities "leak" power to you, granting you +1/2(#Divine Agent **rounding up**) to all sources that provide spellcasting abilities. This bonus is an extra spell slot if it is Prepared, casting pool if it is Spontaneous, or uses if it is Daily

Use. This includes Divine Agent, granting the "elder cultist" a 0th-level Divine spell that they can prepare even at Divine Agent ×1, but with Caster Level 0.

Faiths

Sometimes Major Deities will cooperate with each other, even their enemies, to empower Divine Agents who decide to adhere to the common elements of their Ethos' (see page 440 and 444). These faiths then use a single Holy Symbol, and any Divine Agent that adheres to their edicts can make Sacrifices to the Deities of the faith without fear of angering Deities with oppositional Sacrifices. While these Divine Agents can have one of the constituent Deities as their "Patron", doing so does not bar them from accessing spells from other Deities or risk angering them…but only so long as they adhere to its edicts. Due to this such Divine Agents do not have to choose a list of Deities to gain spells from.

If a Divine Agent violates the edicts of the faith, then they lose access to **all** Deities in it until they make appropriate restitution, such as by means of an *atonement* spell. If this causes them to lose their Patron Deity, then they lose all abilities derived from it.

TABLE 6-3: MAJOR DEITIES

Deity	Alignment	Sacrifice	Domains Allowed	Granted (Schools; Descriptors; Specific Spells)
Denis, the Lore Keeper	LG	Creation	Healing, Knowledge, Magic	Abjuration, Divination; *cure*(s) and *dispel magic*
Shari, Mother of Wisdom	LG	Teaching	Knowledge, Law, Travel	Divination; *command*(s) and *freedom of movement*
Ysid, the All-Father	LG	Ascetic	Good, Law, Protection	Abjuration; *Good*; *command*(s) and *cure*(s)
Dorranor, the Benevolent	NG	Succor	Good, Healing, Water	Water; *Good, Healing*
Grigor, the Reckless	NG	Charity	Destruction, Luck, Magic	Damaging and "language" spells, item repairing spells
Simone, the Final Peace	NG	Ascetic	Death, Healing, Knowledge	Divination, Necromancy; *cure*(s), *consecrate, hallow*
Bathor, the Lucky	CG	Entertain	Luck, Protection, Travel	Abjuration, Evocation; d20-affecting spells
Gron, the Liberator	CG	Ascetic	Good, Trickery, War	Abjuration; damaging spells, *freedom of movement*
Krakus, the Unexpected	CG	Creature	Beguile, Earth, Travel, War	*Earth, Mind-Affecting, Summoning, Plant*
Conrax, the Stalwart	LN	Meditate	Earth, Law, Strength	Abjuration, Evocation; *Law*
Moradin, the Bearded	LN	Creation	Darkness, Fire, Smithing, Strength	Transmutation; *Fire*; vision and metal related
Vivain, the Graceful	LN	Creature	Plant, Protection, Water	Abjuration; *Plant*; ability score and weather related
Loranok, the Massive	TN	Creation	Earth, Smithing, Strength, Water	Abjuration, Transmutation; personal buffs
Tevis, the Roarer	TN	Creature	Air, Fire, Sun	Evocation; *Plant*; personal buffs
Vimian, the Wild Call	TN	Creature	Animal, Plant, Sun	*Healing, Plant*; ability and personal buff related
Asgrid, the Insane	CN	Entertain	Air, Chaos, Trickery	*Healing, Mind-Affecting, Sonic*; vision related
Tellian, the Passionate	CN	Pyro	Animal, Fire, War	*Animal, Light, Mind-Affecting*
Sittim, the Raging	CN	Defile	Death, Destruction, Knowledge	Divination, Evocation; *Summoning*
Blaubel, the Bloody	LE	Murder	Blood, Death, Evil, Strength	*Evil, Negative Energy*; personal buffs
Nartis, the Ravenous Stars	LE	Torment	Beguile, Air, Magic, Travel	Necromancy; *Law*; magic and movement related
Tetragom, the Incinerator	LE	Pyro	Destruction, Fire, Smithing, War	*Fire*; damaging, *command*(s)
Karth, the Abominable	NE	Creature	Animal, Evil, Flesh, Plant	*Animal, Plant*; *cure*(s)
Lorriss, the Decaying	NE	Teaching	Knowledge, Magic, Undead	Conjuration, Evocation, Necromancy, Transmutation
Tetis, the Burning Desert	NE	Pyro	Death, Earth, Sun	Evocation, Necromancy, Transmutation
Havis, the Stinging Depths	CE	Defile	Air, Evil, Water	Conjuration, Evocation; *Air, Cold, Electric, Water*
Midria, the Babbler	CE	Theft	Chaos, Luck, Trickery	All spells except Abjuration and Conjuration
Toranul, the Destroyer	CE	Murder	Chaos, Evil, Destruction	Evocation, Transmutation; *Chaos, Evil*; *inflict*(s)
Elder Deities	Any	Murder	All Elder Domains (choose one)	Any, but your Divine Agent is secondary caster

TABLE 6-4: DEITIES BY DOMAINS

Domain	Deities With the Domain
Air	Asgrid, Havis, Nartis, Tevis
Animal	Karth, Tellian, Vimian
Begile	Krakus, Nartis
Blood	Blaubel
Chaos	Asgrid, Midria, Toranul
Death	Blaubel, Simone, Sittim, Tetis
Darkness	Moradin
Destruction	Grigor, Sittim, Tetragom, Toranul
Earth	Conrax, Krakus, Loranok, Tetis
Evil	Blaubel, Havis, Karth, Toranul
Fire	Moradin, Tellian, Tetragom, Tevis
Flesh	Karth
Good	Dorranor, Gron, Ysid
Healing	Denis, Dorranor, Simone
Knowledge	Denis, Lorriss, Shari, Simone, Sittim
Law	Conrax, Shari, Ysid
Luck	Bathor, Grigor, Midria
Magic	Denis, Grigor, Lorriss, Nartis
Plant	Karth, Vimian, Vivain
Protection	Bathor, Vivain, Ysid

Smithing	Loranok, Moradin, Tetragom
Strength	Blaubel, Conrax, Loranok, Moradin
Sun	Tetis, Tevis, Vimian
Travel	Bathor, Krakus, Nartis, Shari
Trickery	Asgrid, Gron, Midria
Undead	Lorriss
War	Gron, Krakus, Tellian, Tetragom
Water	Dorranor, Havis, Loranok, Vivain

Aspects

Each Deity appeals to different types of worshippers, and has a preference for a different type of weapon. All of these are listed on Table 6-5 below.

TABLE 6-5: DEITY ASPECTS

Deity	Typical Worshipers	Favored Weapon
Asgrid	Rogues, Bards, Con Artists	any Crossbow
Bathor	Bards, Gamblers, Halflings	Rapier
Blaubel	Murderers, Evil Humanoids	any Flail
Conrax	Fighters, Monks	Bastard Sword
Desnis	Adepts, Monks, Researchers	Quarterstaff
Dorranor	Adepts, Healers	Unarmed
Grigor	Alchemists, Mechanists, Paladins	Maul
Gron	Fighters, Rebels	Greatsword
Havis	Kytillions, Pirates	Trident
Karth	Evil Wilderness Creatures	Scimitar
Krakus	Dwarves, Rangers	Warhammer
Loranok	Sailors, Miners, Fighters	any Pick
Lorriss	Undead, Necromancers	Spiked Gauntlet
Midra	Goblins, Thieves	Short Sword
Moradin	Dwarves, Gnomes, Miners	Battle/Dwarven)axe
Nartis	Necromancers, Evil Civilizations	Dagger
Shari	Sages, Wizards	Dagger
Simone	Necromancers, Physicians, Undertakers	Scythe
Sittim	Orc-blooded, Sorcerers	Club or Greatclub
Tellian	Animal Trainers, Artists	any Whip
Tetragom	Despots, Pyromaniacs	Glaive
Tetis	Assassins, Desert Dwellers	Longspear
Tevis	Barbarians, Druids, Fighters	Longspear
Toranul	Barbarians, Blackguard	Greataxe
Vimian	Druids, Elves, Farmers, Rangers	Dart
Vivain	Druids, Guards, Sailors	Sickle
Ysid	Guardsmen, Monks	Longsword
Elder	Savages and Doom Cultists	Club

Favored Weapon: In addition to being the weapon most associated with a given Deity, and the weapon Proficiency with which is granted to you if you have the War Domain from that Deity, this weapon can be used in place of a Divine Focus so long as you are Proficient with it. It **cannot** be used to deal damage to some Undead via contact, like an actual Holy Symbol, but it can still be used to Command or Exorcise Supernatural. Characters must have the Improved Unarmed Combat feat in order to use this rule for "Unarmed" Favored Weapon.

Example Minor Deities

Minor Deities are often collected together in groups, based on the culture that they originated from. In order to be enough of a follower of a particular Minor Deity to utilize them with the Divine Agent or Holy Warrior traits, you must have at least as many skill ranks in that Deity's designated skill as you have total levels of both traits combined. Each has a specific Sacrifice (both listed at the start of the entry), but you get to pick another that is not opposed to it. Spells can be gained from these Deities only if they appear on the Deity's Domain spell lists, as well as your (#Divine Agent) ×3 other Divine spells you choose, so in this way they are more user-friendly than the Major Deities. Finally, each Minor Deity has three Domains that they provide spells from, and those are the only Domains that you may select. If you convert to the worship of a Minor Deity you may exchange any Domains you have that do not match, to ones for the new Deity.

Not all the pantheons listed here will also list all the deific figures they contain. Only a few of the ones that are in *The Harrowed Earth* are listed. Some common Minor Deities are given below, separated by the pantheon they come from:

Egyptian: This is the pantheon of the Nile river in Egypt, northern Africa. It has one of the most intricate afterlives, but the deities themselves are simplistic with very straight-forward tales.
* *Anubis/Anput (TN):* Pr (mortician); Meditate; Earth, Death, Protection. The god of death and the grave, often depicted with a hound's head, and as either male (Anubis) or female (Anput).
* *Isis (LG):* Craft (handiwork); Creation; Creation, Law, Protection. The creation goddess of matrimony and honor, she's the wife of Osiris.
* *Osiris (NG):* Kn (religion); Ascetic; Death, Health, Water. A major god of death and rebirth, known for being killed and dismembered by his brother Set, before his wife Isis collects all of his body but his manhood and he returns to life.
* *Set (NE):* Heal; Murder; Death, Evil, Undead. This is the god of death and evil, and is often associated with the vengeful dead, brother to Osiris and father of Anubis.

Greek and Roman: Two cultures that shared the same Deities just with different names, often warring with one another in ancient times across the Mediterranean sea. Their Deities were descended from a primordial race of giants, and lived a very Human-like existence.
* *Aphrodite (CG):* Diplomacy; Succor; Beguile, Chaos, Healing. The rebellious goddess of love and beauty, married to Hephaestus but often betrays the marriage despite actually loving him back.
* *Ares (CE):* Intimidate; Murder; Chaos, Strength, War. The god of war in all its forms, mostly concerned with high body counts no matter who dies in the conflict, since he thinks of mortals as just toys whose screams of anger and pain are musical to his ears.
* *Athena (NG):* Pr (any); Teaching; Knowledge, Magic, Travel. The goddess of wisdom and learning, whose council is often sought by the other gods but just as likely also ignored.
* *Hades (LE):* Pr (Manager); Torment; Death, Pestilence, Undead. God of the afterlife and brother of Zeus, who is jealous of his brother and spends his spite on the spirits of the dead.
* *Hecate (CN):* Survival; Creature; Darkness, Magic, Undead. The goddess of the night and all things that creep within it, from Ghouls to witches, along with the spirits of the dead. Often appearing in the form of either the Mother, Maiden, or Crone.
* *Zeus (CG):* Disguise; Charity; Air, Destruction, Flesh. King of the gods and inveterate philanderer who often sleeps with mortals while in the form of their spouse or even an animal.

Norse: Referred to by its adherents as the "Asa", its legends and lore are contained in poetic and historic edas (mantra-like stories passed along via word of mouth). These are the tales surrounding the gods of Asgard, describes the universe according to the "world tree" Yggdrasil, and gives useful information about mythological creatures such as Trolls. It is a religion based largely on the values of personal honor, familial loyalty, and cleverness/wisdom. Asgard actually exists in *The Harrowed Earth*, as an Astral Island the size of a continent, where the "rainbow bridge" describes the appearance of the Astral Plane itself. Followers who die with honor can choose to go to the "Valhala" pocket dimension of the Celestial Plane, where they gain new bodies and come back to life every day at sunrise.

* **Hel (LE):** Kn (religion); Murder; Darkness, Death, Undead. Daughter of Loki and ruler of Hel, the afterlife for those who died without honor.

* **Loki (CN):** Bluff; Theft; Fire, Magic, Trickery. The god of deception, thievery, magic, fire, and lost causes – bot not really considered to be "evil", just "annoying". He is described as being the cleverest of all the Asgardians, as well as the adopted blood-brother/son of Odin. He often sides with mortals to the detriment of the gods, since he views them as undeserving of the worship they are given, and mortals as beings of chained chaos and creativity who bring fun to the universe.

* **Odin (LN):** Intimidate; Charity; Flesh, Magic, War. The Allfather, king of the gods an ruler of Asgard, who sacrificed an eye to gain the wisdom needed to be a good ruler.

* **Thor (CG):** Survival; Ascetic; Air, Destruction, Strength. Son of Odin and lord of storms, well known as the drunken brawler who will take up any quest for bragging rights if nothing else. The brother of Loki, the two of them often competed on quests or did them together, resulting in involuntary comedic outcomes.

> ### "Building a Character" Deity
> Your character used to follow "Minor Deities" from the highlands of Scotland, but since growing up and joining the English police force he has decided to start worshipping "Ysid" as his patron deity. After all, he **is** the Lawful Good "Major Deity" of guardsmen!

ENCUMBRANCE AND TRAVEL

TABLE 6-6: ENCUMBRANCE LIMITS

Strength Score	Light Load	Medium Load	Heavy Load
1	3 Lbs. or less	4–6 Lbs.	7–10 Lbs.
2	6 Lbs. or less	7–13 Lbs.	14–20 Lbs.
3	10 Lbs. or less	11–20 Lbs.	21–30 Lbs.
4	13 Lbs. or less	14–26 Lbs.	27–40 Lbs.
5	16 Lbs. or less	17–33 Lbs.	34–50 Lbs.
6	20 Lbs. or less	21–40 Lbs.	41–60 Lbs.
7	23 Lbs. or less	24–46 Lbs.	47–70 Lbs.
8	26 Lbs. or less	27–53 Lbs.	54–80 Lbs.
9	30 Lbs. or less	31–60 Lbs.	61–90 Lbs.
10	33 Lbs. or less	34–66 Lbs.	67–100 Lbs.
11	38 Lbs. or less	39–76 Lbs.	77–115 Lbs.
12	43 Lbs. or less	44–86 Lbs.	87–130 Lbs.
13	50 Lbs. or less	51–100 Lbs.	101–150 Lbs.
14	58 Lbs. or less	59–116 Lbs.	117–175 Lbs.
15	66 Lbs. or less	67–133 Lbs.	134–200 Lbs.
16	76 Lbs. or less	77–153 Lbs.	154–230 Lbs.
17	86 Lbs. or less	87–173 Lbs.	174–260 Lbs.
18	100 Lbs. or less	101–200 Lbs.	201–300 Lbs.
19	116 Lbs. or less	117–233 Lbs.	234–350 Lbs.
20	133 Lbs. or less	134–266 Lbs.	267–400 Lbs.
21	153 Lbs. or less	154–306 Lbs.	307–460 Lbs.
22	173 Lbs. or less	174–346 Lbs.	347–520 Lbs.
23	200 Lbs. or less	201–400 Lbs.	401–600 Lbs.
24	233 Lbs. or less	234–466 Lbs.	467–700 Lbs.
25	266 Lbs. or less	267–533 Lbs.	534–800 Lbs.
26	306 Lbs. or less	307–613 Lbs.	614–920 Lbs.
27	346 Lbs. or less	347–693 Lbs.	694–1,040 Lbs.
28	400 Lbs. or less	401–800 Lbs.	801–1,200 Lbs.
29	466 Lbs. or less	467–933 Lbs.	934–1,400 Lbs.

+10†	×4 per +10 Str	×4 per +10 Str	×4 per +10 Str

† Add 10 to a prior entry so it equals your Strength, then apply the multiple, repeat as needed for values above 39 (adding the multiples together).

Light Load: No modifiers or restrictions at all.

Medium Load: Maximum Dexterity modifier drops to +3, and has an additional –3Armor Check Penalty to skills. Speed becomes ×3/4 their original Speed, rounding down (i.e. 30 ft. to 20 ft., and 20 ft. to 15 ft.). Cannot "full" Charge, but can still "partial" Charge and Hustle.

Heavy Load: Maximum Dexterity modifier drops to +1, and has an additional –6 Armor Check Penalty to skills. Speed becomes ×1/2 their original Speed, rounding down (i.e. 30 ft. to 15 ft., and 20 ft. to 10 ft.). Run multiple drops to ×3 Speed, cannot take Hustle or any Charge actions.

Bigger and Smaller Creatures: The values on Table 6-6 are for Medium-size bipedal creatures. Larger creatures can carry ×2 weight for each size above Medium (i.e. ×2, ×4, ×8, etc.). Smaller creatures can carry ×3/4 at Small.

> ### "Building a Character" Encumbrance Limits
> Since your Strength is 14 that means that you can comfortably carry up to 58 Lbs. as your "Light" encumbrance limit, without penalties; but start to accumulate penalties between that and 116 Lbs., and even worse penalties up to 175 lbs.
> But then you remember that you took the "Strong Heart" skill back on page 74! This means that you add that skill's total to each of those encumbrance limits, giving you "Light" of 64 Lbs., "Medium" of 122 Lbs., and "Heavy" of 181 Lbs!

LANGUAGES IN AMERICAN ARCANA

The languages in *American Arcana* are mostly the same languages as in the real world, but then what about races with their own languages? This section covers those races, as well as the languages that are not present in our world and common ones.

Area's Common Language: Whatever language is typical for the area at that period in history, even if not on Table 13-2.

TABLE 13-2: AMERICAN ARCANA LANGUAGES

Language	Used By/In	Language	Used By/In
Abyssal	Devils	Ignan	Fire creatures
Afroasiatic	Africans, Orcs	Japanese	Japan, S. Pacific
Arabic	Middle Eastern†	Korean	Korean Peninsula
Aquan	Water creatures	Latin	Elves, arcanists
Auran	Air creatures	Mandarin	Chinese mainland
Celestial	Divine creatures	Nigerian	Northeast Africa
Draconic	Dragons	Norwegian	Dwarves, Norway
Drow Sign	Drow warriors	Persian	East Mediterranean
English	The anglosphere	Polynesian	South Pacific Sea
French	France	Romani	Kobolds
Gaelic	Dwarves, Celts	Russian	Russians
Germanic	German tribes	Saharan	Central Africans
Giant	Giants	Spanish	Spanish, Mexicans
Greek	Mediterranean sea	Swedish	Sweden people
Gnoll	Gnolls	Sylvan	Woodland creatures
Goblin	Goblinoids	Terran	Earth creatures
Hungarian	Eastern Europeans	Yiddish	Gnomes
Infernal	Hell's natives		

† And the Ingram.

CHAPTER FIVE: EQUIPMENT LISTS

TABLE 7-1: EQUIPMENT BONUSES BY ERA (CUMULATIVE)

Era	Armor†	Weapons (not Firearms)	Firearms vs. Armor*	Tools Bonus	Alchemy Effect‡	Alchemy Cost‡
Classical	–1 AC (metal), ×2 Cost	–1 Attack	---	+1	–1	no change
Medieval	negates the –1 AC, standard Cost	+1 dmg die size, no –1 Attack	---	+2	no change	no change
Renaissance	+1 AC (metal), ↓2 ACP (leather)[L]	no changes	full AC[DR]	+2	no change	no change
Enlightenment	+1 AC (leather), ↓1 ACP (metal)	+1 dmg die step (metal), Range ×3/2	full AC[DR]	+3	+1	no change
Industrial	DR (1/2 AC)/– (metal)	+1 dmg die step (non-metal)	half-touch[DR]	+3	+1	no change
Victorian	×1/2 Price, free Masterwork	×1/2 Cost, free MW, +1 dmg die step	touch[DR]	+4	+1	×1/2
Machine	+1 AC, +1 Max Dex	+1 dmg die step, Range ×3/2	touch	+4	+1	×1/2
Special	+1 AC/Prof‡, one free Mutable	+1 damage die step‡, one free Mutable	touch	+6	+1‡	×1/2‡

† If the ACP of any armor or Shield is reduced below 0 this way, the excess value is instead used to increase the armor's Max Dex.

‡ Apply twice, once for the upgrade to Special-Era, and once for the modern-day Eras that are skipped on Table 7-1.

[L] A suit of Light armor made at this Era can be layered under a suit of any Medium or Heavy armor.

[DR] Armor, natural armor, and Shield AC bonuses also provide 1/2(AC bonus total) Damage Reduction against Firearms from this Era, but only past the first Range Increment.

* Each Era after introduction a Firearm is made, increase its damage die size by +1, Range by +50%, and changes "vs. Armor" effect.

‡ Refers to their save DCs, effect die size, bonuses given, duration increments (i.e. rounds, minutes, 10 minutes, and so on), and squares of area/range. These are cumulative (i.e. +1, +2, +3, …). Cost multiples are applied sequentially (i.e. ×1/2, ×1/4, ×1/8).

(side tab: 5: Equipment Lists)

TABLE 7-2: SPECIAL MATERIALS BY ERA

Material → Effect	Era Available	Craft DC	Light	Medium	Heavy	Shield	Ammo	Light	1-Hand	2-Hand	Other
			↓←←←←←← Armors →→→→→→↓				↓←←←← Weapons →→→→↓				
Adamantine	Medieval	+8	+5,000gp	+10,000gp	+15,000gp	as armor	+100gp	+3,000gp	+3,000gp	+3,000gp	+1,000gp/lb
→ DR (unmodified DR) / Adamantine (Armor and Shields), +1 weapon and ammunition damage die size.											
Alchemical Silver	Renaissan.	+3	---	---	---	---	+2gp	+20gp	+90gp	+180gp	---
→ Can harm Lycanthropes and Devils, –1 damage die size.											
Cold Iron	Medieval	+5	×2	×2	×2	×2	×2	×2	×2	×2	×2
→ Can harm Fae and Infernals, enchantments cost ×2 Price, Firearm ammunition has ×1/2 Range Increment.											
Darkwood	Classical	+2	---	---	---	→→→→→→→→→→→→→ +10gp/lb† ←←←←←←←←←←←←←						
→ Metal items weigh half as much, wooden items +1 damage size. –2 min Str.											
Dragon Hide	Medieval	+5	→→→→→→ ×2 (normal †)←←←←←←				---	---	---	---	---
→ Grants ER of (unmodified) AC bonus against the dragon's energy type, and AC bonus also applies to its element's saves											
Duralumin	Machine	+1	→→→→→→→→→→→→→→→→→→→→→→ +100gp/Lb. ←←←←←←←←←←←←←←←←←←←←←								
→ Weight ×1/2, same HP. +5 Hardness same HP. Weapons gain +1 to Attack and ×3/2 Range. Firearms –3 min Str.											
Mithril	Medieval*	+5	+1,000gp	+4,000gp	+9,000gp	+1,000gp	+20gp	---	---	---	+500gp/lb
→ Becomes Masterwork, ↓1 armor proficiency, 1/2 lbs/ ACP improved by 3, +2 Max Dex, ASF reduced by 10%. –2 min Str.											
Obsidian‡	Classical	+3	---	---	---	---	+5gp	+50gp	+100gp	+200gp	---
→ +1 damage die size, Hardness becomes 4, natural 2s on Attack rolls count as natural 1s, weight ×1/2.											
Stone	Classical	–2	---	---	---	---	×1/5gp	×1/4gp	×1/3gp	×1/2gp	---
→ –1 damage die size, Hardness is 8, weight ×2/3.											

* Classical for Dwarves.   ‡ Piercing and Slashing only.   † Plus the cost of a Masterwork version of the item.

ARMOR TYPES BY ERA

Armor Add-On	Price	Craft DC	Era
Auto-Repair&	+10%	same as Spellcraft	Medieval
Canvas Cover[S]	+(Lbs.) ×5gp	same as Tailoring	Renaiss.
Decoration	+50gp	15+bonus as Art	Medieval
Ghost Block	+(Lbs.) ×1gp	(special) Spellcraft	Industrial
Maneuverable[A]	+10%	+2	Industrial
Tactical Rig	+10gp	same as Tailoring	Machine
Thick Padding	+5gp	(special) Tailoring	Renaiss.
Undervest	+20gp	+3	Classical
Watery&	+(Lbs.) ×10gp	same as Spellcraft	Enlighten

Armor Mutable	Price	Craft DC	Era
Accelerant[A]&	+(Lbs.) ×25gp	(special) Spellcraft	Enlighten
Canvas Leather[A]	+25%	same as Tailoring	Victorian
Custom-Made	+50%	+5	Victorian
Rigid Plates	+25%	+3	Machine
Sanctus	+50gp	same as Kn:religion	Classical
Spiked	+100gp	+3	Medieval
Supple Material*	+30%	+2	Machine
Vital Protection	+20%	+1	Machine

& This is a "Thaum" modification, requiring spells to use.

* Non-Metal Armor only, not Shields.

[A] Armor only, not shields.   [S] Shield only.

Clothing Armor	Price	Armor Bonus	Max Dex	ACP	ASF	Speed	Lbs	DR	ER	Notes
Industrial										
Subtle Outfit	100gp*	+1	+8	–0	5%	×1	+3*	---	---	[* Plus the Price & Lbs of an the Clothing]

	Price	Armor Bonus	Max Dex	ACP	ASF	Speed	Lbs	DR	ER	Notes
Victorian	↑ ×1/2									↑ *free Masterwork*
Leather Jacket	10gp	+2	+4	–0	5%	×1	5	2/P	2	No proficiency needed
Machine		↑ +1	↑ +1							
Caster's Jacket	80gp	+2	---	–0	0%	×1	4	---	5	DR 5 vs. Firearms

Light Armor	Price	Armor Bonus	Max Dex	ACP	ASF	Speed	Lbs	DR	ER	Notes
Classical										
Padded	10gp	+1	+8	–0	5%	×1	10	---	---	
Leather	20gp	+2	+6	–0	10%	×1	15	---	---	
Medieval	↑ ×1/2	↑ +1								
Studded Leather	25gp	+3	+5	–1	15%	×1	20	---	---	
Chain Shirt	100gp	+4	+4	–2	20%	×1	25	---	---	
Renaissance		↑+1(mtl)		↑+2(lthr)						
Enlightenment		↑+1(lthr)		↑+1(mtl)						
Industrial								↑ (1/2AC)/– (metal only)		
Leather Duster	25gp	+3	+5	–1	0%	×1	20	---	1	Can be layered; enchanted as a cloak
Victorian	↑ ×1/2									↑ *free Masterwork*
Canvas Jacket	10gp	+2	+6	–0	5%	×1	10	4/B	---	Resistance 2 vs. all Elements
Pit Helmet†	20gp	---	---	–1	5%	×1	4	‡	---	+2 save vs. Burst & *disabled*
Silk Vest	100gp	+4	+8	–1	10%	×1	20	4/P	4	
Machine		↑ +1	↑ +1							
Biking Jacket	100gp	+4	+8	–0	5%	×1	10	5/P	4	+4 save vs. Cold
Moto Helmet†	20gp	---	---	–1	5%	×1	3	---	---	DR 5 vs. Blunt

Medium Armor	Price	Armor Bonus	Max Dex	ACP	ASF	Speed	Lbs	DR	ER	Cannot Run
Classical										
Hide	30gp	+3	+4	–3	20%	×3/4	25			
Scale Mail	100gp	+3	+3	–4	25%	×3/4	30			
Breastplate	400gp	+4	+3	–4	25%	×3/4	30			
Medieval	↑ ×1/2	↑ +1								
Brigandine	200gp	+5	+5	–1	30%	×1	35			
Chainmail	150gp	+5	+2	–5	30%	x3/4	40			
Renaissance		↑+1(mtl)		↑+2(lthr)						
Enlightenment		↑+1(lthr)		↑+1(mtl)						
Industrial								↑ (1/2AC)/– (metal only)		
Chest Plate	10gp	+2	+4	–2	10%	×1	15	10/–	---	Can be stacked as Light armor
Victorian	↑ ×1/2									↑ *free Masterwork*
Layered Coat	25gp	+2	+3	–2	15%	×1	20	8/P	2	No layering penalty
Torso Plating	100gp	+4	+4	–3	25%	×1	30	5/–	---	
Machine		↑ +1	↑ +1							
Biking Leathers	150gp	+5	+8	–1	10%	×1	15	8/P	5	+4 save vs. Cold
Combat Helmet†	30gp	---	---	–1	5%	×1	5	‡	---	+4 save vs. Burst & *disabled*

Heavy Armor	Price	Armor Bonus	Max Dex	ACP	ASF	Speed	Lbs	DR	ER	Cannot Charge, Hustle, or Run
Classical										
Banded Mail	500gp	+5	+1	–6	35%	×3/4	35			
Lamellar Coat	900gp	+6	+1	–8	40%	×3/4	50			
Medieval	↑ ×1/2	↑ +1								
Splint Mail	200gp	+6	+2	–5	40%	×3/4	45			
Half-Plate	600gp	+7	+4	–7	40%	×3/4	50			
Full Plate	1,500gp	+8	+1	–6	35%	×3/4	50			
Renaissance		↑+1(mtl)		↑+2(lthr)						
Full Plate	1,500gp	+9	+1	–6	35%	×3/4	50			
Enlightenment		↑+1(lthr)		↑+1(mtl)						
Full Plate	750gp	+9	+7	–6	35%	×3/4	50			
Industrial								↑ (1/2AC)/– (metal only)		
Victorian	↑ ×1/2									↑ *free Masterwork*
Mine Suit	350gp	+6	+1	–6	50%	×3/4	45	10/–	---	DR +10 vs. Blunt
Machine		↑ +1	↑ +1							
Flak Jacket	500gp	+8	+3	–3	20%	×1	20	15/–	10	
" w/Plates	800gp	+10	+2	–4	25%	×3/4	30	20/–	15	Replaces Flak Jacket stats

† Fills the Headgear slot, not an armor slot, and can be enchanted as Headgear.   ‡ DR 3 vs. Critical damage

Shield	Price	Bonus	ACP	ASF	Lbs	Shield Bash	Bash Crit	Hardness	Craft DC	Notes
Classical										
Light, Wooden	3gp	+1	–1	5%	5	1d3 Blunt	20/×2	5	11	
Heavy, Wooden	7gp	+2	–2	15%	10	1d4 Blunt	20/×2	5	12	
Scutum	20gp	+3	–5	25%	20	1d6 Blunt	20/×2	6	15	+1 die size at Medieval
Medieval										
Buckler	15gp	+1	–1	5%	5	1d3 Blunt	20/×2	10	11	Use hand at –1 penalty
Light, Steel	9gp	+1	–1	5%	6	1d4 Blunt	20/×2	10	11	
Heavy, Steel	20gp	+2	–2	15%	15	1d6 Blunt	20/×2	10	12	
Tower Shield	30gp	+4	–10	50%	45	1d10 Blunt	20/×2	5	14	Gain Evasion
Renaissance		↑+1(mtl)	↑+2(lthr)							
Enlightenment		↑+1(lthr)	↑+1(mtl)							
Industrial										↑ DR (1/2AC)/–(if metal)
Victorian	↑ ×1/2									↑ free Masterwork
Machine		↑ +1								

WEAPON TYPES BY ERA

Firearms Add-On	Price	Craft DC	Era
Flashlight	+10gp	Electronics DC 13	Machine
Rain Pan	+2sp	Firearms DC 14	Renaiss.
Scope	+100gp	Jewelry DC 18	Industrial
Silent&	+10%	same as Spellcraft	Industrial
Sling	+3sp	Tailoring DC 12	Victorian
Sawed-Off	+1gp	+1	Renaiss,
Suppressor	+25gp	Firearms DC 15	Machine
Thaum Shot&	+(Lbs.) ×200gp	same as Spellcraft	Victorian

Firearms Mutable	Price	Craft DC	Era
Belt-Fed	+100gp	+5	Machine
Blunt-Line	+5gp	+3	Renaiss.
Bullpup	+(Lbs.) ×5gp	+3	Victorian
Burst-Fire	+10gp	+3	Machine
Butt-Stock	+8gp	+1	Industrial
Cartridge Adapt.	+5gp	+1	Victorian
Double-Action	+10gp	+4	Victorian
Down-Caliber	+10gp	+2	Victorian
Easy Caliber	+4gp	+3	Victorian
Full-Auto	+50gp	+5	Machine
Hair Trigger	+1gp	+2	Renaiss.
Hogleg[G]	+0gp	Firearms DC 12	Victorian
Up-Caliber	+20gp	+4	Victorian

Weapon Add-On	Price	Craft DC	Era
Auto-Forge	+10%	same as Spellcraft	Renaiss.
Auto-Loading[C]	+(Lbs.) ×100gp	(special) Spellcraft	Enlighten
Bodkin†	–25%	+2	Medieval
Compression[B]	+50%	+2	Classical

	Price		Era
Dusting	+10%	+1	Victorian
Etching	+20%	+2	Enlighten
Handle Loop[M]	+10%	+3	Classical
Lever Grip[M]	+10%	+2	Medieval
Overdrive&	+(Lbs.) ×30gp	same as Spellcraft	Victorian
Phase Crystal	+(Lbs.) ×50gp	+2	Machine
Spines	+20%	+3	Classical
Thaum Circuit&	+25%	same as Spellcraft	Machine
Wired Ring	+50%	+2	Industrial

Weapon Mutable	Price	Craft DC	Era
Blood Groove[M,P]	+20%	+3	Medieval
Crescent Blade[M,S]	+30%	+3	Medieval
Extra Banding[C]	+50%	+2	Renaiss.
Hidden Blade	+(Other) ×2	higher of both DC	Enlighten
Hidden Gun	+(Firearm) ×2	use Firearm DC	Victorian
Iron[B] (as material)	×50	+5	Classical
Kinesis[M]&	+(Lbs.) ×25gp	(special) Spellcraft	Victorian
Knife's Edge[D]	–25%	–2	Classical
Kris[S]	+(Lbs.) ×3gp	+4	Enlighten
Lead Shot	+(Lbs.) ×5gp	+3	Industrial
Long-Hand[M]	+25%	+1	Medieval
Pulse Tech&	+(Lbs.) ×10gp	DC +5 Spellcraft	Machine
Serrated[S]	Masterwork	Masterwork	Renaiss.

& This is a "Thaum" modification, requiring spells to use.
† Arrows/Bolts only. [B] Bronze melee only.
[C] Crossbows only. [D] Dagger only. [G] Shotgun only.
[M] Melee only. [P] Piercing only. [S] Slashing only.

Simple Melee	Size	Price	Damage	Critical	Type	Lbs	Notes	Craft DC
Classical [B]							*–1 Attack*	
Club	Med	free	1d4	20/×2	B	3	Wooden weapon, can be thrown 10 ft.	10
Dagger	Tiny	2gp	1d3	19-20/×2	P	1	Can be thrown with 10 ft. range increment	12
Dagger, Punching	Tiny	2gp	1d3	20/×2	P	2	+1 to Attack	12
Halfspear	Small	1gp	1d3	20/×3	P	3	Can be thrown with 20 ft. range increment, but at –2 Attack	12
Mace, Heavy	Med	12gp	1d6	20/×3	B	12		12
Mace, Light	Small	5gp	1d4	20/×3	B	6		12
Quarterstaff [M]	Large	free	1d4/1d4	20/×2	B	4	Wooden weapon, Martial Arts weapon	12
Shortspear	Med	2gp	1d4	20/×3	P	5		12
Sickle	Small	6gp	1d4	20/×2	S	3		12
Unarmed, Medium	Med	free	1d3[S]	20/×2	B	---	If unarmed, risks an Opportunity Hit	---
Unarmed, Small	Small	free	1d2[S]	20/×2	B	---	If unarmed, risks an Opportunity Hit	---
Medieval			*↑ +1 step*				*↑ No –1 Attack*	
Gauntlet	Med	2gp	1d3	20/×2	B	2	Can use the hand	12
Gauntlet, Spiked	Tiny	5gp	1d4	20/×2	P	2	Can use the hand	12
Morningstar	Med	8gp	1d8	20/×2	B&P	8		12
Renaissance								
Enlightenment			*↑+1step(mtl)*				*↑ Range ×3/2*	

	Size	Price	Damage	Critical	Type	Lbs	Notes	Craft DC
Industrial			↑+1step(othr)					
Victorian		↑ ×1/2	↑ +1 step				↑ free Masterwork	
Baton	Small	1sp	1d8	20/×3	B	4	Critical is 19-20 if Martial, Lethal +1, no Subdual penalty	15
Machine			↑ +1 step				↑ Range ×3/2	

Simple Ranged	Size	Price	Damage	Critical	Range	Type	Lbs	Notes	Craft DC
Classical [B]								*–1 Attack*	
Dart	Tiny	5sp	1d3	20/×2	20 ft.	P	1/2	Can contain a dose of poison	12
Javelin	Med	1gp	1d4	20/×2	30 ft.	P	2	Can be used in melee, but at –2 Attack	12
Sling	Small	free	1d3	20/×2	25 ft.	B	0	Requires ammunition	12
Medieval			↑ +1 step					↑ *No –1 Attack*	
Crossbow, Heavy	Med	50gp	1d10	19-20/×2	60 ft.	P	9	Fires Bolts, half-touch in first range increment	13
Crossbow, Light	Small	35gp	1d8	19-20/×2	40 ft.	P	6	Fires Bolts, half-touch in first range increment	13
Renaissance									
Enlightenment			↑+1step(mtl)		+50%			↑ *–1 Attack*	
Industrial			↑+1step(othr)						
Victorian		↑ x1/2	↑ +1 step					↑ *free Masterwork*	
Slingshot	Tiny	2gp	by ammo	20/×2	10 ft.	ammo	1/2	Requires ammunition	12
" Mighty (per +1)	---	+10gp	+1 damage	---	+10 ft.	---	+1/4	Min Str 8 +(Mighty ×2)	+1per+1
" Arrow (20)	Tiny	1gp	1d8	---	×2	P	3		12
" Dart (1)	Tiny	5sp	1d6	---	×3/2	P	1/2	Same as the thrown weapon	12
" Bullet (10)	Dim	1sp	1d6	---	×1	B	5		13
" Stone (10)	Dim	free	1d4	---	×1	B	3.5		10
Machine			↑ +1 step		+50%			↑ *Range ×3/2*	

Martial Melee	Size	Price	Damage	Critical	Type	Lbs	Notes	Craft DC
Classical [B]							*–1 Attack*	
Axe, Throwing	Small	8gp	1d4	20/×2	S	4	Can be thrown 10 ft. if Proficient	15
Battleaxe	Med	10gp	1d6	20/×3	S	7		15
Dory Spear	Med	12gp	1d6	20/×2	P	6	Sinker –1 for +5 ft. Reach, can be thrown 20 ft. if Proficient	15
Greataxe	Large	20gp	1d10	20/×3	S	20		15
Greatclub	Large	5gp	1d8	20/×2	B	10	Wooden weapon	15
Hammer, Light	Small	1gp	1d3	20/×2	B	2	Can be thrown 20 ft. if Proficient	15
Handaxe	Small	6gp	1d4	20/×3	S	5		15
Longsword	Med	15gp	1d6	19-20/×2	S	4		15
Maul	Large	24gp	1d8	20/×3	B	16		15
Pick, Light	Small	4gp	1d3	20/×4	P	4		15
Scalpel	Tiny	5gp	1d2	18-20/×3	S	1/2	Weapon has a +1 equipment bonus to Lethal	15
Scythe	Large	18gp	1d6	20/×4	P&S	12		15
Sword, Short	Small	10gp	1d4	19-20/×2	P&S	3		15
Trident	Med	15gp	1d6	20/×2	P	5	Can be thrown 10 ft. if proficient	15
Warhammer	Med	12gp	1d6	20/×3	B	8	Can be thrown 10 ft. if proficient	15
Medieval			↑ +1 step				↑ *No –1 Attack*	
Falchion	Large	75gp	2d4	18-20/×2	S	16		15
Flail, Heavy	Large	15gp	1d10	19-20/×2	B	20	Ignores Shield AC, halves *shield* spell bonus	15
Flail, Light	Med	8gp	1d8	20/×2	B	5	Ignores Shield AC, halves *shield* spell bonus	15
Glaive*	Large	8gp	1d10	20/×3	S	15	+5 ft. Reach, Min Str 13+, knocks *prone*	15
Greatsword	Large	50gp	2d6	19-20/×2	S	15		15
Guisarm*	Large	9gp	2d4	20/×3	S	15	+5 ft. Reach	15
Lance, Heavy	Med	10gp	1d8	20/×2	P	10	Add mount Str mod to damage as well, if moving	15
Lance, Light	Small	6gp	1d6	20/×2	P	5	Add mount Str mod to damage as well, if moving	15
Longspear*	Large	5gp	1d8	20/×3	P	9	+5 ft. Reach	15
Scimitar	Med	15gp	1d6	18-20/×2	S	4	Counts as a "Light" weapon for Medium-size wielders	15
Renaissance								
Halberd	Large	10gp	1d10	20/×3	P&S	15	+5 ft. Reach	15
Ranseur	Large	10gp	2d4	19-20/×2	P	15	+5 ft. Reach	15
Rapier	Med	20gp	1d6	18-20/×2	P	3	Counts as "Light" for Medium-size wielders, +1 Lethal	15
Sap	Small	1gp	1d6	20/×2	B	3	Subdual damage only [Con penalty]	15
Enlightenment			↑+1step(mtl)				↑ *Range ×3/2*	
Industrial			↑+1step(othr)					
Victorian		↑ x1/2	↑ +1 step				↑ *free Masterwork*	
Machine			↑ +1 step				↑ *Range ×3/2*	
Chainsaw, public*	Large	80gp	2d6	18-20/×2	S	10	30 rnds (1/2 gal Petrol), grinding	22
Chainsaw, redwd*	Large	200gp	2d8	18-20/×2	S	10	30 rnds (1 gal Petrol), grinding, +5 ft. Reach	22

Martial Ranged	Size	Price	Damage	Critical	Range	Type	Lbs	Notes	Craft DC
Classical [B]								*–1 Attack*	
Bow, Composite	---	+25gp	---	---	×6/5	---	---	Min Str of 10 +(Lbs.)	+2

	Size	Price	Damage	Critical	Range	Type	Lbs	Notes	Craft DC
Discus	Small	5gp	1d4	20/×3	30 ft.	S	2	Can be used in melee at –2 Attack	15
Long Bow	Large	75gp↓	+1 size	19-20/×2	45 ft.	P	3	Requires ammunition, see below	13
Short Bow	Med	30gp	arrow	19-20/×2	30 ft.	P	2	Requires ammunition, see below	12
Medieval			↑ +1 step					*↑ No –1 Attack*	
Bow, Mighty (per +1)		$	↑+1 Str	---	---	---	---	Modifies a composite Long or Short Bow	+2per+1
Crossbow, Shoulder	Large	100gp	Javelin ×2	19-20/×3	100 ft.	P	20	Fires Javelins, DC 20 Strength to reload	15
Renaissance									
Enlightenment			↑+1step(mtl)		↑+50%			*↑ Range ×3/2*	
Industrial			↑+1step(othr)						
Victorian		↑ x1/2	↑ +1 step					*↑ free Masterwork*	
Machine			↑ +1 step		↑+50%			*↑ Range ×3/2*	

Exotic Melee	Size	**Price**	Damage	**Critical**	Type	Lbs	Notes	**Craft DC**
Classical [B]							*–1 Attack*	
Axe, Orc Double	Large	60gp	1d6/1d6	20/×3	S	25	Martial if you have Orc Blood	18
Hammer, Gnome Hk	Med	20gp	1d4/1d3	20/×3/×4	B/P	6	Eliminates Attack bonus for your being flanked	18
Kama [M]	Small	2gp	1d4	20/×2	S	2	"Asian" Weapon, Martial Arts weapon	18
Kama, Halfling [M]	Tiny	2gp	1d3	20/×2	S	1	As Kama, but Martial for Halflings	18
Khopesh	Med	30gp	1d8	19-20/×3	S	8	Booster +1 die to make "Disarm" Stunt checks	18
Nunchaku [M]	Small	2gp	1d4	20/×2	B	2	"Asian" Weapon, Martial Arts weapon	18
Medieval			↑ +1 step				*↑ No –1 Attack*	
Chain, Spiked	Large	25gp	2d4	20/×3	P	15	+10 ft. Reach, cannot make Opportunity Hits	18
Flail, Dire‡	Large	90gp	1d8/1d8	20/×2	B	20	Ignores Shield AC as a Flail, Double Headed	18
Katana	Med	500gp	1d10	19-20/×3	S	6	"Asian" weapon, counts as Masterwork, 1.5 hands	30
Kusari-Gama‡	Large	10gp	1d6/1d4	20/×2	S/B	3	"Asian", Double Headed, Martial Arts weapon	18
Siangham	Small	3gp	1d6	20/×2	P	1	Martial Arts weapon	18
Sword, Bastard	Med	35gp	1d10	19-20/×2	S	10	1.5 hands, Min Str 13+ or Martial if using two hands	18
Sword, Two-Bladed‡	Large	100gp	1d8/1d8	19-20/×2	S	12	Double Headed weapon	18
Urgosh, Orc	Large	100gp	1d10	20/×3	B&S	30	Minimum Str 15+, Martial if you have Orc Blood	30
Wakizashi	Small	200gp	1d8	19-20/×3	S	3	"Asian" weapon, counts as Masterwork	25
Waraxe, Dwarven	Med	30gp	1d10	20/×3	S	15	Martial if you are a Dwarf, 1.5 hands	20
Renaissance								
Kukri [E]	Tiny	8gp	1d4	18-20/×2	S	3	Martial Arts weapon	20
Enlightenment			↑+1step(mtl)		↑+50%		*↑ Range ×3/2*	
Industrial			↑+1step(othr)					
Victorian		↑ x1/2	↑ +1 step				*↑ free Masterwork*	
Machine			↑ +1 step		↑+50%		*↑ Range ×3/2*	

Exotic Ranged	Size	**Price**	Damage	**Critical**	Range	**Type**	Lbs	Notes	**Craft DC**
Classical [B]								*–1 Attack*	
Blowgun	Small	1gp	1d1–1	20/×2	10 ft.	P	1.5	"Asian" Weapon, Stealth Attack	15or20
Net	Med	20gp	-- Grapple check --		10 ft.	NA	10	Ranged *entangle* based on "Grapple" Stunt	15or18
Whip	Small	1gp	1d2	20/×2	↑15 ft.	S	2	No Opportunity Hits, +4 Disarm, Subdual damage	18
Medieval			↑+1 step					*↑ No –1 Attack*	
Crossbow, Hand	Tiny	100gp	1d4	19-20/×2	20 ft.	P	3	Hand Bolt ammunition, or Darts	18
Crossbow, Rept.		---	---	---	---	---	---		---
" Heavy	Large	400gp	1d8	19-20/×2	120 ft.	---	12	Can fire 3 Bolts without reloading	18
" Light	Med	250gp	1d6	19-20/×2	80 ft.	---	6	Can fire 3 Bolts without reloading	18
Shuriken	Tiny	1gp	1d3	20/×2	10 ft.	P	1/10	Use 3 per attack, no Str mod, Martial Arts weapon	15
Whip, Spiked	Small	10gp	1d4	20/×2	↑15 ft.	S	3	Can't Opportunity Hit, Whip's bonuses	20
Renaissance									
Enlightenment			↑+1step(mtl)		↑+50%			*↑ Range ×3/2*	
Industrial			↑+1step(othr)						
Victorian		↑ x1/2	↑+1 step					*↑ free Masterwork*	
Machine			↑+1 step		↑+50%			*↑ Range ×3/2*	

Ammunition	Size	**Price**	Damage	**Critical**	Range	**Type**	Lbs	Notes	**Craft DC**
Classical [B]									
Arrow (x20)	Tiny	1gp	1d4	20/×2	---	P	3	Bow ammunition, 50% break chance, –4 Attack in melee	12
Bullets (x10)	Dim	1sp	---	---	---	---	5	Sling ammunition, DC 8 to make	13
Needles (x20)	Fine	1gp	---	---	---	---	0.2	Blowgun ammunition	12or15
Stones (x10)	Dim	free	---	---	---	---	3.5	Sling ammunition, another –2 to-hit	10
Medieval		↑ x1/2	↑+1 step						
Bolts(x20 or ×10)	Tiny	1gp	---	---	---	---	1	Crossbow Ammunition	12
Hand Bolts (×10)	Dim	1gp	---	---	---	---	1/2	Hand Crossbow ammunition	15
Renaissance									
Enlightenment			↑+1step(mtl)		↑+50%				
Industrial			↑+1step(othr)						

Victorian		↑ *x1/2*	↑ *+1 step*						↑ *free Masterwork*			
Machine			↑ *+1 step*		↑ *+50%*							

B This weapon is made from bronze, so it has a –1 to-hit penalty. **M** This weapon counts as a Martial Arts weapon for that trait.
S Deals subdual damage (Con penalty in *The Harrowed Earth*). **$** +75gp Short Bow, or +100gp Long Bow.
* Counts as a Quarterstaff if used within normal Reach. **‡** Becomes Exotic when running.
† Natural 2s on d20 rolls count as natural 1s.
‡ Counts as a Double-Headed weapon. Can use Two-Weapon Fighting without the feat, but is a light weapon with it.

Simple Firearms	Size	Price	Damage	Critical	Range	Type	Lbs	Str	Ammunition	Year	Maker/Notes	Craft DC
Renaissance												
Pistol[ML]	Small	5gp	1d10	19-20/×3	15 ft.	B	3	9	1 Powder&Ball			13
Enlightenment			↑ *+1sizes*		↑ *+50%*						↑ *Range ×3/2*	
Cappette [FL]	Tiny	2gp	1d6	19-20/×3	10 ft.	B	1	8	1 Cap shot			12
DualCappette [FL]	Small	4gp	1d6	19-20/×3	10 ft.	B	1.5	9	2 Cap shots			16
Pistol [FL]	Small	4gp	2d6	19-20/×3	15 ft.	B	3	10	1Shell			15
DualPistol [FL]	Med	8gp	2d6	19-20/×3	15 ft.	B	5.5	11	2 Pistol shots			19
Industrial			↑ *+1sizes*									
Derringer	Dim	5gp	1d6	19-20/×3	10 ft[1A]	B	1	6	.36 (1[CB])	1786	Derringer	10
Patterson	Dim	45gp	2d4	19-20/×3	20 ft[1A]	B	2.75	10	.36 (5[CB])[R1]	1836	Colt	14
Shell Pistol	Tiny	15gp	3d3	18-20/×3	10 ft[1A]	B	3	12	20G[BL] (2)	1837	Damn near everyone	13
Victorian		↑ *x1/2*	↑ *+1sizes*								↑ *free Masterwork*	
1851 Navy	Dim	6gp	2d4	18-20/×3	15 ft[1A]	B	2.7	12	.36 (6[CB])[R1]	1850	Colt	11
Bull Dog	Tiny	10gp	2d6	18-20/×3	10 ft[2A]	B	3.5	11	.44H (5)[R]	1872	Webley	13
Colt New Service	Tiny	35gp	2d6	18-20/×3	15 ft[2A]	B	1.5	9	.44 S&W (6)[R]	1898	Colt	15
M1861 Navy	Dim	15gp	2d4	18-20/×3	20 ft[1A]	B	2.7	10	.36 (6[CB])[R1]	1861	Colt	12
M1877Lightning	Dim	15gp	2d4	18-20/×3	15 ft[2A]	B	1.57	9	.38 (6)[R1]	1877	Colt	15
M1877Rainmakr	Dim	10gp	2d3	18-20/×3	15 ft[2A]	B	1.48	8	.32 (6)[R1]	1877	Colt	15
M1877Thunderr	Dim	20gp	2d6	18-20/×3	15 ft[2A]	B	1.78	9	.41 (6)[R1]	1877	Colt	15
NavyMdl1858cb	Dim	9gp	2d4	18-20/×3	20 ft[1A]	B	3	11	.36‡ (6[CB])[R1]	1862	Remington	11
NavyMdl1858car	Dim	11gp†	2d4	18-20/×3	20 ft[1A]	B	3	11	.38 (6)[R]	1877	Remington	12
Peacemaker	Dim	20gp	2d6	18-20/×3	20 ft[1A]	B	2.4	11	.357‡ (6)[R1]	1873	Colt	13
Schofield Mdl 3	Dim	15gp	2d6	18-20/×3	15 ft[1A]	B	3	12	.44H‡ (6)[R]	1868	Smith & Wesson	14
Single-Act Army	Dim	17gp	2d6	18-20/×3	15 ft[1A]	B	2.8	11	.45 (6)[R1]	1873	Colt	11
Starr D-A Navy	Dim	25gp	2d4	18-20/×3	15 ft[2A]	B	2.97	10	.36 (6[CB])[R1]	1859	Starr Arms	15
Machine			↑ *+1sizes*		↑ *×3/2*						↑ *Range ×3/2*	
Beretta 1915	Dim	20gp	2d8	19-20/×3	10 ft[SA]	B	1.3	8	.380 ACP (10)[IM]	1915	Beretta	13
Browning 1922	Tiny	30gp	2d8	19-20/×3	15 ft[SA]	B	1.7	9	.380 ACP (9)[IM]	1922	Browning	13
Colt M1903	Dim	10gp	1d12	19-20/×3	10 ft[SA]	B	1.5	7	.32 ACP (8)[MG]	1903	Colt	12
Colt M1911	Tiny	50gp	2d8	19-20/×3	15 ft[SA]	B	2	10	.45 ACP (7)[MG]	1911	Colt	15
Luger	Dim	40gp	2d6	19-20/×2	20 ft[SA]	B	1.8	10	9mm (8)[MG]	1902	Mauser Werke	16
Walther P38	Dim	45gp	2d8	19-20/×2	10 ft[SA]	B	1.7	12	9mm (8)[MG]	1939	Mauser Werke	16

Martial Firearms	Size	Price	Damage	Critical	Range	Type	Lbs	Str	Ammunition	Year	Maker/Notes	Craft DC
Renaissance												
Arquebus[ML]	Med	4gp	1d12	20/×3	30 ft.	B	8	12	1 Powder&Ball			13
Bojo-Zutsu[ML]	Small	8gp	2d6	20/×3	20 ft.	B	4	11	1 Powder&Ball			13
Longbore Rifle[ML]	Med	30gp	2d8	19-20/×3	70 ft.	B	10	13	1 Powder&Ball			14
Tu Huo Qiang[ML]	Med	10gp	1d8(1d6)	19-20/×2	30 ft.*	B(F)	7	12	Sling ammunition		Made from bamboo	15
Enlightenment			↑ *+1sizes*		↑ *×3/2*						↑ *Range ×3/2*	
Belton Rifle [FL]	Med	40gp	2d6	19-20/x3	15 ft.	B	12	12	8 Shell shots			21
Brown Bess [FL]	Med	30gp	2d8	19-20/×3	20 ft.	B	12	14	---			20
SnapDueler [FL]	Small	80gp	1d8	19-20/×3	10 ft.	B	3.5	10	6 Cap shots			23
Longbarrel [FL]	Med	25gp	3d6	18-20/×3	70 ft.	B	10	13	---			16
Musket [FL]	Med	12gp	3d6	19-20/×3	30 ft.	B	10	13	2 Round shots			18
TwoPounder [FL]	Med	8gp	4d6	19-20/×3	55 ft.	B	10	13	1 Load shot			18
Industrial			↑ *+1sizes*									
Coach Gun	Med	30gp	3d6[DB]	18-20/×3	30 ft[1A]	B	10	13	12G[BL] (2)	1830	Damn near everyone	13
Colt Patterson .36	Med	65gp	2d6	19-20/×3	100 ft[PA]	B	10.5	13	.36 (8[CB])[R1]	1837	Colt	18
M1819 Hall Rifle	Med	30gp	2d8	18-20/×3	45 ft.	B	10.5	15	.525BL (1[CB])[FL]	1820	US Armory	14
Model 1803	Med	35gp	2d6	18-20/×3	60 ft[1A]	B	9.5	12	.54 (1[CB])[ML]	1803	US Armory	13
Shell Revolver	Small	20gp	3d4	18-20/×3	15 ft[1A]	B	5	14	16G[BL] (3)	1835	Damn near everyone	15
Victorian		↑ *x1/2*	↑ *+1sizes*								↑ *free Masterwork*	
1890 New Army	Dim	20gp	2d8	18-20/×3	15 ft[1A]	B	3	11	.44-40 (6)[R1]	1890	Remington	14
Army Mdl 1860	Dim	15gp	3d4	18-20/×3	15 ft[1A]	B	2.75	11	.44 (6[CB])[R1]	1860	Colt	13
Dragoon	Tiny	10gp	3d4	18-20/×3	25 ft[1A]	B	4.4	12	.44 (6[CB])[R1]	1848	Colt	14
Gewehr 98	Med	200gp	4d6	19-20/×3	200 ft[SA]	B	9	13	7.92Msr(5)[IM]	1898	German States	16
Henry Rifle	Med	35gp	3d6	18-20/×3	55 ft[1A]	B	9.5	14	.44H (16)[IM]	1860	New Haven Arms	18

Name	Size	Price	Damage	Critical	Range	Type	Lbs	Str	Ammunition	Year	Maker/Notes	Craft DC
Krag-Jorgensen	Med	50gp	3d8	18-20/×3	60 ft[PA]	B	7.5	14	.45-70 (5)[IM]	1886	Springfield Arms	18
Lever Shotgun	Med	50gp	4d6	19-20/×3	20 ft[PA]	B	8.25	11	12G (5)[IM]	1897	Winchester	14
Model 1875	Dim	22gp	2d8	18-20/×3	20 ft[1A]	B	3	11	.44-40 (6)[R1]	1875	Remington	13
S&W Model 10	Tiny	50gp	2d6	18-20/×3	20 ft[SA]	B	2.2	11	.38 Spc (6)[R]	1899	Smith & Wesson	16
Spencer Repeat.	Med	40gp	3d4	18-20/×3	55 ft[PA]	B	11	14	.56-56 (7)[IM]	1860	Winchester	17
Springfield .58	Med	20gp	4d6	18-20/×3	60 ft.	B	9.5	14	.58 (1[CB])[MZ]	1861	Springfield Arms	13
Starr S-A Army	Dim	12gp	3d4	18-20/×3	15 ft[1A]	B	3	9	.44 (6[CB])[R1]	1863	Starr Arms	13
Starr D-A Army	Dim	25gp	3d4	18-20/×3	20 ft[2A]	B	3	9	.44 (6[CB])[R1]	1862	Starr Arms	15
Walker	Tiny	12gp	3d4	18-20/×3	30 ft[1A]	B	4.55	12	.44 (6[CB])[R1]	1847	Colt	14
Winchester 1866	Med	50gp	2d6	18-20/×3	55 ft[1A]	B	10	15	.44H (15)[IM]	1866	Winchester	18
Winchester 1873	Med	50gp	3d4	18-20/×3	55 ft[1A]	B	10	17	.44-40 (15)[IM]	1873	Winchester	18
Winchester 1876	Med	50gp	2d8	18-20/×3	65 ft[1A]	B	10	15	.45-75 (9)[IM]	1876	Winchester	18
Winchstr M1897	Med	40gp	4d6	19-20/×3	60 ft[PA]	B	8	11	12G (5)[IM]	1897	Winchester	14
Machine			↑+1sizes		↑×3/2				---		↑ Range ×3/2	
BAR M1918	Large	150gp	3d10[FA]	18-20/×3	65 ft[FA]	B	17	15	.30-06 Spr (20)[MG]	1918	Colt, Winchester	20
Bazooka, Basic	Large	80gp	Rocket	20/×3	25 ft.	B(E)	13	12	AT Rocket (1)[BL]	1920	everybody	15
Beretta OVP	Large	100gp	3d8[FA]	19-20/×3	55 ft[FA]	B	8.5	13	9mm (25)[MG]	1921	Beretta	18
Browning Auto-5	Med	75gp	4d4	19-20/×3	35 ft.	B	9.5	13	16G shell (5)[IM]	1902	Browning	16
Einstoss F.W.	Med	20gp$	6d6 line	Ref half	↑ 60 ft.	F	10	10	One shot(Petrol)	1944	Germany	15
Karabiner 98k	Med	200gp	4d8	18-20/×3	335 ft[SA]	B	9	12	7.92Msr(5)[IM]	1935	Germany	17
M1 Garand	Med	125gp	3d10	18-20/×3	200 ft[SA]	B	9.5	11	.30-06 (8)[MG]	1936	Beretta, Winchester	18
M1897 Trench	Med	100gp	4d8	18-20/×3	20 ft[PA]	B	8	12	12G shell (5)[IM]	1917	Winchester	17
MP40†	Med	10gp	3d8[FA]	19-20/×2	35 ft.	B	8.5	11	9mm (32)[MG]	1938	Nazi Germany	13
Springfld M1903	Med	80gp	3d10	18-20/×3	135 ft[PA]	B	9	13	.30-06 Spr (5)[IM]	1903	Winchester	15
Tankgewr M1918	Large	700gp	8d12	18-20/×3	335 ft.	P	35	20	13.22mm (1)[IM]	1918	Mauser	20
Exotic Firearms	**Size**	**Price**	**Damage**	**Critical**	**Range**	**Type**	**Lbs**	**Str**	**Ammunition**	**Year**	**Maker/Notes**	**Craft DC**
Renaissance												
Blunderbuss[ML]	Large	20gp	2d8	20/×3	15 ft.	B	14	14	1 Powder&Ball		Can fire in a cone	16
Dual Longbore[ML]	Large	50gp	2d8[DB]	19-20/×3	70 ft.	B	16	15	2 Powder&Ball		Can fire both at –2	16
Tanegashima[ML]	Med	60gp	2d10	20/×3	40 ft.	B	12	14	1 Powder&Ball		Requires Str 13+	18
Enlightenment			↑+1sizes		↑×3/2						↑ Range ×3/2	
Blunderbuss[FL]	Large	12gp	4d6	---	20 ft.	---	5	15	1 Shot or Slug			20
Cannon[FL, V]	Huge	100gp	10d6	---	70 ft.	---	50	19	Ball or Grape		Must be set down	25
Organ Gun[FL]	Huge	80gp	3d6(x5)	19-20/×3	30 ft.	B	45	17	10 Round shots		Multi-fire	22
Snaphaunce[FL]	Med	130gp	2d6	19-20/×3	15 ft.	B	6	12	4 Shell shots			25
Industrial			↑+1sizes									
Victorian		↑ x1/2	↑+1sizes								↑ free Masterwork	
Colt 1855 10-Gg	Large	50gp	3d6	18-20/×3	65 ft.[PA]	B	14	19	.58 (5[CB])[MG]	1855	Colt	20
Gatling M 1861[V]	Large	100gp	4d4[FA]	19-20/×3	55 ft.[FA]	B	170	30	.50-90 (40)[MG]	1862	US Armory	20
LeMat Revolver	Tiny	80gp	3d4	18-20/×3	25 ft.[1A]	B	3.3	11	.44 (9[CB])[R1]	1861	Confederates	17
" 16 Gauge Underbarrel			4d4	19-20/×3	20 ft.[1A]	B	---	---	16G[BL] (1[CB])			
Sharps Cap&Ball	Large	30gp	3d6	19-20/×3	250 ft.	B	13	17	.52 (1[CB])[ML]	1849	Sharps	18
Sharps Cartridg*	Large	30gp	4d4	18-20/×3	250 ft.	B	13	18	.45-70[BL] (1)	1869	Sharps	16
Walch Navy	Tiny	60gp	2d6[DB]	19-20/×3	20 ft.[1A]	B	3	12	.36 (12[CB])[R1]	1859	Confederates	22
Machine			↑+1sizes		↑×3/2						↑ Range ×3/2	
Browning M2[V]	Large	950gp	10d12[FA]	19-20/×4	180 ft.	B	84	19	.50 bmg (belt)	1922	everybody	30
" 100 Belt	Small	50gp	---	---	---	---	+10	---	---	1922		15
Flammenwerfr 35	Large	100gp	6d6 line	Ref half	↑ 40 ft.	F	79	15	Firemix (12L)[IM]	1935	Germany	20
" Firemix (4L)	Small	5gp	4d6 burst	Ref half	10 ft. radius	F	8	---	---	1930	Everybody Alchemy	14
MG 34	Large	312gp	4d8[FA]	18-20/×3	135 ft.	B	27	15	7.92Msr (belt)	1935	Germany	18
MG 42	Large	250gp	3d10[FA]	18-20/×3	170 ft.	B	25.5	14	7.92Msr (belt)	1942	Germany	19
Tommy Gun	Med	200gp	2d10[FA]	19-20/×3	45 ft.	B	11	13	.45 ACP (var)[MG]	1921	Auto Ord. Co.	20
" 20 Clip	Dim	3gp	---	---	---	---	+2	---	---	1921		12
" 30 Clip	Dim	45sp	---	---	---	---	+3	+1	---	1950		12
" 50 Drum	Small	75sp	---	---	---	---	+5	+2	---	1921		15
" 100 Drum	Small	15gp	---	---	---	---	+7	+4	---	1950		15

[F] *Fire* damage [to Con] applies only in the first range increment. Requires 2 doses of Black Powder. Explodes on all natural 1s.

[V] The weapon can be mounted on a vehicle, making it a Martial Vehicle Weapon. [A] Lowest if Alchemy and Craft (firearms).

† Maximum of the first Range Increment.

* Available in up to +3 caliber sizes increasing Cost by +3gp, damage by +1 die, and Minimum Strength by +2, each time.

‡ The Peacemaker can also fire .44H cartridges, but this reduces the Range Increment to 20 ft.

† Conversion to a .38 Caliber Cartridge is an after-market conversion, which costs 2gp to do, and so cannot be bought on the market.

‡ The Up-Caliber modification does not reduce this weapon's ammunition capacity, but only twice, and has both for free.

[V] The weapon can be mounted on a vehicle, making it a Martial Vehicle Weapon. $ Includes the 10gp for ammunition.

[J] Automatically jams on a roll of natural 1 or 2, requiring a Craft check to clear.

Ammunition	Size	Price	Damage	Critical	Range	Type	Lbs	Notes	Craft DC
Enlightenment									
Ball (x1)	---	1gp	---	17-20/×4	---	B	10		10*
Cap (x20)	---	2gp	---	---	---	---	3		10*
Grape (x1)	---	1gp	---	Special	↑max	S	10	5 ft. wide Line, Ref DC = attack roll, for half	10*
Load (x1)	---	4sp	---	---	---	---	2		10*
Round (x10)	---	3gp	---	---	---	---	2		10*
Shell (x10)	---	2gp	---	---	---	---	3		10*
Shot (x5)	---	2gp	---	Special	↑max	S	3	5 ft. wide Line, DC = Attack roll Ref for half	10*
Slug (x5)	---	2gp	---	19-20/×3	---	B	3		10*

Cap & Ball	Lbs/10	Cost/10	Notes	Era
.36	0.16	1sp		Industrial
.44	0.26	15cp		Victorian
.47	0.28	12cp		Victorian
.50	0.30	25cp		Victorian
.525	0.31	3sp	Rifle only	Industrial
.54	0.38	3sp	Rifle only	Industrial
.52	0.68	4sp	Rifle only	Victorian
.58	0.74	45cp	Rifle only	Victorian

Cartridge	Lbs/10	Cost/10	Notes	Era
.32	0.08	1sp		Victorian
.32 ACP	0.09	6sp		Machine
.380 ACP	0.13	8sp		Machine
9mm	0.18	95cp		Machine
.38 Spc	0.21	9sp		Victorian
.38	0.23	15cp		Victorian
.41	0.29	15cp		Victorian
.45 ACP	0.33	1gp		Machine
.45	0.34	2sp		Victorian
.357	0.20	2sp		Victorian
.44H	0.29	2sp		Victorian
.44 S&W	0.30	1gp		Victorian
.46	0.33	2sp		Victorian
7.92Msr*	0.24	25cp	Rifle only	Machine
.44-40	0.28	3sp		Victorian
.56-56	0.50	3sp	Rifle only	Victorian
.45-75	0.50	45cp	Rifle only	Victorian
.30-06 Spr	0.52	2gp	Rifle only	Machine
.375 H&H	0.55	3gp	Rifle only	Machine
.45-70	0.58	6sp	Rifle only	Victorian
.365 Oryx	0.60	35sp	Rifle only	Machine
.50-90	0.63	8sp	Rifle only	Victorian
.50 bmg	1.00	9gp	Rifle only	Machine
13.22mm‡	1.14	10gp	Rifle only	Machine

Shell Gauge (one only)	Lbs ↓Per Shell↓	Price	Damage Dice	Notes (all are Industrial)
12Gauge	1/12	12sp	same	
" Buckshot	---	15sp	---	5 ft. line 1st range, +1d4 Att
16Gauge	1/16	10sp	–1 size	+25% or +1 shot (highest)
" Buckshot	---	12sp	---	5 ft. line 1st range, +1d3 Att
20Gauge	1/20	8sp	–2 size	+40% or +2 shots (highest)
" Buckshot	---	9sp	---	5 ft. line 1st range, +1d2 Att

Ammunition	Price	Lbs
Powder & Ball (10)	3gp	2

Rockets	Price	Lbs	Damage	Craft DC
Bazooka	10gp⚛	5	10d6 Explosive⚛	16‡
Rifle Grenade	8gp⚛	5	6d6 Explosive⚛	14‡

* Usable exclusively by German "Mauser"-based firearms.
‡ This is already a "K-Bullet", and it will not work properly if it is made like a normal Cartridge. Still increases the Craft DC by the K-Bullet modifier, but not the price modifier.
⚛ Every ×2 Price increases the damage by +1d6 and Craft DC by +1. Deals Blunt Explosive damage [to Con] with a DC 10 +(#dice) Reflex save for half, –5 damage and –1 save DC until DC drops below 10 or damage equals 0 or less.

ADVENTURING GEAR ALPHABETICAL LISTS

Adventuring Gear	Price	Lbs	DC	Era
Bandoleer	1gp	2	10	Industrial
Bedroll	1sp	5	13	Classical
Bell	1gp	neg	15	Medieval
Blanket, Winter	5sp	3	10	Classical
Block and Tackle	5gp	5	12	Renaissance
Caltrops	1gp	2	14	Medieval
Campfire Gear	5gp	4	16	Classical
Candle	1cp	neg	12or15	Classical
Canvas (sq.yd.)	1sp	1	14	Classical
Case, map or scroll	1gp	1/2	12	Classical
Chain (10 ft.)	30gp	2	13	Medieval
Chalk, 1 piece	1cp	neg	10	Classical
Chest (empty)	2gp	25	15	Classical
Crowbar	2gp	5	10	Medieval
Electric Lantern	50gp	3	15	Victorian
Firewood (per day)	1cp	20	10	Classical
Fishhook	1sp	neg	15	Medieval
Fishing Net, 25 sq.ft.	4gp	5	15	Classical
Flashight	10gp	1	12	Victorian
Flint and Steel	1gp	neg	10or15	Medieval
Grappling Hook	1gp	4	15	Medieval
Gunbelt	3gp	1	12	Industrial
" Double-Pistol	5gp	3/2	12	Industrial
Hammer	5sp	2	12	Classical
Ink (1 oz.vial)	8gp	neg	15	Classical
Inkpen	1sp	neg	12	Renaissance
Ladder, 10-foot	5cp	20	12	Classical
Lamp, Common	1sp	1	13	Classical
Lantern, Bullseye	12gp	3	20	Renaissance
" Amazing	150gp	4	20	Renaissance
Lantern, Hooded	7gp	2	18	Medieval
Lock‡	---	---	---	---
" Simple	20gp	1	12	Classical
" Average	40gp	1	14	Medieval
" Good	80gp	1	16	Medieval
Manacles	15gp	2	13	Medieval
Manacles, Masterwork	50gp	2	18	Medieval
Mirror, Small Steel	10gp	1/2	20	Renaissance
Oil (1-pint flask)	1sp	1	15	Classical
Paper (sheet)	4sp	neg	15	Renaissance
Parchment (sheet)	2sp	neg	13	Classical
Pick, Miner's	3gp	10	15	Medieval
Piton	1sp	1/2	12	Medieval
Pole, 10-foot	2sp	8	10or12	Classical
Ram, Portable	10gp	20	13	Classical
Rope, Hemp (50 ft.)	1gp	10	10	Classical
Rope, Silk (50 ft.)	10gp	5	15	Renaissance
Salt (per bag)	10gp†	3	15	Classical
Sealing Wax	1gp	1	14or18	Classical
Signal Whistle	8sp	1/20	15	Medieval
Signet Ring‡	5gp	neg	20	Classical
Sledge	1gp	10	15	Classical
Soap (per lb.)	5sp	1	12or15	Medieval
Spade or Shovel	2gp	8	15	Renaissance
Spyglass	1,000gp†	1	18	Renaissance
Tent	10gp	20	12	Classical
Torch	1cp	1	10	Classical
Whetstone	2cp	1	10or12	Classical

† x1/2 Price for each higher Era after introduction.
‡ Each item is uniquely designed.

↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓ Era (Price, Effect*) ↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓

Alchemical	Classical	Medieval	Renaissance	Enlighten.	Industrial	Victorian	Machine	Lbs	DC
Classical									
Acid (flask)	10gp,1d4	10gp,1d6/1[1]	10gp,1d6/1[1]	10gp,1d6/1[2]	10gp,1d8/1[3]	5gp,1d10/1[4]	25sp,2d6/1[5]	1	15
Angel Killer (vial)	75gp,+1	75gp,+2	75gp,+2	75gp,+3	75gp,+4	37gp,+5	18gp,+6	neg	20
Black Water (flask)	20gp,1hr	20gp, 2 hrs	20gp, 2 hrs	20gp, 3 hrs	20gp, 4 hrs	10gp, 5 hrs	5gp, 6 hrs	1	15
Blood Bowl	500gp	500gp	500gp	500gp	500gp	250gp	125gp	4	20
Daemon Bane (vial)	100gp,+1	100gp,+2	100gp,+2	100gp,+3	100gp,+4	50gp,+5	25gp,+6	neg	25
Sunrod	2gp,5hrs	2gp,6 hrs	2gp, 6 hrs	2gp, 7 hrs	2gp, 8 hrs	1gp, 9 hrs	5sp, 10 hrs	1	25
Medieval									
Alchemist Fire (flask)	---	20gp,1d6/1[D1]	20gp,1d6/1[D1]	20gp,1d8[1]/1[D2]	20gp,1d10[2]/1[D3]	10gp,2d6[3]/1[D4]	5gp,2d8[4]/1[D5]	1	20
Burn Paste (flask)	---	25gp,+1	25gp,+1	25gp,+2	25gp,+3	13gp,+4	65sp,+5	1	15
Chilled Rock (stone)	---	5gp,1	5gp,1	5gp,1d2[1]	5gp,1d3[2]	25sp,1d4[3]	13sp,1d6[4]	1/10	20
Corrupt Skull	(SL ×SL)	x5gp	x5gp	x5gp	x5gp	x25sp	x13sp	2	var
Deepfire (Flask)	---	10gp	10gp	10gp,3@3hrs	10gp,4@4hrs	5gp,5@5hrs	25sp,6@6hrs	1	10
Healing Slave (flask)	---	50gp,1 heal	50gp,1 heal	50gp,2 heals	50gp,3 heals	25gp,3 heals	13gp,4 heals	1	20
Night's Crystal(shard)	---	30gp, 30 ft.	30gp, 30 ft.	30gp, 35 ft.	30gp, 40 ft.	15gp, 45 ft.	75sp, 50 ft.	neg	18
Smokestick	---	20gp,10 cu ft	20gp,10 cu ft	20gp,15 cu ft	20gp, 20 cu ft	10gp,25cuft	5gp, 30 cu ft	1/2	20
Stored Life (vial)	---	50gp, 1 Con	50gp, 1 Con	50gp, 2 Con	50gp, 3 Con	25gp, 4 Con	13gp, 5 Con	1/10	10
Thunderstone	---	30gp,DC15[2]	30gp, DC 15[2]	30gp,DC 16[3]	30gp, DC 17[4]	15gp,DC 18[5]	75sp,DC 19[6]	1	25
Renaissance									
Bottled Sunlight (vial)	---	---	50gp, 1d4[1]	50gp, 1d6[2]	50gp, 1d8[3]	25gp, 1d10[4]	23gp, 2d6[5]	1	28
Dreamweed (dose)	---	---	5gp, +2 ECL	5gp, +3 ECL	5gp, +4 ECL	25sp,+5 ECL	13sp,+6 ECL	neg	10
Fae Dust (stone)	---	---	2gp,AoE 5 ft.	2gp,AoE10ft.	2gp,AoE 15ft.	1gp,AoE20ft.	5sp,AoE25ft.	1/4	12
Flash Powder (bag)	---	---	5gp,1d4DC15	5gp,1d6DC16	5gp,1d8DC17	25sp,1d10[DC18]	13sp, 2d6 [DC19]	1/2	15
Flesh Glue (tube)	---	---	30gp, heals 1	30gp, heals 2	30gp, heals 3	15gp, heals 4	75sp, heals 5	1/2	20
Sailor's Tonic (dose)	---	---	50gp,+2bonus	50gp,+3bonus	50gp,+4 bonus	25gp,+5bonus	13gp,+6bonus	neg	15
Solumnus Vitae (vial)	---	---	100gp,1d6[DC15]	100gp,1d8[DC16]	100gp,[1d10][DC17]	50gp,2d6[DC18]	25gp,2d8[DC19]	1/10	18
Spark Stone (stone)	---	---	10gp, 1d6/1	10gp, 1d8/1[1]	10gp, 1d10/1[3]	5gp, 2d6/1[3]	25sp, 2d8/1[4]	1/10	12
Tanglefoot Bag (bag)	---	---	50gp, DC 15	50gp, DC 16	50gp, DC 17	25gp, DC 18	13gp, DC 19	4	25
Tidertwig	---	---	1gp,1d6 rnds	1gp,1d8 rnds	1gp,1d10 rnds	5sp,2d6 rnds	25cp,2d8rnds	neg	20

Enlightenment

Black Powder (flask)	---	---	---	10gp, 1d6	10gp, 1d8	5gp, 1d10	25sp, 1d12	1	15
Bomb (cask)	---	---	---	50gp, 40d6	50gp, 40d8	25gp, 40d10	13gp, 40d12	5	15
Dragon Powder (vial)	---	---	---	200gp,3d6$_{DC15}$[2]	200gp,3d8$_{DC16}$[2]	100gp,3d10$_{DC17}$[3]	50gp,3d12$_{DC18}$[4]	neg	30
Essence of Sleep(vial)	---	---	---	75gp, DC 15	75gp, DC 16	36gp, DC 17	18gp, DC 18	neg	20
Gnomish Goop (flask)	---	---	---	50gp,+0Craft	50gp,+1 Craft	25gp,+2Craft	13gp,+3Craft	1	15
Iron Flesh (flask)	---	---	---	50gp,DR2/Ad	50gp,DR3/Ad	25gp,DR4/Ad	13gp.DR5/Ad	1	22
Mind Fog (vial)	---	---	---	200gp,1d6$_{DC15}$	200gp,1d8$_{DC16}$	100gp,1d10$_{DC17}$	50gp,2d6$_{DC18}$	neg	30
Pseudoflesh (flask)	---	---	---	40gp,heals1ea	40gp,heals2ea	20gp,heals3ea	10gp,heals4ea	1	20
Skinpicks (set)	---	---	---	200gp,–20chk	200gp,–22chk	100gp,–24chk	50gp,–26chk	1	20
Snuff (pinch)	---	---	---	2gp,+2senses	2gp,+3 senses	1gp,+4senses	5sp,+5senses	neg	15
Storm Steel (per Lb.)	---	---	---	400gp,1d(lb)	400gp,1d(1+lb)	200gp,1d(2+lb)	100gp,1d(3+lb)	1	25

Industrial

Victorian

Dynamite	---	---	---	---	---	20gp,15d8$_{DC17}$	10gp,15d10$_{DC18}$	1	20
Grenade	---	---	---	---	---	10gp,8d8$_{DC15}$	5gp,8d10$_{DC16}$	1	18
Liquid Ice (vial)	---	---	---	---	---	10gp,1d12,1d6/1	5gp,2d8,1d8/1[1]	1/2	22

Machine

Enchanting Crystal	---	---	---	---	---	---	100gp+10gp/1gp	1	30

* Any value after a slash "/" is the "splash" effect, which applies to everything that is within 5 ft. of the square or target hit.

\# Number of squares in radius the annotated effect reaches.

D# How many additional rounds **all** the effect persists in the affected area/subjects.

Booze	Price	Lbs	Save DC	Ability Penalty	Drain DC	DC	Era
Ale, Dose (4 ounces)	5cp	1/4	25	1d12	15	10	Classical
Beer (4 ounces)	1gp	1/4	15	1d6	8	16	Renaissance
Brandy (4 ounces)	10gp	1/4	8	1d2	2	25	Victorian
Mead (4 ounces)	8cp	1/4	20	1d10	11	13	Medieval
Vodka (4 ounces)	5gp	1/4	10	1d3	4	22	Industrial
Wine, Aged (4 ounces)	3sp	1/4	20	1d8	11	18	Medieval
Wine, Dose (4 ounces)	1sp	1/4	25	1d10	15	15	Classical
Whiskey (4 ounces)	2gp	1/4	12	1d4	6	19	Enlightenment
Special Conditions							
Booze, Bottle (20 doses)	x20	5	---	---	---	---	Classical
Booze, Pitcher (40 doses)	x40	10	---	---	---	---	Classical
Fine Booze	x5	---	†	---	†	+5	Classical

† Reduce these save DCs by the Era's alchemy effect bonus.

Clothing	Price	Lbs	Era Bonus	DC	Era
Artisan's Outfit	1gp	4	One Craft skill	13	Medieval
Cleric's Vestments	5gp	6	Turn/Rebuke (patron deity)	13	Classical
Cold Weather Outfit	8gp	+7	Save vs. Cold	16	Classical
Courtier's Outfit	30gp	6	Diplomacy	16	Classical
Entertainer's Outfit	3gp	4	Perform	16	Medieval
Explorer's Outfit	10gp	8	Survival	18	Medieval
Fatigues	20gp	5	+Fear saves, Hide (by terrain)	15	Machine
Gas Mask	75gp	2	Save vs. gas, Corruption	15	Machine
Handyman Outfit	50gp	6	One to four Craft skills	20	Machine
High-Class Suit	100gp	8	Diplomacy & NPC Reaction	20	Victorian
Leisure Means	100gp	5	NPC Reaction checks	20	Industrial
Monk's Outfit	5gp	2	Tumble	12	Classical
Noble's Outfit	75gp	10	Intimidate	18	Classical
Off-the-Rack Suit	20gp	10	Diplomacy	17	Machine
Peasant's Outfit	1sp	2	–3 Diplomacy, no bonus	10	Classical
Plague Doctor Outfit	20gp	5	Fort vs. Disease & Gas	18	Renaissance
Royal Outfit	200gp	15	Diplomacy & Intimidate	20	Classical
Scholar's Outfit	5gp	6	Concentration	15	Renaissance
Soldier's Outfit	10gp	4	reduces ACP total	15	Classical
Stealth Suit	15gp	4	Hide, one M.S.	20	Medieval
Traveler's Outfit	1gp	5	no bonus	14	Classical
Uniform	25gp	6	+Fear saves, Intimidate	18	Industrial
Workout Outfit	3gp	2	Strong Heart	10	Machine

Buildings	Price	HP	Hard	DC	Era
Glazed Temple	2,000gp	20	6	16	Medieval
Grand House	5,000gp	60	8	17	Classical
Hut	100gp	5	4	12	Classical
Simple House	1,000gp	20	6	15	Classical

Communication	Price	Lbs	DC	Era
Postage (letter)	5cp	1/10	8	Victorian
Postage (package)	6sp per	per 1	12	Victorian
Postage, international	x50	---	15	Victorian
Radio set	50gp	200	17	Victorian
Telegraph (by word)	3cp	---	13	Victorian
" International	1gp	---	20	Victorian
35mm Camera	100gp	1	16	Machine
Telephone Call, Long Distance	1sp	---	---	Machine
Telephone Handset	10gp	2	15	Machine
Telephone Service (monthly)	15gp	---	---	Machine
Typewriter, Manual	40gp	10	18	Machine

Containers	Price	Lbs	Holds	by Lbs	DC	Era
Backpack	2gp	2	1* cu.ft.	40*	14	Medieval
Barrel	2gp	30	10 cu.ft.	400	15	Medieval
Basket	4sp	1	2 cu.ft.	80	12	Classical
Bucket	5sp	2	1 cu.ft.	40	10or13	Classical
Chest	2gp	25	2 cu.ft.	80	15	Classical
Pouch, Belt	1gp	1/2	1/5 cu.ft.	8	10	Classical
Sack	1sp	1/2	1 cu.ft.	40	10	Classical
Saddlebags	4gp	8	5 cu.ft.	200	12	Classical

* +10 lbs and 1/4th cu. ft. per +1 Era.

Containers, liquid	Price	Lbs	Holds	DC	Era
Bottle, Ink, Clay	1sp	1/10	2 ounces	12	Classical
Bottle, Wine, Glass	2gp	1/2	12 ounces	20	Medieval
Flask	3cp	1/4	1 pint	11	Renaissance
Jug, Clay	3cp	2	1 gallon	12or15	Classical
Mug/Tankard, Clay	2cp	1/2	1 pint	12	Classical
Pitcher, Clay	2cp	1	1 gallon	15	Classical
Pot, Iron	5sp	2	1 gallon	13	Medieval
Waterskin	1gp	1/2	1/2 gallon	13	Classical

	Price				
Vial, Ink or Potion	1gp	neg	1 ounce	13	Medieval

Food and Lodging	Price	Lbs	DC	Era
Banquet (per person)	10gp	---	20	Classical
Bread, per Loaf	2cp	1/2	12or15	Classical
Cheese, Hunk of	1 sp	1/2	12or15	Medieval
Inn stay (per day)	---		---	Classical
Good	2gp	---	---	Classical
Common	5sp	---	---	Classical
Poor	2sp	---	---	Classical
Kitchen Gear	50gp	50	18	Classical
Meals (per day)	---		---	Classical
Good	5sp	---	15	Classical
Common	3sp	---	12	Classical
Poor	1sp	---	10	Classical
Meat, Chunk of	3sp	1/2	12	Classical
Rations, Trail (per day)	5 sp	1	15	Medieval

Medicine	Price	Lbs	DC	Era
Amphetamine (3 pills)	50gp	neg	20	Victorian
Antitoxin (vial)	50gp	neg	25	Medieval
Ash Bandage	5sp	1/4	13	Classical
Chaw	5cp	neg	12	Classical
Chloramphenicol (pill)	1gp	neg	19	Machine
Chloroform (vial)	10gp	neg	20	Industrial
Inoculant (injection)	1*gp	neg	5*	Enlightenment
Iodine Pills (3)	1gp	neg	14	Machine
Laudanum (vial)	5gp	neg	16	Renaissance
Morphine (dose)	5gp	neg	22	Victorian
Opium†	1gp	neg	20	Enlightenment
Pain Tea (dose)	5sp	neg	18	Medieval
Poultice (bag)	2gp	1/2	20	Medieval
Prophylaxis (dose)	2sp	1/4	15	Enlightenment
Quinine (pill)	1gp	neg	18	Renaissance
Sanguine Vitae (pint)	100gp	1/4	special	Classical
Soda Water (1 pint flask)	3sp	1	13or15	Victorian
Sulfanamide (dose)	5gp	neg	22	Machine

* Plus the save DC of the disease.
† "Typically" Addictive substance.

Siege Engine	Price	Damage	Critical	Min	Increment	Crew	AC	HP	Hard	Ammo	DC	Era
Ballista	500gp	3d6	x3	10 ft.	120 ft.	2	5	10	5	Javln or ShtSpr	20	Mediev.
Catapult, Heavy (100 ft. min)	800gp	8d6	---	100 ft.	200 ft.	5	3	30	5	40-80 lb stones	18	Mediev.
Catapult, Light	550gp	5d6*	---	100 ft.	150 ft.	2	4	20	5	20-30 lb stones	15	Classic.
Onager	650gp	3d6*	x2	20 ft.	50 ft.	2	5	10	8	3-6 lb object	13or15	Classic.
Ram (damages only square hit)	2,000gp	4d6*	x3	---	---	10	4	20	10	4 people carry	15	Classic.
Scorpio	800gp	(Halfspear)x3	x2	5 ft.	40 ft.	2	4	8	6	Halfspear	15or18	Classic.
Siege Tower (10 men inside)	1,000gp	---	---	---	---	6	2	40	5	---	15	Mediev.

* Double this damage against buildings or anything else that fills more than 2 squares. The rolled damage applies to everything within the 5 ft. square it impacts, and half that against everything else within 5 ft. of that square.

Special	Price	Lbs	DC	Era
Bomb (cask)	50gp	5	15	Enlightenment
Book of Lore (+1)	320gp	15	20&25	Classical
Book of Lore (+2)	160gp	12	20&25	Medieval
Book of Lore (+2)	80gp	9	20&25	Renaissance
Book of Lore (+3)	40gp	6	20&25	Enlightenment
Book of Lore (+3)	20gp	3	20&25	Industrial
Book of Lore (+4)	10gp	1	20&25	Victorian
Book of Lore (+4)	5gp	1/3	20&25	Machine
Coffee	---	---	12or15	Renaissance
" by pound	20gp	1	---	Renaissance
" by cup	5sp	1	---	Renaissance
Compass	100gp	40	15	Medieval

	Price	Lbs	DC	Era
Compass	90gp	30	15	Renaissance
Compass	50gp	15	15	Enlightenment
Compass	25gp	5	15	Industrial
Compass	15gp	2	15	Victorian
Compass	5gp	1	15	Machine
Everburning Torch	90gp	1	spell	Classical
Heartstone	80gp	1	---	Victorian
Holy Water (flask)	25gp	1	spell	Classical
Map	10gp	neg	20	Classical
Opium (1 oz)	5gp	1/10	15	Victorian
Printing Press	500gp	400	18	Renaissance
Radio Pack	150gp	20	20	Machine
Radio Receiver	20gp	10	15	Machine

	Price	Lbs	DC	Era
Rubber	5sp	1	13	Industrial
Rubric Sigil	(CR) ×(CR) ×5gp	neg	10‡	Enlightenment
Sunglasses	10gp	1/2	14	Machine
Thaum Cell	Lbs x Lbs x5gp	1+	15 +(Lbs.)	Victorian
Thaum Converter	500gp	25	18	Machine
Trail Hat	5gp	1	18	Industrial
Unholy Water (flask)	15gp	1	spell	Classical
Voxcaster Cell	50gp	5	18	Machine
Witch's Rod	(SL) × (SL) ×25gp	5	18 +(SL) ×2	Machine

	Price	Era
Man-at-Arms	Level ×5sp†	Classical
Messenger (per mile)	2cp	Classical
Psychic Manifester	(PL) ×(SL*) ×5gp	Classical
Slave Convict	Slave × (Years ×5%)	Medieval
Slave, Labor	(Lvl) ×(Lvl) +5gp	Classical
Slave, Pleasure	[(Lvl ×10) – Age]gp	Classical
Slave, Skilled	(Lvl) ×(Lvl) ×5gp	Classical
Slave, Warrior	(Lvl) ×(Lvl) ×2gp	Classical
Spellcaster‡	(CL) ×(SL*) ×10gp	Classical

† Per day.
‡ Maximum CL equals 1/1,000th the local population, or half that if illegal.
* 0th-level spells count as 1/2-level, double the price if illegal.

Spellcasting & Services

Spellcasting & Services	Price	Era
Animal Trainer	1gp per day	Classical
Assessor's Judgment	2 or 125gp	Classical
College Course	(#skill ranks) ×25gp	Renaissance
Draegoman	(DC) ×2sp†	Classical
Healer's Services	2gp†	Classical
Hireling, Trained	3sp†	Classical
Hireling, Untrained	1sp†	Classical
Indentured servant	Slave x (Years x3%)	Renaissance

Superior Items

Superior Items	Price	DC	Era
Armor or Shield, Masterwork	+150gp	30	Classical
Arrow, Bolt, or Bullet, Masterwork	7gp	30	Classical
Weapon, Masterwork (per head)	+300gp	30	Classical

Tools and Skill Kits

Tools and Skill Kits	Price	Lbs	Era Bonus	DC	Era
Air Canister	5gp	2or4	Special	13	Machine
Alchemist's Lab	500gp	40	+Alchemy	20	Medieval
Alchemist's Tools	50gp*	10*	---	18	Classical
Arcane Spell Formula (per SL)	200gp†	1/2(SL)	---	15+(SL)	Classical
Arcane Spell Materials (per SL)	100gp‡	1/2(SL)	---	15	Classical
Artisan's Tools	5gp*	5*	---	15	Classical
Artisan's Tools, Masterwork	55gp	5	+(one Craft)	25	Medieval
Bipod	10gp	10	+Str for Firearm	18	Victorian
Blow Torch	20gp	5	spike (bonus)d6 *Fire*	15or18	Victorian
Climber's Kit	80gp	5	+Climb	15	Medieval
Crafting Station (per +1)	500gp‡	200	Special	15+	Enlightenment
Disguise Kit	50gp	8	+Disguise	18	Renaissance
Doctor's Bag	100gp	12	+Heal&Pr(physician)	20&15+	Industrial
Healer's Kit	50gp	1	Heal +1 die	18	Medieval
Holly and Mistletoe	---	neg	---	15	Classical
Holy Symbol, Silver	25gp	1	+Turn/Rebuke	15	Medieval
Holy Symbol, Wooden	1gp	1/10	---	12or15	Classical
Hourglass	25gp	1	+Cooking	20	Renaissance
Magnifying Glass	100gp	neg	+Search	15	Renaissance
Mana Forge	800gp	500	Anchors one spell	20&15+	Industrial
Musical Instrument	5gp	3	---	13	Classical
Musical Instrument, Masterwork	100gp	3	+Perform	22	Medieval
Scale, Merchant's	2gp*	1*	---	20	Classical
Sewing Needle	5sp	neg	---	18	Classical
Skill Kit, Masterwork	+50gp	same	Booster +1	+10	Renaissance
Spell Component Pouch	5gp	3	---	15	Classical
Spellbook, Basic, Blank	50gp	10	Not applicable	20	Medieval
Spellbook, Blank	15gp	3	NA (holds spells)	25	Renaissance
Thieves' Tools	30gp	1	---	13	Classical
Thieves' Tools, Masterwork	100gp	2	+D.D. & O.L	18	Medieval
Tripod	20gp	15	reduces Firearm Str	15	Industrial
Wand Brace	10gp	1/2	(# of Wands)	15	Enlightenment
Water Clock	1,000gp	200	+Alchemy, Cooking	18	Renaissance

* Double Price and Lbs during the Classical Era.
‡ Plus the cost of one toolkit of the appropriate type, per +1 skill total.
† –20gp per Era after Classical (10gp minimum).
‡ –10gp per Era after Classical (5gp minimum).

Transport

Transport	Price	DC	Era
Coach Cab	3cp per mile	---	Classical
Oar	2gp	10	Classical
Road or Gate Toll	1 to 3+cp	---	Classical
Ship's Passage	1sp per mile	---	Classical
Teleportation	250 or 500gp*	spell	Classical

* Double the price if the person providing the teleportation must travel back on their own.

Gear Add-On	Price	Craft DC	Era
Built-In	+100%	+2	Industrial

This section lists all the things from Chapters 7 that mix spellcasting and technological design, no matter how simple or complex. Why? Because you demand it!

Thaum

The theory of magic has been researched and experimented with to the point that it eventually is fully quantified. The basic unit of magical power is called the "Thaum", and it represents the magical energy produced by a 1st-level spell. A spell expends an amount of Thaum equal to its (SL) ×(SL), while Caster Level is more an expression of how **well** the spell is assembled, so Caster Level has no relation to Thaum. If an item requires a Caster Level, then it would be the Caster Level of the person expending the spell, or just the Thuam spent if it comes **from** a Thaum system. Technomagical items are rated in terms of Thaum.

Replacing Spell Levels: Discharging stored Thaum to replace a spell for purposes of powering a Thaum item or modification can be done. This gives it an effective Spell Level equal to √(Thuam spent), which can not only be higher in Spell Level than you can cast, but **also** be higher than even 9th-level!

ARMOR AND SHIELD MODIFICATIONS

Armor Add-On	Price	Craft DC	Era
Auto-Repair	+10%	same as Spellcraft	Medieval

ARMOR

Armor, Clothing	Price	AC Bonus	Max Dex	ACP	ASF	Speed	Lbs	DR	ER	Notes	Craft DC	Era
Caster's Jacket	80gp	+2	---	–0	0%	×1	4	---	5	DR 5 vs. Firearms	15	Machine

Caster's Jacket (Alchemy and Tailoring DC 15): A loose short-sleeve double layered canvas vest that is lined with internally-stitched runes made from Alchemically-treated metals. These runes are stitched on a layer of cotton or other soft cloth, and they "align" it so that it rejects rapid energy transfer, granting you Energy Resistance 5. Meanwhile the thick padding grants you DR 5 vs. Firearms only.

WEAPON MODIFICATIONS

Firearms Add-On	Price	Craft DC	Era
Silent	+10%	same as Spellcraft	Industrial
Thaum Shot	+(Lbs.) ×200gp	same as Spellcraft	Victorian

Weapon Add-On	Price	Craft DC	Era
Overdrive	+(Lbs.) ×30gp	same as Spellcraft	Victorian
Thaum Circuit	+25%	same as Spellcraft	Machine

Weapon Mutable	Price	Craft DC	Era
Kinesis^M	+(Lbs.) ×25gp	(special) Spellcraft	Victorian
Pulse Tech	+(Lbs.) ×10gp	DC +5 Spellcraft	Machine

^M Melee only.

[Mutable] *Kinesis* (+[Lbs.] ×25gp Price, Spellcraft DC 10+[Lbs.], melee only): By expending a spell as a standard action, (move with Quick Draw) you can cause the weapon to get an +(Spell Level) enhancement bonus to Attack (but no more than the lower of Lbs. or Hardness), for (Caster Level) ×10 minutes. Each additional time this is taken increases the bonus by +1.

[Add-On] *Overdrive* (+[Lbs.] ×30gp Price, Spellcraft same DC): By expending a spell as a free action, you gain (Spell Level) additional Attacks on a Full Attack action (but no more than the lower of Lbs. or Hardness), that same round. Each Attack that round has a penalty equal to –(SL), but this is reduced by 1 for each additional time Overdrive is taken.

[Mutable] *Pulse Tech* (+[Lbs.] ×10gp Price, Spellcraft same DC +5): On a hit you can expend Spell Levels to gain +(Spell Level) damage die size (or dice sizes for Firearms), up to the higher of the item's Lbs. or Hardness. Afterwards you have to make a DC 20+(SL) Hardness save for it, or it is damaged. Each additional time this is taken adds Booster +1 to this save.

[Add-On] *Silent* (+10%gp Price, Spellcraft same DC): Mutes the sound of the Firearm's exploding powder magically, but only that, thus allowing you to use Move Silently at no penalty. One layer of "Silent" is consumed whenever the Firearm scores a critical hit, even against targets normally immune to them.

[Add-On] *Thaum Circuit* (+25%gp Price, Spellcraft same DC): This set of mystical metals and gems allowing it to store up to (Era-based Tool bonus) ×(lower of Hardness or Lbs.) Thaum, added at a rate of (SL) minutes minimum. You can then expend any amount as a free action in order to power integrated "Thaum" effects, with Caster Level equal to the Thaum expended.

[Add-On] *Thaum Shot* (+[Lbs.] ×200gp Price, Spellcraft same DC): By expending a spell of (#dice) Spell Level as a free action, you can conjure up to 1/2(CL) in *Summoned* shots. These shots appear when it is fired, and are used up **before** those in the Firearm itself, but are just generic unmodified versions that the Firearm would use normally. If they are not all used up before the next sunset or sunrise, the excess are lost. Each additional Spell Level above what is needed gives the *Summoned* shots +1 worth of enchanted ranged weapon special abilities (see page 346), but not any actual enhancement bonus. Reduce the needed Spell Level by –1 for each additional time Thaum Shot is taken.

	Price	Craft DC	Era
Watery	+(Lbs.) ×10gp	same as Spellcraft	Enlighten

Armor Mutable	Price	Craft DC	Era
Accelerant^A	+(Lbs.) ×25gp	(special) Spellcraft	Enlighten

^A Armor only, not shields.

[Mutable] *Accelerant* (+[Lbs.] ×25gp Price, Spellcraft DC 10 +1/4[Lbs.], Armor only, Thaum): When a spell is expended on this modification as a move action (SL up to the higher of Lbs. or Hardness), then you gain an additional Movement action each round for up to (Caster Level) minutes, in which you can only travel (Spell Level) ×5 ft. Each additional time this is taken increases the effective Spell Level by +1.

[Add-On] *Auto-Repair* (+10% Price, Spellcraft same DC, Thaum): By expending a Spell Slot as a standard action, you can restore (SL) damage it has taken. This requires that you pass a Craft check against the armor's Craft DC, losing one of this Add-On if it is failed.

[Add-On] *Watery* (+[Lbs.] ×10gp Price, Craft same DC Spellcraft, Thaum): When a spell is expended on this modification as a free action (SL up to the higher of Lbs. or Hardness), then for (SL) hours you can negate the ACP for Swim checks, and gain an enhancement bonus to Swim (see page 75) and *suffocation* checks (see page 210) equal to +(#Watery).

ADVENTURING GEAR

Alchemical	Price	Lbs	DC	Era
Enchanting Crystal (crystal)	100gp*	1	30	Machine

Special Items	Price	Lbs	DC	Era
Heartstone	100gp	1	---	Victorian
Thaum Cell	(Lbs.) ×(Lbs.) ×5gp	1+	15 +(Lbs.)	Victorian
Thaum Converter	500gp	25	18	Machine

Tools and Skill Kits	Price	Lbs	Era Bonus	DC	Era
Voxcaster Cell	50gp	5		18	Machine
Witch's Rod	(SL) ×(SL) ×25gp	5		18 +(SL) ×2	Machine
Crafting Station (per +1)	500gp*	200	Special	15+	Enlight.
Mana Forge	800gp	500	Anchors	20&15+	Indust.

Witch's Rod (Electronics and Spellcraft DC 18 +[SL] ×2, at –5 if you have the Metaspell feat): A contraption made from enchanted and rune-engraved vacuum tubes, antennae, and wiring. As a result it has Hardness 4 with only 10 –(Spell Level) Hit points (so it cannot go up to SL 10). When your expend a Spell Slot on it (see page 127), it will discharge that Spell Level to power the Metaspell feat that it was designed to mimic. It must be designed to produce a specific Metaspell feat, but only one. After each use it has to make a DC 10 Hardness check, or it takes a point of damage. This is an illegal item everywhere!

Heartstone (mineral): Originally discovered in the lava from the 1783-1784 eruptions of Lakagigar in Iceland, the name is due to how these opalescent black stones "beat" with dull light in time with your heartbeat when you touch them. Much later it was discovered that they would disintegrate into worthless dust when held while making an enchanted item, replacing the essence (i.e. XP) the enchanter needs. This caused a gold rush, revealing that deep lava flows all over the world can produce Heartstone, thus helping to accelerate the widespread production of low-grade "consumer" magical items. An ounce of Heartstone reduces the enchanting XP cost of a magical item by –1. Since enchanting each 5gp costs 1XP, this means that a Lb. of Heartstone costs the same as the replaced XP. Thanks to this, enchanters can use Heartstone to create far more magical items in a year than they could if they spent their own essence.

Crafting Station (DC 15 +[Skill Total]): An automated set of Crafting tools (including an Alchemy toolkit) powered by magic. It occupies (Skill total) in contiguous 5 ft. squares, and has a Price of [(Crafting Tools) +500gp] ×(Skill total). (Skill total) ×250gp of the Price is made up of magical item Crafting materials, leaving the remaining Price as the Price for purposes of Crafting materials cost and progress. Operating a Crafting Station requires giving it the design for what it is to make, on paper, and it consumes (#Skill total) Thaum each hour it runs. It can hold up to (Skill total) ×(Era-based Tool bonus) in Thaum.

* Special: Each Era after Renaissance adds +100% to the Price of Crafting Stations, and increases their Crafting production rate by ×2 in series (i.e. +200% for ×4, +300% for ×8, etc.).

Thaum Cell (Electronics and Spellcraft DC 15 +[Lbs.]): This is a variation on a battery that uses rune-etched plates to store magical energies, like the Thaum Circuit modification (see page 152). However, the more cumulative plates there are the harder it is to keep the mystical fields from interacting and turning off, increasing the Price. It can hold up to (Era-based Tool bonus) ×(Era-based Tool bonus) ×1/2(Lbs.) Thaum. Any device wired to a Thaum Cell can draw from it upon command. Due to cross-compatibility, no device can have more than one Thaum Cell (or Thaum Circuit) within 5 ft. of others, and still access them.

Mana Forge (Kn:architecture&engineering DC 20 and Spellcraft DC 15 +[SL] +[CL]): A special rune-inscribed stone forge designed with several heat-powered movable armatures, intended to be used for one specific Spellcraft check to make or recharge an Anchored item (see page 73) that it has an example loaded into a shelf below it. The example item can be changed out at any time without any checks, but the Mana Forge will only function if it is loaded with an identical Anchored spell effect, including enhancements from things like the Artifice feat. When operating a Mana Forge will consume 5gp worth of combustible material (such as wood or lap oil) a day, and magic item Crafting materials, to put a duplicate of its Anchored spell effect on any version of its example item, all of which must be loaded into it directly. It can only hold one item to be Anchored, enough Crafting materials to duplicate the Anchored spell effect, and a 24 hours of fuel. While operating it produces 15 points of progress every 12 hours, to either attach the Anchored spell or recharge it, and doesn't need to make a skill check to do so successfully. At the Victorian-Era a Mana Forge can be built using 1/10th its fuel cost as electricity, instead of combustible fuel, but at ×2 Price. It consumes ×1/5 fuel and has ×2 progress in series, per Era after Industrial.

Thaum Converter (Electronics and Spellcraft DC 18): This metal and glass box has two electrical leads on one side, a flat glass screen filled with fine metal mesh on the other, and a short thick cable ending in a grounding spike. When a spell is cast "into" the Thaum Converter while touching it (including using charged or consumed items) it generates electricity, and likewise electricity applied to the leads can channel Thaum into appropriate "Thaum"-using items touching the glass screen. Gauges on the top show the Thaum and electricity being produced as well as their characteristics. When set up and grounded it can convert magical power into electrical energy, and vice-versa. Converting either way only converts (Era-based Tool bonus)/(1 +[Era-based Tool bonus]) of the energy, with the excess lost as heat and electromagnetic/magical "noise".

* Interference: This noise renders all radio and mystical communication, including the Telepathy special ability (see page 639), within 10/(Era-based Tool bonus) miles impossible to connect – including attempts to communicate through the affected area!

Voxcaster Cell (Electronics and Spellcraft DC 18, or 23 without Craft Wondrous Item): This magically-powered radio variant uses a type of Anchored *message* spell to connect with any Voxcaster Node (see page 376) that it is within range of, permitting you to use *message* with any network you can access, without limit. So long as you dial in the appropriate access code for that node, it can connect with any Voxcaster network you know the password for. A DC 22 Analyze Documents check can be used to log into a Voxcaster Node you do not know the access code for. Magical energy is required to power it, providing 12 hours of operation for every Thaum charged into it (see page 127). It has a capacity of (Era-based Tool bonus) Thaum.

Enchanting Crystal (Alchemy DC 30): Made by alchemically mixing obsidian, quartz, and a wide variety of other lesser ingredients. Once made it is "empty", but it can store the mystical energy normally lost when a magical item is destroyed, but **not** if disenchanted with a *disjunction* spell. Each Enchanting Crystal can store up to 100gp worth of this energy, so long as it is in contact with the item as it is destroyed. However, this conversion is only at a 10-to-1 ratio, so Enchanting Crystal can "capture" 10% of the magical item's Price, even if using multiple Enchanting Crystals. The containing energy can then be discharged, in whole or in part, to reduce the Price of any enchanted item, up to the its full Price (making it take only an hour to enchant). You only pay the XP cost of the value **not** reduced, plus that of any special additional XP costs (like the XP component of a required spell). Enchanting Crystals can be re-used an unlimited number of times.

MOUNTS

Training

A "trick" is something an animal-like creature (i.e. Intelligence below 3), like a mount, can be taught to do that it would not normally think of doing. This means that one without an Intelligence score simply **cannot** be trained. At the end of the training time of (trick's DC) days you make a DC (by trick) Handle Animal check, in order to have successfully trained it. An animal-like creature can only learn up to 2 tricks per point of Intelligence, if a trick beyond this is taught then it must forget a prior trick of the your choice. A mount will not perform a trick that looks potentially fatal, even if trained to do it, without also being commanded via a Ride check (see page 72).

It usually costs you time for an "Animal Trainer" service long enough to train the desired trick, to train it. Getting a pre-trained mount increases the Price by +(trick's DC) ×4gp, since it is assumed that the trainer had to pay for the mount's maintenance during training and also while looking for a buyer. However mounts can be sold as one of either "pack", "saddle", or "wagon" trained at no additional Price, unless you want them trained in multiple uses. If using a mount for a purpose it is not trained for causes it to have Sinker –1 to its Spirit. The available tricks that can be trained are covered below:

Attack (DC 15): You teach the mount to Attack a specific creatures on command, usually using a specific word and/or gesture. It will continue the assault until severely injured or this command is cancelled with a "release" word, or it is given another order that would require leaving the target.

Dance (DC 22): On your command the mount will dance around on its hind legs, or otherwise, in an attempt to entertain. This allows you to use the lower of your own Handle Animal or Perform to make a Perform check, with a +(mount's HD) bonus.

Defend (DC 20): You command the mount to remain near you, and intercept any potential Attackers, by using a Readied Action. It will Attack anything that tries to Attack you, otherwise it will merely step between you two and attempt to scare them.

Guard (DC 20): Like "Defend", except that instead of a person the mount is made to protect a small area or object it can easily perceive (such as a campsite or a doorway).

Fetch (DC 15): By pointing and issuing the command, you make the mount rush out and retrieve something that is not moving. It will then drag or carry the object back to you, to the best of its ability.

Full Use (DC 15): The mount is trained to all uses – which includes being usable for "pack", "saddle", or "wagon".

Heel (DC 18): Upon your command the mount stops what it is doing, and returns to your side if it is not there already.

Hold (DC 20): Similar to "Attack", only the mount attempts to a Grapple Stunt to immobilize, instead of dealing damage.

Hunt (DC 18): You give the mount the scent of a target, and it will then try to locate them. Once located it will Attack the target unless you countermand at that time.

Jump (DC 15): At your command the mount will leap over an obstacle, or into something such as open air.

Multiple Use (DC 12): The mount is trained to two uses – choose two of being usable for "pack", "saddle", or "wagon".

Sneak (DC 20): With a hissed word and a quick gesture, you can command the mount to creep along softly, and use cover when possible. This allows it to make Hide and Move Silently checks. It must follow you to doing this, unless it is also given a command such as "Attack" at the same time.

Speak (DC 20): The mount makes a vocalization that it has been taught to do, on your command – such as barking a pattern similar to a phrase, or whinnying like they are laughing.

War (DC 25): The mount is trained to ignore their instinctual sense of danger from loud noises, and the smells of blood and smoke. As a result you can command and push it in combat situations, without fear of their attempting to flee or becoming uncontrollable from fright.

Other (DC 30): The mount is taught to perform some sort of action in response to either a command or situation it can comprehend (such as barking whenever it smells fresh Elf). Each such specific behavior that is taught counts as a separate trick.

Maintenance

Mounts require not only food and water, but also bodily care to soothe aching muscles from being ridden or otherwise used as a beast of burden.

Sustenance: A mount usually requires an amount of food each day equal to its (HD) ×(HD) in Lbs., or ×1/2 that if they are not engaged in labor or travel.

Time: It takes 30 minutes each day to take care of a stabled mount of one size category larger than you, or an hour if it was engaged in labor or travel. Increase this time by ×2 for each additional size category. Those of your same size category or smaller take 15 minutes. A successful DC 15 Handle Animal check cuts this time by ×1/2, at DC 20 by ×1/3, and at DC 25+ by ×1/4. A mount that is not appropriately treated is *fatigued* the entire next day, and has an additional –3 to its Spirit.

Classical Mounts

TABLE 8-1: CLASSICAL MOUNTS

Mount	Price	Speed	Encumbrance	Spirit	Durability	Int/Con/Str	Melee Attack	Size
Dog, Riding	150gp	40	66 Lbs.	---	1 +1 EL	2/12/15	Bite +5 (1d4+3 Piercing)	Small
Donkey	8gp	30	174 Lbs.	Sinker –1	3	1/12/14	Hoof +5 (1d2+3 Blunt)	Medium
Mule	4gp	40	174 Lbs.	Sinker –1	3	1/12/14	Hoof +5 (1d2+3 Blunt)	Medium
Horse, Breed (Arabian)	150gp	50	396 Lbs.	---	4	2/14/15	Hoof +4 (1d3+3 Blunt)	Large
Horse, Breed (Gaited)	100gp	50	516 Lbs.	+3	4	2/14/17	Hoof +6 (1d3+6 Blunt)	Large
Horse, Breed (Pony)	30gp	40	396 Lbs.	Booster +1	4	2/14/15	Hoof +4 (1d3+3 Blunt)	Large
Horse, Grade	75gp	50	516 Lbs.	---	4	2/14/17	Hoof +5 (1d3+4 Blunt)	Large
Skeleton (Horse)	165gp	50	516 Lbs.	---	4 DR 3/Blunt	---/---/17	Hoof +5 (1d3+4 Blunt)	Large

TABLE 8-2: CLASSICAL MOUNT GEAR

Mount Gear	Price	Lbs	Carry Capacity	DC
Bit & bridle	2gp	1	---	15
Feed (per day)	5cp	10	---	12
Saddle, Riding	10gp	25	1 (Medium)	15
Saddle, Pack	5gp	15	500 +50 Lbs. ×(Era)	12
Saddlebags	4gp	8	70 +10 Lbs. ×(Era)	10
Stabling (per day)	5sp	---	---	12
War-Trained	+100gp	---	---	25

Medieval Mounts

TABLE 8-3: MEDIEVAL MOUNTS

Mount	Price	Speed	Encumbrance	Spirit	Durability	Int/Con/Str	Melee Attack	Size
Animal, Giant (Bat)	400gp	120 C	50 Lbs.	Sinker –1	2	1/10/13	Bite +3 (1d6+1 Piercing)	Medium
Animal, Giant (Eagle)	4,800gp	180 E	692 Lbs.	–5	11	1/19/22	Talons +12 (2d6+10 Slash)	Huge
Elephant	1,000gp	40	3,000 Lbs.	Sinker –1	8	2/19/30	Gore +7 (1d8+15 Piercing)	Huge
Gryphon	1,000gp	80 C	87 Lbs.	Sinker –1	6	2/14/14	Bite +7 (1d8+15 Piercing)	Medium
Horse, Breed (Draft)	200gp	50	696 Lbs.	---	4	2/14/19	Hoof +6 (1d3+6 Blunt)	Large
Horse, Breed (Warmblood)	250gp	50	696 Lbs.	---	4	2/14/19	Hoof +6 (1d3+6 Blunt)	Large

TABLE 8-4: MEDIEVAL MOUNT GEAR

Mount Gear	Price	Lbs.	Carry Capacity	DC
Barding	---	---	---	---
Medium creature	×2	×1	---	armor
Large creature	×4	×2	---	+2
Huge creature	×8	×4	---	+5
Howdah	20gp	150	3,000 Lbs.	15
War	50gp	300	2,500 Lbs.	18
Saddle, Exotic Military	60gp	40	---	25
Saddle, Military	20gp	30	---	20

Enlightenment Mounts

TABLE 8-5: ENLIGHTENMENT MOUNTS

Mount	Price	Speed	Encumbrance	Spirit	Durability	Int/Con/Str	Melee Attack	Size
Horse, Breed (American Quarter)	300gp	50	696 Lbs.	---	4	2/14/19	Hoof +6 (1d3+6 Blunt)	Large
Infernals (Hellhound)	1,200gp	50	87 Lbs.	–3	5	6/13/14	Bite +6 (1d8+3 Piercing)	Medium

Renaissance Mounts

TABLE 8-6: RENAISSANCE MOUNTS

Mount	Price	Speed	Encumbrance	Spirit	Durability	Int/Con/Str	Melee Attack	Size
Horse, Breed (Thoroughbred)	400gp	60	396 Lbs.	---	4	2/12/15	Hoof +4 (1d3+3 Blunt)	Large
Mythic Beasts (Whvern, Adol)	2,400gp	180 C	466 Lbs.	+3	6 +2 EL, DR 2	2/25/24	Stinger +10 (1d10+7 Pierc)	Large

Industrial Mounts

TABLE 8-7: INDUSTRIAL MOUNTS

Mount	Price	Speed	Encumbrance	Spirit	Durability	Int/Con/Str	Melee Attack	Size
Horse, Breed (Clydesdale)	500gp	50	918 Lbs.	---	4	2/14/21	Hoof +7 (1d3+7 Blunt)	Large
Horse, Breed (Morgan)	300gp	50	516 Lbs.	---	4	2/14/17	Hoof +5 (1d3+4 Blunt)	Large

Victorian Mounts

TABLE 8-8: VICTORIAN MOUNTS

Mount	Price	Speed	Encumbrance	Spirit	Durability	Int/Con/Str	Melee Attack	Size
Horse, Breed (Appaloosa)	400gp	50	258 Lbs.	---	4	2/14/17	Hoof +5 (1d3+4 Blunt)	Large

VEHICLES

Classical Vehicles
(5,000 BCE to 400 CE)

TABLE 8-10: CLASSICAL VEHICLES

Vehicle	Price	Cmp	Cargo	Distance	Lbs.	Pilot	Seating(Crew)	Speed	HPts	Hard	HP	Purpose	Size	L×W
Canoe	27gp	1	170	1 mi	65	+1	1(1)	40	---	4	16	Water (row)	Small	10×5
Cart	6gp	1	410	12 mi	75	–1	1(1)	45	---	4	15	Wheeled (2)	Small	10×5
Reindeer Sled	5gp	1	1t	15 mi	100	+1	1(1)	40	---	4	20	Sled	Medium	20×5
Rowboat	53gp	1	1,300	2 mi	130	–1	4(1)	30	---	4	23	Water (row)	Medium	20×5
Trireme	320gp	1	2,400	165 mi	800	–4	40(30)	30/45	---	4	56	Water (row/sail)	Huge	40×15
Wagon	18gp	1	1,900	110 mi	230	–1	2(1)	45	---	4	30	Wheeled (4)	Medium	15×10
Wideboat	40gp	1	400	2 mi	200	–1	6(2)	30	1	4	28	Water (row)	Medium	15×10

Enlightenment Vehicles
(1700 to 1800 CE)

TABLE 8-10: ENLIGHTENMENT VEHICLES

Vehicle	Price	Cmp	Cargo	Distance	Lbs.	Pilot	Seating(Cr)	Speed	HPts	Hard	HP	Purpose	Size	L×W
Brig	4,400gp	2	120t	1,500 mi	2.8t	–6	80(3)	55	$2^L,2^R$	4	37	Water (sail)	Colossal	165×25
Ship-of-the-Line	15,000gp	3	132t	4,500 mi	6t	–7	$75(5),1^S,2^B$	40	$10^L,10^R$	6	180	Water (sail)	Titanic	165×60

Industrial Vehicles
(1760 to 1840 CE)

TABLE 8-11: INDUSTRIAL VEHICLES

Vehicle	Price	Cmp	Cargo	Distance	Lbs.	Pilot	Seating(Cr)	Speed	HPts	Hard	HP	Purpose	Size	L×W
Locomotive	3,200gp	3	31t	500mi	5,400	+3	1(1)	105	---	10	310	Wheeled (6)	Huge	45×20
Rail Car [Driveless]	96gp	1	5.6t	75mi	1,200	–2	15(0)	135	---	10	270	Wheeled (4)	Large	30×10
Stage Coach	94gp	2	5t	1,600 mi	1,200	–4	$6(1), 4^C$	120	4	6	65	Wheeled (4)	Huge	35×25

Victorian Vehicles
(1837 to 1901 CE)

Era Modifications: In this Era any vehicle whose Complexity is higher than 1 will get one level of the "Electrical" modification for free (see below), which does not count towards modification limits or Price!

TABLE 8-12: VICTORIAN VEHICLES

Vehicle	Price	Cmp	Cargo	Distance	Lbs.	Pilot	Seating(Cr)	Speed	HPts	Hard	HP	Purpose	Size	L×W
Battle Cruiser	259,200gp	4	69t	9,000 mi	4.1t	–5	$45(10),42^C,3^B$	90	5^T	19	220	Water (prop)	Gargant.	90×30
Cabin Boat	5,400gp	1	5.8t	4,800 mi	2.7t	–4	$4(1),1^C$	45	---	10	950	Water (prop)	Huge	45×20
Ford Cargo Van	390gp	2	7.8t	75 mi	1,200	–3	2(1)	110	---	10	130	Wheeled (4)	Large	30×10
Ford Model N	200gp	2	2,600	100 mi	600	–0	3(1)	130	---	10	97	Wheeled (4)	Medium	15×10
Ford Model T	770gp	2	2.4t	110 mi	2,400	–1	4(1)	110	---	10	190	Wheeled (4)	Large	30×10
Harley Model W	100gp	2	250	37 mi	300	+2	2(1)	90	---	10	140	Wheeled (2)	Small	10×5
Oldsmobile Dash	360gp	2	2,200	150 mi	900	–0	2(1)	65	---	10	250	Wheeled (4)	Medium	15×10
SS Boat 1850	11,000gp	2	3,200	4,800 mi	5,400	–4	6(2)	40	6	12	470	Water (prop)	Huge	45×20
SS Ship 1870	99,000gp	3	160t	9,600 mi	16t	–3	$20(2),6^C,1^S$	90	3*	10	1,100	Water (prop)	Colossal	110×50
Zeppelin 1900	52,000gp	3	3.2t	8,800 mi	3,500	–4	76(6)	60 I	---	4	19	Aerostat	Titan ×3	255×90

* Has a crane which counts towards 1 Hardpoint, so reduce this value by 1 unless it is replaced.

Machine Vehicles
(1901 to 1960 CE)

Era Modifications: In this Era all vehicles gain the "Electrical" modification a number of times equal to its Complexity (maximum 3), which does not count towards modification limits or Price!

TABLE 8-13: MACHINE VEHICLES 75

Machine Vehicles	Price	Cmp	Cargo	Distance	Lbs.	Pilot	Seating(C)	Speed	HPts	Hard	HP	Purpose	Size	L×W
BMW R75	120gp	2	870	100 mi	300	–1	2(1)	55	---	10	110	Wheeled (3)	Medium	5×10
Felixstowe F5L†	5,400gp	3	2.8t	2,200 mi	4.5t	–1	2(1)	160D	2^F	4	63	Plane (2)	Huge	50×10
Focke-Achgelis Heli	720gp	4	300	30 mi	300	+0	1(1)	110B	---	15	43	Thopter	Medium	15×10
Chrysler Airflow*	2,160gp	2	2,400	320 mi	450	–1	4(1)	55	---	15	100	Wheeled (4)	Large	15×10
Diesel Trawler	2,000gp	2	19t	5,000 mi	1,700	+1	$17(3),3^C$	35	1	6	120	Water (prop)	Huge	45×15
Ford Model A*	960gp	1	1,300	370 mi	400	–2	4(1)	35	---	10	260	Wheeled (4)	Large	10×10
Ford Model B*ß	2,000gp	2	1,300	370 mi	400	–1	4(1)	35	---	10	130	Wheeled (4)	Large	10×10
Ford Trimotor‡	380gp	1	NA	180 mi	1,300	–4	10(1)	220C	---	7	210	Plane (3)	Huge	50×10
Grumman Goose†	3,000gp	2	4,000	930 mi	4,500	–3	2(1)	65C	---	6	200	Plane (2)	Large	40×5
Indian Scout	30gp	1	120	35 mi	75	+1	1(1)	45	---	10	86	Wheeled (2)	Small	5×5
Hindenberg-Class	65,000gp	3	22t	7,200 mi	22t	–5	$80(7),8^C,2^S$	100J	---	4	170	Aerostat	Titan.×4	320×90
Japanese Zero	4,100gp	2	450	620 mi	2,000	–2	1(1)	150B	2^F	15	130	Plane (1)	Medium	15×5
L4 Grasshopper	360gp	1	900	375 mi	1,800	–2	2(1)	96B	---	4	84	Plane (1)	Medium	20×5
Merchant Steamer	7,200gp	2	20t	2,400 mi	3,600	–2	25(3)	105	1	10	390	Water (prop)	Huge	45×20
Panzer 3	95,000gp	2	420	450 mi	24t	–1	3(3)	35	$2^F, 1^T$	12	1,400	Tracked	Large	15×15
Panzer 4	190,000gp	3	1,700	600 mi	32t	–1	4(3)	50	$2^F, 2^T$	13	1,600	Tracked	Large	20×15
Pursuit Destroyer	72,000gp	3	173t	3,800 mi	12t	–6	$40(8),10^C$	200	$8, 2^F$	10	670	Water (prop)	Colossal	150×40
PT Boat⚓	2,300gp	3	11t	1,800 mi	1,500	+2	$15(3),2^C$	200	6	6	23	Water (prop)	Huge	75×15
Suburban Carryall	360gp	2	2,500	250 mi	450	–3	6(1)	90	---	15	100	Wheeled (4)	Large	20×10
Type J1 Sub Cruiser	250,000gp	3	51t	2,000 mi	21t	–6	$2(6),60^C,1^S$	45	$8,2^A,2^F$	10	870	Submersible	Titanic	225×30
Volkswagon Kübel	670gp	1	1,500	675 mi	580	–3	6(1)	75	---	6	140	Wheeled (4)	Large	20×15
Zundapp KS750‡	58gp	1	930	150 mi	300	–3‡	2(1)	55‡	---	10	130	Wheeled (3)	Medium	10×10

* Has "Tank Enlargement" ×4.
† Has "Pontoon Plane".
‡ Has "Passenger Variant" ×4.
‡ Has "Off Road" ×2.
⚓ Has "Modular Design" ×2.
ß Had "Built-In" Radio Set.

TABLE 18-15: VEHICLE MODIFICATIONS

Vehicle Add-On	Price	DC	Limits	Era
Automated	+500gp	+3	Electrical ×3	Special
Built-In	special	spcl	see page 167	Industrial
Deck Guards	+25%	+2	---	Medieval
Diesel Screws	+20%	+3	Steam Conv.	Machine
Driveless	–50%	–3	---	Industrial
Electrical	+10%	*	2 only, 3 at Machine	Victorian
Engine Boost	+50%	+5	---	Victorian
Hidden Cargo	+10%	+1	---	Renaiss.
Improved Suspens.	+20%	+3	---	Enlight.
Offroad Conversion	+10%	+2	---	Machine
Rumble Seating	+5%	+1	---	Renaiss.
Sand Bladders	+5%	+1	---	Renaiss.
Tank Enlargement	+5%	+1	---	Victorian
Up-Armor	+15%	+2	---	Medieval

Vehicle Mutable	Price	DC	Limits	Era
Cargo Deck	+10%	+2	no Passenger Var.	Enlight.
Cargo Variant	+10%	+1	2 only, no Pass. V.	Renaiss.
Carrier	+25%	+2	---	Machine
Darkwood Hull	+50%	+5	2 only, Wood only	Medieval
Enclosed Biosphere	+10%	+3	1 only	Special
Gravity System	+20%	+1	---	Special
Modular Design	+15%	–2	Special	Machine
Passenger Variant	+10%	+2	4 only, no Cargo V.	Classical
Pontoon Plane	+10%	+0	2 only	Machine
Reinforced Frame	+25%	+4	---	Medieval
Steam Screw	+20%	+1	---	Victorian

Thickened Hull	+10%	+1	---	Renaiss.

* Uses Craft (electronics) at the same DC.

Fuel: A typical vehicle's fuel capacity is equal to 1/5,000([tons] ×[Distance]) Lbs. Fuel comes in three grades: inferior (–20% Distance but –50% Price), typical (no changes), and superior (+10% Distance but +100% Price). This fuel is consumed at a rate equal to the percentage of distance covered, as the same percentage of fuel capacity (i.e. going 50% of the Distance consumes 50% of the vehicle's maximum fuel capacity). The price and volume of the various fuels are shown below:

	Price per Lb.	Volume /"per Lb."	Used By
Avgas	5cp	1gal/7 Lbs.	Air/space craft rockets
Coal/Wood	1cp	1 ft.^{2}/10 Lbs.	Any steam-powered
Rad. Carbon	2cp	by the Lb.	Futuristic vehicles
Petrol	3cp	1gal/7 Lbs.	Land/water craft

* *Avgas:* Machine-Era highly distilled petroleum, which burns faster and more completely.
* *Coal or Wood:* The oldest fuel is wood, which can be burned in steam engines come the Industrial-Era, of Coal can be used for its higher energy density.
* *Radioactive Carbon:* Special-Era fuel made from semi-solidified Carbon-13 and 14, which can be "burned" to produce super-excited mostly Hydrogen and Boron gas as ejecta.
* *Petrol:* Victorian-Era refined petroleum (also called "naptha") that removes impurities, so that it can be burned in an engine.

VEHICLE WEAPONRY

TABLE 18-17: VEHICLE GUNS BY ERA

Era	Price	Damage	Critical	Range Increment	Lbs.	Type	Ammo Lbs.	Reloading	Craft DC
Renaissance	(Cal)×10gp	(Cal)d4	20/×2	100+(Cal)×10 ft.	(Cal)×50	B	(Cal)×10	3 rounds	10+1/2(Cal)
Enlightenment	(Cal)×20gp	(Cal)d6	19-20/×2	150+(Cal)×10 ft.	(Cal)×40	B	(Cal)×5	3 rounds	12+1/3(Cal)
Industrial	(Cal)×40gp	(Cal)d8	19-20/×3	150+(Cal)×15 ft.	(Cal)×30	B	(Cal)×3	2 rounds	15+1/3(Cal)
Victorian	(Cal)×80gp	(Cal)d10	18-20/×3	200+(Cal)×15 ft.	(Cal)×20	B	(Cal)×2	2 rounds	18+1/4(Cal)
" Bombs⚶	(Cal)×3gp	(Cal)d10	13+(Cal)*	Not Applicable	(Cal)	Exp P	---	1 round	15+1/4(Cal)
Machine	(Cal)×120gp	(Cal)d12	17-20/×3	200+(Cal)×20 ft.	(Cal)×10	P	(Cal)×3/2	1 round	20+1/4(Cal)
" Torpedoes⚶	(Cal)×30gp	(Cal)d10	14+(Cal)*	400+(Cal)×50 ft.	(Cal)×20	Exp	50 +(Cal)×5	4 rounds	20+1/4(Cal)
Special	(Cal)×160gp	(Cal)d12	17-20/×4	300+(Cal)×20 ft.	(Cal)×5	Light	(Cal)⚶	1 round	25+1/5(Cal)

⚶ Uses high-powered capacitors, which are ejected after use, instead of projectiles or gunpowder.
* This is the Reflex save DC to avoid damage.   ⚶ For each +1 Era it gains +1 damage dice and +1 save DC, but ×1/2 Price.

Bombs: These are explosives intended to be dropped from an aircraft onto a target, detonating for Explosive shrapnel damage (Piercing [to Con]) to all targets in the area. For (Price) ×2 they can be designed to drop underwater, instead detonating for Explosive Blunt damage when they reach a pre-set depth, rather than upon impact with the ground.

Torpedoes: This is an automated high-velocity "Bomb" that moves one Range Increment each round, in order to impact a target and detonate without damage penalty. They can only travel in water, typically just below the surface, while creating a visible trail. If an Attack can hit its AC (which is equal to its Reflex save DC), then it will prematurely detonate.

VEHICLE ENCHANTMENTS

Enchantment Rating: Much like with enchanted armor or weapons (see pages 342 and 345), a badge echantment's strength has a "Rating" of 1+. Table 8-18 gives their statistics, but only up to Rating 14, even though Rating technically has no limit.

TABLE 8-18: VEHICLE BADGE'S STATISTICS

Rating*	Price	Min CL
1	2,000gp	2nd
2	8,000gp	4th

* A badge weighs 1/10(Rating) Lbs.

Vehicle Size: The larger the vehicle is typically the weaker the badge's effect will be, dissapearing completely if the vehicle is so large that the badge's effective Rating drops below 1. To find the strength of a badge's effect, take its Rating and subtract the vehicle's AC bonus for size (so this means that Small-sized vehicles essentially gain +1 to any badge's Rating). For ease of reference, the AC-based modifiers to vehicle enchantmets are listed below (yes, come Titanic, basically forget about it):

Size	Small	Med	Large	Huge	Gargant.	Colossal	Titanic	Per +1
AC	+1	---	–1	–2	–4	–8	–16	–4 per

Vehicle Systems: A vehicle can have multiple badges, but only one for each system. If a badge is installed for a system, while another one is in place for that system, then the new badge

has no effect. The different systems of a vehicle are:
* **Control:** The crew for the vehicle, up to and including the pilot!
* **Defense:** Anything that keeps the vehicle intact.
* **Engine:** Whatever device(s) are used to move the vehicle, but not animals!
* **Weaponry:** Affects all damage-dealing devices in the vehicle's Hardpoints, but only when used to make Attacks from it.

6: Special Gear

Badge Effects, Control

Auto Pilot: Creates a phantom pilot for the vehicle with a Pilot skill total of +3/2(Rating), that cannot be interfered with or destroyed except by *dispel magic* effects, and even then it returns at the next sunrise or sunset. It obeys the mental commands of the last person to touch the badge, but only while they are on the vehicle, and ceases while they are not on it.
→ Varying conjuration; Craft Wondrous Item, *phantom steed*.

Gun Crew: Provides ghostly crewmen that can only opperate vehicle weapons, as well as reload them. There are as many as, and they have an Attack bonus, equal to the Rating (**ignoring** vehicle size!). If the Hardpoint they are assigned to is rendered inoperable for any reason (including the loss of the "Electrical" ×3 modification), then the *gun crew* phantoms assigned to it also vanish until the next sunrise or sunset.
→ Varying conjuration; Craft Armaments, Craft Wondrous Item, *mage's faithful hound* or *spiritual weapon*.

Phantom Crew: Provides ghostly crewmen equal to the **Rating** (ignoring vehicle size!), with non-Pilot skill bonuses of +(**effective** Rating). These crewmen cannot fight (including vehicle weapons), and vanish if dealt any damage (saving throws and Armor Class 10 +[Rating]), until the next sunrise or sunset.
→ Varying conjuration; Craft Wondrous Item, *unseen servant*.

Remote Command: Allows whomever last touched the badge to control all moveable parts on the vehicle, and sense their current states, using only their mind. If this is you, you can allocate +(Rating) as a positive die roll bonuses between one or more of the vehicle's die rolls (i.e. Fortitude saves, Attack rolls with Vehicle Weapons, and so on). Each roll can only be affected if you can devote at least a +1 bonus to it, but you can choose to donate up to the allocated bonus from yourself as well (so you lose the bonuses that you allocate to the vehicle). This lets you donate, for example, up to +2 of your **positive** Fortitude save to the vehicle if you allocate at least the same amount from the badge's effect.
→ Varying transmutation; Craft Wondrous Item, *clairaudience/ clairvoyance*.

Badge Effects, Defensive

Defense Shield: Gives the vehicle a deflection bonus to Armor Class equal to +(Rating).
→ Varying abjuration; Craft Armaments, *shield of faith*.

Integrity Field: Increases the vehicle's Hardness (but not Fortitude save) by +(Rating) (which can affect Armor Class).
→ Varying transmutation; Craft Armaments, *make whole* or *repairing*.

Material Strengthening: Increases the vehicle's regular Armor Class and total Fortitude save by +(Rating).
→ Varying transmutation; Craft Armaments, *magic vestments* or *stoneskin*.

Semi-Solid: The vehicle's mass outside the Transitive planes

is lower than normal, since the excess is shunted across the nearest ones it borders. The only effect this has is to give it a percentage miss chance equal to (Rating) ×5% except against *Force*, magical Attacks, or *incorporeal* Attacks.
→ Varying conjuration; Craft Armaments, *blink* or *plane shift*.

Badge Effects, Engine

Blood Drive: The vehicle's engine can consume blood and convert it into power (for sailing vehicles the blood is thrown onto the sails). Each Constitution point of blood (or dose of Sanguine Vitae) that is fed into the engine, allows the vehicle to travel up to (Rating) ×(Rating) in miles.
→ Varying necromancy; Craft Wondrous Item, *vampiric touch* or Blood Domain.

Favorable Winds: When the vehicle moves it is encased in a layer of atmosphere that helps push it along, increasing its Speed by +(Rating) ×10. This has no effect on maneuverability, minimum Speed to stay aloft, or similar rules. However if the vehicle cannot move under its own power, then this has no effect.
→ Varying evocation; Craft Wondrous Item, *gust of wind*.

Flashback: When the vehicle's engine is started it records its location, for up to (Rating) locations, and "forgets" the oldest one once this limit is reached. When the engine is turned off, the Pilot can choose to *Teleport* it back to any one of these locations in the same plane, along with its contents and passengers.
→ Varying conjuration; Craft Wondrous Item, *teleport* or *word of recall*.

Thaum Fuel: The vehicle's engine can burn magic instead of its regular fuel, going up to the lower of (Rating) or (Thaum) in miles without counting towards its Distance (see page 127). Thaum can be provided after it is consumed.
→ Varying transmutation; Craft Wondrous Item, *telekinesis*.

Badge Effects, Weaponry

Cannibalizing: Any damage that the vehicle's weapons deal to another vehicle or building repairs up to (Rating) in damage to this vehicle. Unless the vehicle is made from the same material as the vehicle's Chassis, then there is only a (Rating) ×10% chance that an Attack results in repaired damage. Buildings instead have a (Rating) ×5% chance if made of the same material, or 1/2 that if not. This has no effect on system damage.
→ Varying transmutation; Craft Armaments, *fabricate* or *make whole*.

Explosive Ammunition: All of the vehicle's weapons that fire projectiles now deal (Rating)d6 Explosive Burst damage [to Con] on impact. If they already explode, instead add these dice.
→ Varying evocation; Craft Armaments, *fireball* or *flame strike*.

Impactful Weaponry: All of the vehicle's weapons gain an enhancement bonus to Attack, and to damage per damage die, equal to +(Rating) (i.e. a 4d6 weapon deals 4d6+4).
→ Varying transmutation; Craft Armaments, *greater magic weapon*.

Unerring Attacks: A number of the vehicle's Hardpoints can be used without penalties – be they Sinker dice, percentage miss chances, or Attack roll penalties. This affects up to (Rating) in Hardpoints (**ignoring** vehicle size!), determined when the badge is installed (it can be re-installed to change this). If a weapon occupies more than one Hardpoint, then all occupied Hardpoints must be affected in order to work for that weapon.
→ Varying abjuration; Craft Wondrous Item, *true strike*.

COMMONLY SELECTED ENCHANTED ITEMS

Item	Category	Price
Psionic gem (0th-Level) {Psionic}	Gem	12gp 5sp
Spell scroll (0th-Level)	Scroll	12gp 5sp
Spell scroll (1st-Level)	Scroll	25gp
+1 ammunition (1 unit)	Weapon	+46gp
Cure light wounds	Potion	50gp
Endure elements	Potion	50gp
Mage armor	Potion	50gp
Remove fear	Potion	50gp
Psionic gem (1st-Level) {Psionic}	Gem	75gp
Everburning torch	Wonder	90gp
Wand of acid arrow (per charge) CL 5	Wand	90gp
Wand of scorching ray (per charge) CL 5	Wand	90gp
Sleep arrow	Weapon	132gp
Spell scroll (2nd-Level)	Scroll	150gp
Screaming bolt	Weapon	267gp
+2 ammunition (1 unit)	Weapon	+166gp
+1 bane ammunition (1 unit)	Weapon	+166gp
+1 distance ammunition (1 unit)	Weapon	+166gp
+1 flaming ammunition (1 unit)	Weapon	+166gp
+1 frost ammunition (1 unit)	Weapon	+166gp
+1 merciful ammunition (1 unit)	Weapon	+166gp
+1 seeking ammunition (1 unit)	Weapon	+166gp
+1 shock ammunition (1 unit)	Weapon	+166gp
+1 solar ammunition (1 unit)	Weapon	+166gp
+1 thundering ammunition (1 unit)	Weapon	+166gp
Wand of fireball (per charge) CL 5	Wand	225gp
Elixir of sneaking	Wonder	250gp
Elixir of swimming	Wonder	250gp
Elixir of vision	Wonder	250gp
Silversheen	Wonder	250gp
Screaming bolt	Weapon	267gp
Cure moderate wounds	Potion	300gp
Darkvision	Potion	300gp
Delay poison	Potion	300gp
Lesser restoration	Potion	300gp
Protection from arrows	Potion	300gp
Psionic capacitor (0th) {Psionic}	Wonder	300gp
Psionic gem (2nd-Level) {Psionic}	Gem	300gp
Detect magic (50 charges) CL 1	Wand	375gp*
Spell scroll (3rd-Level)	Scroll	375gp
Feather token, whip	Wonder	500gp
Periapt of wounding	Wonder	500gp
Second chances (10 charges)	Ring	500gp
Psionic gem (3rd-Level)	Gem	675gp
Color spray (50 charges) CL 1	Wand	750gp‡
Cure light wounds (50 charges) CL 1	Wand	750gp‡
Magic missile (50 charges) CL 1	Wand	750gp‡
Repowering (1) {Psionic}	Ring	800gp
Hand of the mage	Wonder	900gp
Accelerating pearl I {Psionic}	Wonder	1,000gp
Bracers of armor +1	Wonder	1,000gp
Cloak of resistance +1‡	Wonder	1,000gp
Pearl of power, 1st-level spell	Wonder	1,000gp
Torque of power (1st) {Psionic}	Wonder	1,000gp
Stash (5 Lbs.)	Ring	1,050gp
Mithril chain shirt	Armor	1,100gp
+1 armor or shield	Armor	+1,150gp
Psionic armor, minor {Psionic}	Ring	1,200gp
Psionic capacitor (1st) {Psionic}	Wonder	1,200gp
Derring do {V}	Weapon	1,205gp
Goggles of minute seeing	Wonder	1,250gp
Brooch of shielding	Wonder	1,500gp
Javelin of lightning	Weapon	1,500gp
Hat of disguise†	Wonder	1,800gp
Efficient quiver	Wonder	1,800gp
Amulet of natural armor +1	Wonder	2,000gp
Handy haversack	Wonder	2,000gp
Protection +1	Ring	2,000gp
Dragoon fire {V}	Weapon	2,010gp
Magic missile (50 charges) CL 3	Wand	2,250gp
Slaying arrow	Weapon	2,282gp
+1 weapon	Weapon	+2,300gp
Bag of holding type I	Wonder	2,500gp
Boots of elvenkind	Wonder	2,500gp
Boots of the winterlands	Wonder	2,500gp
Cloak of elvenkind‡	Wonder	2,500gp
Eyes of the eagle	Wonder	2,500gp
Sustenance	Ring	2,500gp
Stone of alarm	Wonder	2,700gp
Horseshoes of speed	Wonder	3,000gp
Metamagic, lesser (choose one)	Rod	3,000gp
Rope of climbing	Wonder	3,000gp
Caster's shield	Armor	3,153gp
Repowering (2) {Psionic}	Ring	3,200gp
Lens of detection	Wonder	3,500gp
Magic missile (50 charges) CL 5	Wand	3,750gp⁂
Figurine of wondrous power, silver raven	Wonder	3,800gp
+1 glamered armor	Armor	+3,850gp
Accelerating pearl II {Psionic}	Wonder	4,000gp
Amulet of health +2	Wonder	4,000gp
Bracers of armor +2	Wonder	4,000gp
Cloak of Charisma +2‡	Wonder	4,000gp
Cloak of resistance +2‡	Wonder	4,000gp
Counterspells	Ring	4,000gp
Gauntlets of ogre power	Wonder	4,000gp
Gloves of Dexterity +2	Wonder	4,000gp
Headband of intellect +2	Wonder	4,000gp
Pearl of power, 2nd-level spell	Wonder	4,000gp
Periapt of Wisdom +2	Wonder	4,000gp
Stash (9 Lbs.)	Ring	4,050gp
Slaying arrow (greater)	Weapon	4,057gp
+1 arrow catching shield	Armor	+4,150gp
+1 bashing shield	Armor	+4,150gp
+1 blinding shield	Armor	+4,150gp
+1 fortification (1 level) armor	Armor	+4,150gp
+1 fortification (1 level) shield	Armor	+4,150gp
+2 armor or shield	Armor	+4,150gp
Tower of iron will {Psionic}	Armor	4,180gp
Shatterspike	Weapon	4,315gp
Circlet of persuasion	Wonder	4,500gp
Cure moderate wounds (50 charges) CL 1	Wand	4,500gp⁂⁂
Pang of anguish {Psionic}	Scepter	4,500gp
+1 silent moves armor	Armor	+4,900gp
+1 slick armor	Armor	+4,900gp
+1 shadow armor	Armor	+4,900gp

* Can be purchased for 7gp 5sp per charge instead.

‡ Can be purchased for 15gp per charge instead.

⁂ Can be purchased for 75gp per charge instead.

⁂⁂ Can be purchased for 90gp per charge instead.

† At Industrial and later Eras, 50% chance the base item is actually a Trail Hat (does not increase Price), see page 167.

‡ At Industrial and later Eras, 50% chance the base item is actually a Leather Duster (does not increase Price), see page 133.

CHAPTER SEVEN: SPELLCASTING AND SPELL LISTS

Magic is the process of harnessing the fundamental forces of the universe in order to twist them to your benefit. The methods for doing so vary wildly, but no matter what method is used the effects generated are the same. This means that any given spell can be produced in several ways, leaving distinct mystical "fingerprints" on it.

Blowback, the Price of Magic

Since you are using your mind and soul to plumb the depths of the universe, you are sticking your metaphorical tongue in the slightly-less-metaphorical power outlet. In other words: magic **hurts**! This causes a blowback effect that varies based on the type of spellcasting. The most common is a "strain" that comes from "pulling" on the threads of the universal tapestry, causing you to have a limited amount of magical effects that you can produce before your metaphysical "muscle" gives out. But the most **obvious** is the risk of Insanity caused by casting Arcanism spells, which fries your brain! In essence, this means that all types of spellcasting will have some sort of usage limit.

Practice of Magic

The actual warp and weft of magic is always around, ready to be seized and given a purpose, but what tools are used to do this? That is what determines the type of magic user a creature is, i.e. its type of magical "practice". There are three general categories of magical practice: channeling, correlating, and harnessing.

Channeling: This is the practice of drawing your magic pre-made from an outside source. It is the type used with Divine Agent, Holy Warrior, and Planar Magic.

Correlating: This is the practice of using a mixture of symbols and thoughts to elicit a sympathetic reaction in the surrounding magic, producing the desired effect. It is the type used with Arcanism, Call of the Wild, Minstrel, and Spiritualism.

Harnessing: This is the practice of twisting your own mind or soul into a knot around a format for the production of magic, then using it as a kind of mystical cookie-cutter to produce the same effects over and over again. It is the type used with Eldritch Soul and all the "Psychic" traits.

The Source of All Magic

Be it channeled from a greater entity, or grasped by the raw mind and forced into a shape, the question eventually is raised: where does magic itself come from? In *The Harrowed Earth* setting, that source is called the "æther" (sometimes written as "aether"). This is described as the "ephemeral raw reality, left unshaped, and permeating down from the sky or inwards from the outer planes". But in a more scientific aspect, it refers to the phenomenon called "Dark Matter" by astrophysics. However instead of being completely incapable of interaction, in the fantasy-aspect of *The Harrowed Earth* it is capable of being given form and function by other ephemeral things. Ephemeral concepts such as heritage, introspection, study, talent, thought, willpower, and even association.

This has some effects on the nature of spellcasting that aren't noticed in the vast majority of situations. For instance, on a world with lower or higher gravity than Earth, you would expect that the relative gravity multiplier would **also** multiply the Effective Caster Level of all types of magic. It also means that magical power itself can be "bottled" such as with a *wand of magic missile*, or "collected" such as with a *pearl of power*. This also explains why space travel is not reliably done with magic, since the ambient æther needed to sustain even permanent magical items will fade away as one gets further out from the planet's center of gravity. Inside the gradient, up to about 100 miles, this isn't noticeable…but beyond that…

SUPERNATURAL POWERS

Inherent Powers

Some powers that your character can possess are not based on traits, but are instead a natural result of their race. These types of abilities are usually based on an ability score, and grow in power as your Hit Die increases. This often includes the "Racial Spells" detailed in the race description.

Magic Categories

Spellcasting abilities, which does not include Psychic powers even though they generate spell effects, can come from up to four sources: Arcane, Divine, Planar, or Racial. The source of magic limits what spells your character can access, frequently the levels of those spells, as well as often having subsets that can be accessed with additional efforts or completely separately. These subsets are classified as the same category as the original magical category, even if they allow access to completely different spell lists. Each of these magic types is described below:

Arcane: Spells gained from formulae-based manipulation of the surrounding eldritch energies in the world, learned either from intense intellectual exercise or natural talent. This is usually either a "Prepared" or "Spontaneous Pool" spellcasting, with the linked ability score being either Charisma or Intelligence, but not always. It is gained by taking a spellcasting trait for it, usually either Arcanism or Eldritch Soul. The list that it accesses is typically the "Arcane" list, with some additional options coming from race and/or feats taken.

* *Subsets:* Gained from the traits Assassin Training (Daily Use Primary casting based on Intelligence, separate spell list), and Minstrel (Daily Use Secondary casting based on Charisma, separate spell list, bonuses to spellcasting levels).

Divine: Spells derived from the sacred powers of the gods, with or without their supervision. Those who have chosen the appropriate traits can tap into the powers of these Deities. This is either directly, by figuring out how to sneak "sips" of power from the same wellsprings, but must fear being noticed (and squashed flat like an annoying fly); or by choosing to attract the attention of some Deity whose favor they have curried through sacrifice and adherence to their tenets, but that requires them to micromanage their relationship with their chosen pantheon of Deities in order to avoid conflicts and sudden loss of spells.

* *Subsets:* Gained from Domains and Elder Domains, which add to the character's existing Divine spell list. Some races and feats give access to a Domain as its own spellcasting type (Charisma based for the Granted Power, and Wisdom based for spellcasting). Also gained from the traits Holy Warrior (Daily Use Secondary casting based on Wisdom, separate spell list), and Call of the Wild (Daily Use Primary casting based on Wisdom, separate spell list).

Planar: Spells that utilize a link to the power of an outer plane in order to channel the effect into existence. This is a Limited Use spellcasting, with the linked ability score being Charisma. It is gained as a product of an Outsider taking the Planar Magic trait. The spells that it allows access to come from a spell list determined by alignment, sometimes with additional

options based on race. Unlike other spellcasting types, the highest-level spell is not limited by Hit Die, but by possessing at least one spell of the next lowest Spell Level.

* *Subsets:* None.

    Racial: Spells that flow in the blood and soul of your character, from the time of their birth. This is Daily Use spellcasting, but the linked ability score is different from one source to the other. It is gained as a natural racial ability (i.e. Aasimar's *Daylight*), or from taking a HD 1 only feat (i.e. Wildlands Spirit). This is usually a Primary spellcasting type, giving castings equal to (linked ability score modifier) +1/2(HD **rounding up**), and only the spells known than are listed. The Racial Power trait can also add additional castings and spells known.

* *Subsets:* None.

Spellcasting Statistics

Your character generates spell effects linked to, and limited by, an ability score. Your Caster Level ("CL") with these spells is equal to the number of times you took the trait that provided them with the spell, or your Hit Die ("HD") if it is Racial spellcasting. No matter the source, you cannot have a Spell Level ("SL") higher than the source's linked ability score –10. You can gain a bonus to your CL with a spellcasting source equal to +1/2 your total in other Primary spellcasting **traits**. This produces your "Effective" Caster Level ("ECL") which determines the CL-based effects of your spells, but not your access to spells.

    Primary and Secondary Spellcasting: Spellcasting abilities are broken into two degrees, called "Primary" and "Secondary". Primary spellcasters gain a Caster Level every time they gain the source of that spellcasting, such as every Arcanism trait. Secondary spellcasters gain a Caster Level every second time they gain the source of that spellcasting, such as every two Holy Warrior traits.

    Spell Lists: Different sources of spellcasting use different spell lists, and can only derive spells from that list. The list can be added to by racial, trait, and feat-based bonuses (such as Domains).

    Bonus Spell Slot Items: Items such as a *pearl of power* can restore access to a discharged spell, such as an Eldritch Soul caster's spell pool, of the same level as the *pearl* – while an Arcanism caster instead can utilize it to cast a spell without risking Charisma damage. Items which provide additional spell slots, such as a *ring of wizardry*, only function for Prepared spellcasters. Such items either give a Spell Slot ("SL") of up to the listed Spell Level, or provide an additional bonus spell slot of that Spell Level for each normally-prepared for that Spell Level.

Types of Spellcasting

In *The Harrowed Earth* there are essentially four types of spellcasting: Daily Use, Limited Use, Prepared, and Spontaneous. Each of these is described in subsections below, in addition to their differences between "Primary" and "Secondary" types:

Daily Uses Spellcasting

Your character has a pools of spell effects that they can produce in a day, usually recharged either by resting for the night or at sunrise or sunset, according to the source. So long as you have the ability to cast 1st-level spells, and you retain at least one of these uses, your 0th-level spells do not consume any of these daily uses. These spells still require spell components, unless they are Racial. Racial Daily Use spells can be cast using any gesture or vocalization in the place of Somatic and Verbal components respectively, so long as they are related to the effect of the spell,

and you don't have to worry about Material components unless they cost 1gp or more. The number of uses you receive is equal to (#Trait or other Source) +(casting ability score modifier).

* *Highest Spell Level:* Equal to the lower of (casting ability score) –10, or 1/2(Caster Level **rounded up**).

* *Spells Known:* You choose three 0th-level spells and two 1st-level spells when you gain this ability. Each extra Caster Level thereafter gives you an additional spell of the highest-level you can cast, plus another spell of each Spell Level below that. If you run out of spells available on your spell list, you retain the extra selections for purposes of Spell Research (see page 213).

* *Spellcasting Booster Items:* Items such as *pearls of power* restore or provide daily uses equal to the Spell Levels they grant.

* *Using Metamagic:* Adding these to a spell can be done at no additional cost, so long as the total Spell Level is no higher than your normal maximum Spell Level. If it is, then the difference is the number of additional daily uses consumed.

    Primary Casters: You often gain additional spells known, based on the source. Your Caster Level is equal to (#Trait or Source).

* *Racial:* Technically Primary, but the amount of spells that you know is (casting ability score modifier) +1/2(HD **rounding up**). Additional spells known can only be gained via the Racial Power trait.

    Secondary Casters: You have a Caster Level of only 1/2(#Trait or Source), instead of every (#Trait or Source). You start off knowing only 0th-level spells from Table 1-5 at (Trait or Source) ×1, so each casting counts as a daily use until you gain 1st-level spells at (Trait or Source) ×2. Treat yourself as having Caster Level 1 at (Trait or Source) ×1 without any ECL bonuses, then an **actual** Caster Level 1 at (Trait or Source) ×2, complete with gaining 1st-level spells and the ability to cast their 0th-level for free as long as you retain a use.

TABLE 1-5: DAILY USE PRIMARY SPELLS KNOWN

CL	0th	1st	2nd	3rd
1	3	2	---	---
2	4	3	---	---
3	5	4	1	---
4	6	5	2	---
5	7	6	3	1

Limited Use

Much like Daily Use, except that each individual spell effect has its own limited number of times it can be used each day, and they cannot be transferred from one effect to another. Typically these kinds of spellcasters are only Outsiders, whose powers are gained as gifts due to the Planar Magic trait. It is usually Charisma-based.

* *Highest Spell Level:* You cannot choose a spell of a level higher than your (casting ability score) –10, and must have at least one spell of each lower SL (to a minimum of 0th, of course).

* *Spells Known:* Determined by your alignment (see "Planar Magic" page 53) as well as your race (see "Racial Spell Lists" page 30). If either of these change later, then spells they no longer have access to can be replaced with equal-level spells that you have access to, but this selection reverts if the underlying change is undone.

* *Using Metamagic:* Regular Metamagic feats have no effect on these spells, but can access them using the Racial Metamagic feat.

    Primary/Secondary Casters: All users of this type of magic count it as Primary, there are no Secondary Limited Use spellcasters. If the spellcasting ability does not come from a trait, then your Caster Level is equal to your Hit Die.

Prepared Spellcasting

You must determine what spells you want to cast ahead of time, from the specific spell list or a subset of it (such as recorded in a Spellbook). You have a number of slots that can be used to prepare these spells equal to that trait's (casting ability score modifier) +(#Trait). If you desire to cast a spell that uses a Metamagic feat (or more than one), you must prepare the spell with that feat applied, however you need not **activate** the Metamagic when you casts that spell.

* *Highest Spell Level:* Equal to the lower of (casting ability score) –10, or 1/2(Caster Level).

* *Spells Known:* Determined by the trait.

* *Using Metamagic:* Spells must be prepared with the Metamagic feat(s) applied to them ahead of time. This can take the spell's total Spell Level above the caster's normal maximum Spell Level, since it counts only the base spell's for the slot it occupies. Any usage penalties (such as Arcanism's save to avoid Charisma damage) uses the **total** Spell Level.

    Primary Casters: You often have required spells known, based on the source. Your Caster Level is equal to (#Trait or Source).

    Secondary Casters: You have a Caster Level of only 1/2(#Trait or Source), instead of every (#Trait or Source).

Spontaneous "Pool" Spellcasting

Your character must select individual spells from a spell list determined by the source that grants the pool, and once selected you can only change one of these spells when your Caster Level goes up. You can cast these spells by expending energy from a spell pool equal to the Spell Level, which means 0th-level spells are free to cast so long as at least one point remains in the pool. The maximum value of this spell pool is usually equal to your (casting ability score) +(#Trait or Source).

* *Highest Spell Level:* Equal to the lower of (casting ability score) –10, or 1/2(Caster Level **rounded up**).

* *Spells Known:* You choose two 0th-level spells and one 1st-level spell when you gain this ability. Each extra Caster Level thereafter gives you an additional spell of the highest-level you can cast, plus one additional spell of any Spell Level below that. If you run out of spells available on your spell list, you retain the extra selections for purposes of Spell Research (see page 213).

* *Using Metamagic:* These can be applied to spells by spending points from the casting pool equal to the total Spell Level. This allows the total Spell Level to go above your normal maximum Spell Level.

    Primary Casters: You often have required spells known, based on the source. Your Caster Level is equal to (#Trait or Source).

    Secondary Casters: You have a Caster Level of only 1/2(#Trait or Source), instead of every (#Trait or Source). You start off knowing only 0th-level spells from Table 1-6 at (Trait or Source) ×1, so each casting counts as a daily use until you gain 1st-level spells at (Trait or Source) ×2. Treat yourself as having Caster Level 1 at (Trait or Source) ×1 without any ECL bonuses, then an **actual** Caster Level 1 at (Trait or Source) ×2, complete with gaining 1st-level spells and the ability to cast their 0th-level for free as long as you retain a use.

TABLE 1-6: SPONTANEOUS PRIMARY SPELLS KNOWN

CL	0th	1st	2nd	3rd
1	2	1	---	---
2	3	2	---	---
3	3	3*	1	---
4	3	4*	2	---
5	3	4	3*	1

* These spells can be exchanged for one spell a level lower than the highest-level spell you can cast. This means that you technically have an amount of spells that can be moved equal to your (Caster Level) –2!

Psychic Powers

If you have a "Psychic" trait, of from some racial abilities, then you can generate spell effects by exercising mental tricks to manipulate the existing energies in the universe. Only spells that exist in the collective consciousness, represented by the shattered souls within the Astral Plane, can usually be accessed this way. This means that you cannot access a custom-made or unique spell without either a special racial bonus, or researching it via "Psychic Engineering" (see page 213). When you discharge a psychic power it does not count as "spellcasting", since you are not assembling the spell's effect…just discharging it after it has been pre-assembled (i.e. "inscribed") in your mind.

    Activating a known psychic power is called "manifesting" it, instead of "casting" a spell, even though the effect is a spell effect (and is also vulnerable to anti-spell effects and Spell Resistance). Psychic powers have the statistics and rules listed below:

    Key Ability: Each psychic trait has an ability score that it is based on. Your highest manifestable Spell Level from that trait is equal to the lower of 1/3(#Trait), or (key ability score) –You're Your saving throw DCs for these psychic powers is equal to 10 +(Spell Level) +(key ability score modifier).

    Cooldown: After manifesting a psychic power, it takes time for that power to refresh so you can use it again. During this "cooldown" period you lose access to one of your Psychic Levels, and have a –1 pain penalty. The cooldown period is 1d3 rounds, +1/2(Spell Level **rounding up**) die sizes (see below), +1 round for each power currently on cooldown.

SL	0th	1st	2nd	3rd
Die	d3	d4	d4	d6

    Spell Components: Psychic characters get to ignore most of the spell components of your psychic powers' spells, instead replacing them with the following:

* *Focus:* Is not needed, unless the spell targets the focus (like with *trap the soul*), in which case it is still needed.

* *Material:* Is not needed, unless it has a value of at least 1gp, in which case it can either be used like normal or replaced by adding an XP cost to the manifestation equal to 5XP per 1gp.

* *Somatic:* Creates an atmospheric disturbance around you, such as ghostly floating lights, vapor, or swirling winds that emanate from you.

* *Verbal:* Requires taking on a face of intense concentration during the casting time, much like they are constipated or have a headache.

* *XP:* Must still be paid when you manifest the power.

    Spells Effects Gained: Each "Psychic" trait, including the subset traits (like Psychoportation), give your character one spell-effect power. This spell effect cannot (normally) be of a level higher than 1/3(#"Psychic" trait), or is a specific power if derived from a subset trait. For spells from a "Psychic" trait they must be chosen from a very restricted list that is described by that trait.

    Psychic Level ("PL"): This is your character's psychic "muscle" for producing psychic effects, the same as a spellcaster's Caster Level. It is equal to the total of all your "Psychic" traits, but not your subset traits. If you gain a psychic power from some source other than a "Psychic" trait, treat yourself as having a Psychic Level of 1, or whatever the source of the power says they have, but only for purposes of that power.

* *Penalty:* While a psychic power is on cooldown, you also lose access to a number of Psychic Levels equal to the number of spells on cooldown. Each lost Psychic Level not from cooldown also

results in your losing access to one psychic power you choose, starting with your highest Spell Level, until you regain the lost Psychic Levels.

Psychic Metamagic Pool: This is a total pool of power that your character can access if they have at least one "Psychic"-named trait, allowing you to enhance your psychic powers' spell effects with Metamagic feat effects. Only one Metamagic feat can be applied to any given manifestation of a psychic power, which doesn't increase the manifestation time, but instead costs a number of points from this pool equal to the Spell Level increase from the Metamagic feat. You don't have to know the Metamagic feat you use, but you also don't gain the secondary bonus from a Metamagic feat unless you **actually** know it! If you know a Metamagic feat that you use this pool to apply to your psychic power, then you get to apply its secondary bonus to that power's spell effect (if any). This pool is equal to (Intelligence score) +1/2(Psychic Level), and regenerates after your daily rest period (like when healing).

Special Bonus: Each "Psychic" power has a special bonus that it provides your character, the potency of which is usually based on (#Trait) and not your Psychic Level. These bonuses can provide additional powers, or a statistic bonus.

Counterspelling: Psychic powers can have their spell effects countered in the same way as spellcasting. If your character passes a Spellcraft check to identify a spell as it is being cast, then you can attempt to counter it with a relevant psychic power's spell effect, as if you were also a spellcaster. But keep in mind that you have a –5 penalty to Spellcraft for use on spells if you cannot cast spells yourself, and vice-versa!

Detecting Manifestation: If you have at least one Psychic Level then you can sense that a psychic power is being manifested within your line of sight and Close range (25 +5 ft./2 PL), provided that you pass a DC 20 –(power's SL) Spellcraft check, even if you have no ranks in Spellcraft. This does not provide any information on the power itself, nor its manifester, without an additional regular Spellcraft check. Usually a Spot check is required to detect the manifester themselves (with Booster +1 if the power has a Somatic component), and the usual Spellcraft check to get information on the spell.

ARCANE SPELL LIST
↓↓↓ **0th-Level** ↓↓↓ Arcanism ×1, Eldritch Soul ×1

Abjuration
Luck against Shot [F]**:** Next ranged weapon Attack on the subject has Sinker –1 to damage. {Industrial}
Resistance [M]**:** Subject gains +1 on saving throws.

Conjuration
Acid Splash: Orb deals 1d3 damage [to Con]. [*Acid*]
Stone Fist [M]**:** Fist deals 1d4 damage, or +1 die size. [*Earth*]

Divination
Detect Poison: Detects poison in one creature or small object.
Detect Magic: Detects spells and magic items within 60 ft.
Read Magic [F]**:** Read scrolls and spellbooks.

Enchantment [all are *Mind-Affecting*, so it is not listed]
Calm Heart: Target creature cannot Rage, and if Hostile they become Unfriendly, for 1 round.
Daze [M]**:** Humanoid creature of 4 HD or less loses next action.

Evocation
Dancing Lights: Creates torches or other lights. [*Light*]
Flare: Creature is *blinded* or *dazzled*. [*Fire*, *Light*]

Light [M]**:** Object shines like a torch. [*Light*]
Ray of Frost: Ray deals 1d3 damage [to Str]. [*Cold*]

Illusion
Eye Shadows [F]**:** Eyes have shroud of darkness protecting from flashes and brightness. {Medieval}
Ghost Sound [M]**:** Figment sounds.

Necromancy
Disrupt Undead: Deals 1d6 damage [to Str] to one Undead.
Touch of Fatigue [M]**:** Touch Attack *fatigues* target.

Transmutation
Mage Hand: 5-pound telekinesis. [*Force*]
Mending: Makes minor repairs on an object.
Message [F]**:** Whispered conversation at distance. [*Language*]
Open/Close [F]**:** Opens or closes small or light things.

Universal
Arcane Mark: Inscribes a personal rune (visible or *invisible*).
Prestidigitation: Performs minor tricks.

↓↓↓ **1st-Level** ↓↓↓ Arcanism ×2, Eldritch Soul ×1

Abjuration
Alarm [M]**:** Wards an area for (CL) ×2 hours.
Blast Barrier, Lesser [M]**:** Divides Burst/impact damage by 1+1/2(CL **rounding up**), maximum of 1/6th. {Victorian}
Endure Elements: Ignores 5 damage/round from one energy type, and a secondary effect. [see text]
Hold Portal: Holds door shut.
Overwrite Runes: You *dispel* a spell below 3rd-level.
Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [see text]
Shield: *Invisible* disc gives +4 to AC, blocks *magic missiles*. [*Force*]

Conjuration
Grease [M]**:** Makes 10 ft. square or one object slippery.
Mage Armor [F]**:** Gives subject +4 armor bonus. [*Force*]
Mount [M]**:** Calls a Horse for (CL) ×2 hours. [*Animal*, *Summon*]
Obscuring Mist: "Partial" occlusion fog surrounds you. [*Air*, *Water*]
Summon Monster I [F]**:** Calls extraplanar creature to fight for you. [*Summon*]

Summon Weapon: Garners a weapon you are proficient with. [*Summon*]
Unseen Servant: An *invisible* field obeys your desires. [*Force*]

Divination
Comprehend Languages [M]**:** You understand all spoken and written languages.
Detect Secret Doors: Reveals hidden doors in 60 ft.
Detect Undead [M]**:** Reveals Undead within 60 ft. [*Scry*]
Identify [M]**:** Determines properties of magic item.
True Strike: +10 +(CL) on your next Attack roll.

> ### "Building a Character" Psychic Powers
> Your chose *true strike* for your 1st-Level spell from the Psionic Focus feat, since it lets you add +11 to your next Attack roll.

Enchantment [all are *Mind-Affecting*, so it is not listed]
Charm Person: Makes one person your friend. [*Charm*]
Hypnotism: 2d4 HD of creatures are *fascinated*.
Sleep [M]**:** Puts 4 HD of creatures into magical slumber.

Evocation

Blast Ice: Solidified ball of ice is hurled as a 1d6 +1/2(CL) (max 1d6+5) Blunt range Attack, detonates for additional 1d(1/2[CL] **rounding up**) (max 1d6) *Cold* damage. [*Cold*]

Burning Hands: (CL)d4 damage [to Con] (max 5d4). [*Fire*]

Floating Disk ^M**:** Creates 3 ft. diameter horizontal disk that holds (CL) ×100 Lbs. [*Force*]

Magic Missile: 1d4+1 damage [to Con]; +1/2(CL) above 1st to die size and bonus, **rounding up** (max 1d12+5). [*Force*]

Shadows ^M**:** 20 ft. radius of supernatural shadow. [*Darkness*]

Shocking Grasp: Touch delivers (CL)d6 damage [to Dex] (max 5d6). [*Electric*]

Illusion

Color Spray ^M**:** Knocks *unconscious, blinds,* and/or *stuns* 1d6 weak creatures. [*Mind-Affecting*]

Disguise Self: Changes your appearance.

Magic Aura ^F**:** Alters object's magic aura.

Silent Image ^F**:** Creates minor *Illusion* of your design.

Ventriloquism: Throws voice for (CL) minutes.

Necromancy

Cause Fear: One creature of 5 HD or less flees for up to 1d4 rounds. [*Fear, Mind-Affecting*]

Chill Touch: (CL) touchs deals 1d6 damage [to Con] and possibly 1 Strength damage.

Ray of Enfeeblement: Ray deals 1d6 +1/2(CL) Str penalty.

Transmutation

Animate Rope: Makes a rope move at your command.

Enlarge Person ^M**:** Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your Speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Jump ^M**:** Subject gets bonus on Jump checks.

Magic Weapon: Weapon gains +1 bonus.

Reduce Person ^M**:** Humanoid creature halves in size.

Spider Climb ^M**:** Grants ability to walk on walls and ceilings.

↓↓↓ 2nd-Level ↓↓↓ Arcanism ×4, Eldritch Soul ×3

Abjuration

Arcane Lock ^M**:** Magically locks a portal or chest.

Obscure Object ^M**:** Masks object against *Scry* effects.

Protection from Arrows ^F**:** Subject immune to most ranged Attacks thanks to Damage Reduction.

Resist Energy: Ignores first 10 (or more) points of damage per Attack from specified energy type. [see text]

Suppression ^F**:** Subject cannot manifest powers for (CL) rounds.

Conjuration

Acid Arrow: Ranged touch Attack; 2d4 damage [to Con] for 1 round +1/3(CL) rounds. [*Acid*]

Fog Cloud: "Total" occlusion fog obscures vision. [*Water*]

Glitterdust ^M**:** *Blinds* creatures, outlines *invisible* creatures.

Summon Monster II ^F**:** Calls extraplanar creature to fight for you. [*Summon*]

Summon Swarm ^M**:** Calls a swarm of bats, rats, or spiders. [*Animal, Summon*]

Web ^M**:** Fills 20 ft. radius Spread with sticky spiderwebs.

Divination

Detect Thoughts ^F**:** Allows "listening" to surface thoughts. [*Mind-Affecting*]

Locate Object ^F**:** Senses direction toward object (specific or type). [*Scry*]

See Invisibility ^M**:** Reveals *invisible* creatures or objects.

Enchantment [all are *Mind-Affecting*, so it is not listed]

Daze Monster ^M**:** Living creature of 6 HD or less loses next action.

Hideous Laughter ^M**:** Subject loses actions for (CL) rounds.

Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

Evocation

Continual Flame ^M**:** Makes a permanent, heatless torch. [*Light*]

Darkness ^M**:** 20 ft. radius of supernatural "Pure Black" illumination occluding vision in it. [*Darkness*]

Discordant Shot: CL-based damage to a random ability score as a ranged Attack. [*Chaos*]

Flaming Sphere ^M**:** Creates rolling ball of fire, deals 2d6 *Fire* damage [to Con], lasts (CL) rounds. [*Fire*]

Force Smack: Blast of diffused energy can Bull Rush or Trip.

Gust of Wind: Smaller creatures are *knocked down* or *blows away.* [*Air*]

Scattershot ^F**:** Sphere deals 1d6 plus 1/2(CL)d6 damage [to Con] (5d6). [*Force*] {Renaissance}

Scorching Ray: Ranged touch Attack deals 4d6 damage [to Con], +1/4(CL) rays (max 3). [*Fire*]

Shatter ^M**:** *Sonic* vibration damages objects or crystalline creatures. [*Sonic*]

Illusion

Blur: Attacks miss subject 20% of the time.

Hypnotic Pattern ^M**:** (2d4 +[CL]) Hit Die of creatures are *fascinated*. [*Mind-Affecting*]

Invisibility ^M**:** Subject is *invisible* for (CL) minutes or until it Attacks.

Magic Mouth ^M**:** Speaks once when triggered.

Minor Image ^F**:** As *silent image*, plus some sound.

Mirror Image: Creates 1d4 +1/3(CL) decoy duplicates of you (max 8).

Misdirection: Misleads divinations for one creature or object.

Phantom Trap ^M**:** Makes item seem Trapped.

Necromancy

Blindness/Deafness: Makes subject *blinded* or *deafened.*

Bone Breaking: Creature takes 1/2(CL) Str damage, and must pass a Fortitude save or be *disabled.*

Command Undead ^M**:** Undead creature obeys your commands.

False Life ^M**:** Gain 1d10 +(CL) Temporary HP (max +10).

Ghoul Touch ^M**:** One subject is *paralyzed*, which exudes stench that makes those nearby *sickened.*

Scare ^M**:** *Panics* creatures of less than 6 HD. [*Fear, Mind-Affecting*]

Spectral Hand: Creates disembodied glowing hand to deliver touch Attacks.

Transmutation

Alter Self: Assume form of a similar creature. [*Transformation*]

Animate Construct, Minor: Animates an object up to Small size.

Bear's Endurance: Subject gains +4 to Con for (CL) ×10 min.

Bull's Strength ^M**:** Subject gains +4 to Str for (CL) ×10 min.

Cat's Grace ^M**:** Subject gains +4 to Dex for (CL) ×10 min.

Darkvision ^M**:** See 60 ft. in total darkness.

Eagle's Splendor ^M**:** Subject gains +4 to Cha for (CL) ×10 min.

Fox's Cunning ^M**:** Subject gains +4 Int for (CL) ×10 min.

Knock: Opens locked or magically sealed door.

Levitate ^F**:** Subject moves up and down at your direction.

Owl's Wisdom ^M**:** Subject gains +4 to Wis for (CL) ×10 min.

Pyrotechnics ^M**:** Turns fire into *blinding* light or choking smoke.

Rope Trick ^M**:** As many as eight creatures hide in an extradimensional space.

Whispering Wind: Sends a short message (CL) miles. [*Air*]

Abjuration

Blast Barrier ^M**:** Divides Burst/impact damage by ×1/(1 +[CL]), maximum of 1/11th. {Victorian}

Dispel Magic: Cancels magical spells and effects.

Explosive Runes: Reading deals 6d6 damage [to Con]. [*Force*]

Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10 ft. radius and (CL) ×10 min. [see text]

Nondetection ^M**:** Hides subject from all Divination effects.

Protection from Energy: Absorb (CL) ×12 points of damage from one kind of energy. [see text]

Conjuration

Phantom Steed: Magic horse appears for (CL) hours. [*Animal*]

Sepia Snake Sigil ^M**:** Creates text symbol that immobilizes reader. [*Force*]

Sleet Storm ^M**:** Hampers vision and movement.

Stinking Cloud ^M**:** Vapors *nauseate* for (CL) rounds.

Summon Monster III ^F**:** Calls extraplanar creature to fight for you. [*Summon*]

Divination

Arcane Sight: Magical auras become visible to you.

Clairaudience/Clairvoyance ^F**:** Hear or see at a distance for (CL) minutes. [*Scry*]

Tongues ^M**:** Speak any language.

Enchantment [all are *Mind-Affecting*, so it is not listed]

Deep Slumber: Puts 10 HD of creatures to *sleep*.

Heroism: Gives +2 bonus on Attack rolls, saves, skill checks.

Hold Person ^F**:** One Humanoid is *paralyzed* for (CL) rounds.

Rage: Gives +1/2(CL) to Str and Con, +1/4(CL) to Will, –2 AC.

Suggestion ^M**:** Compels subject to follow stated course of action. [*Language*]

Evocation

Daylight: 60 ft. radius of bright light. [*Light*]

Fireball ^M**:** (CL)d6 damage [to Con] (max 10d6), 20 ft. radius. [*Fire*]

Lightning Bolt ^M**:** Lightning deals (CL)d6 *Electric* damage [to Dex] (max 10d6). [*Electric*]

Ramming Missile: Deals (CL)d12 (max 12d12) damage divided as desired. {Medieval}

Tiny Hut ^M**:** Creates shelter for ten creatures. [*Force*]

Wind Wall ^M**:** Deflects arrows, smaller creatures, and gases. [*Air*]

Illusion

Displacement ^M**:** Attacks miss subject 50%.

Illusory Script ^M**:** Only intended reader can decipher. [*Mind-Affecting*]

Invisibility Sphere ^{Ms}**:** Makes everyone within 10 ft. *invisible*.

Major Image ^M**:** As *silent image*, plus sound, smell and thermal effects.

Necromancy

Gentle Repose ^M**:** Preserves one corpse.

Halt Undead ^M**:** Immobilizes Undead for (CL) rounds.

Psi Curse: Psionic target must pass Will save to use powers.

Ray of Exhaustion ^M**:** Ray makes subject *exhausted*.

Vampiric Touch: Touch deals 1/2(CL)d6 damage [to Con] (max 10d6); you gain damage rolled as Temporary Hit Points.

Transmutation

Blink: You randomly vanish and reappear for (CL) rounds.

Deanimate Construct ^{XP}**:** Makes a construct inanimate.

Flame Arrow ^M**:** (CL) ammo deal +1d10 *Fire* damage [to Con]; or fire arrow deals (CL)d6 per round, –1 die per round. [*Fire*]

Fly ^F**:** Subject Flies at Speed of 60 ft.

Gaseous Form ^M**:** Subject becomes insubstantial and can fly slowly. [*Air*]

Haste ^M**:** The subject gains +2 AC, +1 Ref saves, and +2 melee to-hit, and extra Attack or Move action for (CL) rounds.

Keen Edge: Doubles normal weapon's threat range.

Magic Weapon, Greater ^M**:** +1/4(CL) enhancement (max +5).

Repairing ^M**:** Like *mending*, but more powerful.

Secret Page ^M**:** Changes one page to hide its real content.

Shrink Item: Object shrinks to one-sixteenth size.

Slow ^M**:** Subject takes only one action/round, –2 to AC, –2 on Attack rolls.

Water Breathing ^M**:** Subjects can breathe underwater. [*Water*]

DIVINE SPELL LIST

Create Water (Conj): Creates (CL) ×2 gallons of pure water. [*Water*]

Cure Minor Wounds (Conj): Heal check to cure 1 Str/Con. [*Healing*]

Detect Magic (Div): Detects spells and magic items within 60 ft.

Detect Poison (Div): Detects poison in one creature or object.

Guidance (Div): Booster +1 die on next Attack roll or skill check, with no additional bonus to the check.

Inflict Minor Wounds (Nec): Touch Attack, 1d4 points of *Negative Energy* damage [to Con]. [*Negative Energy*]

Inspiration (Ench): Subject gains a +1 bonus on a designated die roll within the next (CL) minutes. [*Retribution*]

Light ^{DF} **(Evoc):** Object shines like a torch. [*Light*]

Mending (Tran): Makes minor repairs on an object.

Purify Food and Drink (Tran): Purifies (CL) cu. ft. of food or water.

Read Magic ^F **(Div):** Read scrolls and spellbooks.

Resistance ^{DF} **(Abj):** Subject gains +1 on saving throws.

Sharp Candle (Evoc): Ray deals 1d3 damage [to Con], more against Undead. [*Light*]

Summon Weapon (Conj): Garner a weapon you are proficient with. [*Summon*]

Virtue (Tran): Subject gains 1d3 Temporary HP.

> **"Building a Character" Psychic Powers**
> Your final spell choice is *guidance*, since it can give you the ability to roll an Attack roll twice and keep the highest when your *true strike* spell is on "cooldown".
> Yes, at this point, go to "Character Sheet, How-To" at the end of this book, and start filling it in!

Bane ^{DF} **(Ench):** Enemies take –1 on Attack rolls and saves against *Fear*. [*Fear*, *Mind-Affecting*]

Bless ^{DF} **(Ench):** Allies gain +1 on Attack rolls and saves against *Fear*. [*Mind-Affecting*]

Bless Water ^M **(Tran):** Makes Holy Water. [*Good*]

Cause Fear (Nec): One creature of 5 HD or less flees for 1d4 rounds. [*Fear*, *Mind-Affecting*]

Command (Ench): One subject obeys selected *command* for 1 round. [*Language*, *Mind-Affecting*]

Comprehend Languages ^{DF} **(Div):** You understand all spoken and written languages.

Cure Light Wounds (Conj): Cures 1 Str/Con damage to the

living, or harms Undead. [*Healing*]

Curse Water ^M **(Nec):** Makes Unholy Water. [*Evil*]

Deathwatch (Nec): Reveals how near death subjects within 30 ft. are.

Detect Chaos/Evil/Good/Law (Div): Reveals creatures, spells, or objects of selected alignment.

Detect Undead ^{DF} **(Div):** Reveals Undead within 60 ft. [*Scry*]

Divine Favor ^{DF} **(Evoc):** You gain +1/3(CL **rounding up**) on Attack and damage rolls. [*Retribution*]

Doom ^{DF} **(Nec):** One subject takes –2 on Attack rolls, damage rolls, saves, and checks. [*Fear*, *Mind-Affecting*]

Endure Elements (Abj): Ignores 5 damage/round from one energy type, and a secondary effect. [see text]

Entropic Shield (Abj): Ranged Attacks against you have 20% miss chance.

Hide from Undead ^{DF} **(Abj):** Undead can't perceive (CL) subjects.

Inflict Light Wounds (Nec): Cures 1 Str damage to Undead, or harms the living. [*Negative Energy*]

Magic Stone ^{DF} **(Tran):** Three stones gain +1 on Attack, deal 1d6+1 *Force* damage [to Con]. [*Earth*]

Magic Weapon ^{DF} **(Tran):** Weapon gains +1 bonus.

Obscuring Mist (Conj): "Partial" occlusion fog surrounds you. [*Air*, *Water*]

Partial Restoration (Tran): Exchanges 1d4 points of Charisma, Dexterity, Intelligence, or Wisdom damage to heal 1 point of ability damage in one of the others. {Medieval}

Protection from Chaos/Evil/Good/Law (Abj): +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [see text]

Remove Fear (Abj): Suppresses *Fear* effects or gives +4 on saves against *Fear* for 1 +1/4(CL) subjects.

Sanctuary ^{DF} **(Abj):** Opponents can't Attack you, and you can't Attack.

Shield of Faith ^M **(Abj):** Aura grants +2 or higher deflection bonus. [*Retribution*]

Summon Monster I ^{DF} **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]

↓↓↓ 2nd-Level ↓↓↓ Divine Agent ×4, Spiritualist ×3

Aid ^{DF} **(Ench):** +1 on Attack rolls and saves against *Fear*, 1d8 +(CL) Temporary HP (max +10). [*Mind-Affecting*]

Align Weapon ^{DF} **(Tran):** Weapon becomes *Good*, *Evil*, *Law*, or *Chaos*. [see text]

Augury ^{M, F} **(Div):** Learns whether an action will be good or bad. [*Retribution*]

Bear's Endurance ^{DF} **(Tran):** Subject gains +4 to Con for (CL) ×10 minutes.

Bull's Strength ^{DF} **(Tran):** Subject gains +4 to Str for (CL) ×10 minutes.

Calm Emotions ^{DF} **(Ench):** Calms creatures, negating emotion effects. [*Mind-Affecting*]

Consecrate ^M **(Evoc):** Fills area with positive energy, making Undead weaker. [*Good*]

Cure Moderate Wounds (Conj): Cures 2 Str/Con damage to the living, or harms Undead. [*Healing*]

Darkness ^{DF} **(Evoc):** 20 ft. radius of supernatural "Pure Black" illumination occluding vision in it. [*Darkness*]

Death Knell (Nec): Kills *dying* creature; you gain 1d8 Temporary HP, +2 to Str, and +1 Caster Level. [*Death*, *Evil*]

Delay Poison (Conj): Stops poison from harming subject for (CL) hours.

Desecrate ^M **(Evoc):** Fills area with negative energy, making Undead stronger. [*Evil*]

Eagle's Splendor ^{DF} **(Tran):** Subject gains +4 to Cha for (CL) ×10 minutes.

Enthrall (Ench): Captivates all within 100 +10 ft./CL. [*Language*, *Mind-Affecting*, *Sonic*]

Find Traps (Div): Notice Traps as a rogue does.

Gentle Repose ^{DF} **(Nec):** Preserves one corpse.

Hold Person ^{DF} **(Ench):** One Humanoid is *paralyzed* for (CL) rounds. [*Mind-Affecting*]

Inflict Moderate Wounds (Nec): Cures 2 Str damage to Undead, or harms the living. [*Negative Energy*]

Make Whole (Tran): Craft check to repair an object.

Owl's Wisdom ^{DF} **(Tran):** Subject gains +4 to Wis for (CL) ×10 minutes.

Remove Paralysis (Conj): Ends the duration of *paralysis, slow,* and similar effects; and can be cast while under those effects.

Resist Energy ^{DF} **(Abj):** Ignores 10 (or more) points of damage per Attack from specified energy type. [see text]

Restoration, Lesser (Tran): Restores 1 of each ability damage, or removes *fatigue*.

Shatter ^{DF} **(Evoc):** *Sonic* vibration damages objects or crystalline creatures. [*Sonic*]

Shield Other ^F **(Abj):** You take 1/2(subject's damage).

Silence (Ill): Negates sound in 15 ft. radius.

Sound Burst ^{DF} **(Evoc):** Deals 1d8 damage [to Con] to subjects; may *stun* them. [*Sonic*]

Spiritual Weapon ^{DF} **(Evoc):** Created weapon Attacks on its own. [*Force*]

Status (Div): Monitors condition, position of allies.

Summon Monster II ^{DF} **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]

Undetectable Alignment (Abj): Conceals alignment for 24 hours.

Zone of Truth ^{DF} **(Ench):** Subjects within range cannot lie. [*Mind-Affecting*]

↓↓↓ 3rd-Level ↓↓↓ Divine Agent ×6, Spiritualist ×5

Animate Dead ^M **(Nec):** Creates Undead Skeletons and Zombies. [*Evil*]

Bestow Curse (Nec): –6 to an ability score; –4 on Attack rolls, saves, and checks; or 50% chance of losing each action.

Blindness/Deafness (Nec): Makes subject *blinded* or *deafened*.

Contagion (Nec): Infects subject with chosen disease. [*Evil*]

Continual Flame ^M **(Evoc):** Makes a permanent, heatless torch. [*Light*]

Create Food and Water (Conj): Feeds (CL) ×3 Humanoids (or [CL] Horses). [*Water*]

Cure Serious Wounds (Conj): Cures 3 Str/Con damage to the living, or harms Undead. [*Healing*]

Daylight (Evoc): 60 ft. radius of bright light. [*Light*]

Deeper Darkness ^{DF} **(Evoc):** Object sheds supernatural "Pure Black" illumination occluding even Darkvision. [*Darkness*]

Dispel Magic (Abj): Cancels spells and magical effects.

Glyph of Warding ^M **(Abj):** Inscription harms those who pass it. [*Force*]

Helping Hand ^{DF} **(Evoc):** Ghostly hand leads subject to you.

Inflict Serious Wounds (Nec): Cures 3 Str damage to Undead, or harms the living. [*Negative Energy*]

Invisibility Purge (Evoc): Dispels *invisibility* in 5 ft./CL.

Locate Object DF **(Div):** Senses direction toward object (specific or type). [*Scry*]

Magic Circle against Chaos/Evil/Good/Law (Abj): As *protection*, but 10 ft. radius and (CL) ×10 minutes. [see text]

Magic Vestment DF **(Tran):** Armor or shield gains +1/4(CL) enhancement.

Meld into Stone DF **(Tran):** You and your gear merge with stone. [*Earth*]

Obscure Object DF **(Abj):** Masks object against *Scry* effects.

Partial Restoration, Major (Tran): As *partial restoration*, but can heal Insanity as well. {Medieval}

Prayer DF **(Ench):** Allies +1 bonus on most rolls, enemies –1 penalty. [*Mind-Affecting, Retribution*]

Protection from Energy DF **(Abj):** Absorb (CL) ×12 points of damage from one kind of energy. [see text]

Remove Blindness/Deafness (Conj): Cures normal or magical conditions.

Remove Curse (Abj): Frees object or person from curse.

Remove Disease (Conj): Cures all diseases affecting subject.

Restore Life I **(Nec):** A creature dead no longer than sunset/sunrise is restored to life at 1 Con & Str, you have –1 Str.

Searing Light (Evoc): Ray deals 1/2(CL)d8 *Light* damage [to Con], more against Undead. [*Light*]

Speak with Dead DF **(Nec):** Corpse answers 1/2(CL) questions, then burns out. [*Language*]

Stone Shape DF **(Tran):** Sculpts stone into any shape. [*Earth*]

Summon Monster III DF **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]

Water Breathing DF **(Tran):** Subjects can breathe underwater. [*Water*]

Water Walk DF **(Tran):** Subject treads on water as if solid. [*Water*]

Wind Wall DF **(Evoc):** Deflects arrows, smaller creatures, and gases. [*Air*]

DOMAINS

A "Domain" is a special study of divine energies, almost a scholarly knowledge of some aspect of them. This comprehension allows you access to both that Domain's "Granted Power", adds its "Domain Spells" to your spells known and Divine-based spell lists, and gives you an extra spell slot for every Divine-based Spell Level you can cast which can only be used only to prepare Domain spells (which cannot be affected by Listen to Whispers, see page 114). This is for **every** Domain.

"Divine Level" refers to all your unmodified Divine-based Caster Levels, added together. Usually used for Granted Powers.

A Domain's Granted Power is a Supernatural ability, even if it mimics a spell's effects, unless it specifically says "cast the spell". In such cases it then becomes a spell-like ability. This means that most Domain effects cannot be negated except by *antimagic field*, or a direct *mage's disjunction* spell.

Metaspell Feats: Some of the weaker Domains also give bonuses to Metaspell feats. These bonuses are based on your Divine Level, as an additional Granted Power. These bonuses only apply when the Metaspell effect is active, but you can choose not to use the bonus. These bonuses cannot stack, you can only choose to apply one at a time to each Metaspell feat.

Air

Granted Powers: You can cast *fly* a limited amount of time per day, as a free action, and are perpetually affected by *feather fall*. You can cast *fly* (Divine Level) times each day, but it has a duration of only 1 round. You may also use Command Supernatural on creatures with the Air subcategory, and Exorcise Supernatural on creatures with the Earth subcategory, if you have those traits.

Metaspell Feats: Aegis adds +1/2(DL) Electric Resistance. Pessulus adds +d(DL) damage, but this converts all damage to *Electric*, and makes the save into Reflex for half. Potentia adds +(DL) to Jump **after** dividing the check total. Vitae adds +1/2(DL) to Armor Class vs. projectiles.

Air Domain Spells

1 Obscuring Mist (Conj): "Partial" occlusion fog surrounds you. [*Air, Water*]

2 Wind Wall DF **(Evoc):** Deflects arrows, smaller creatures, and gases. [*Air*]

3 Gaseous Form DF **(Tran):** Subject becomes insubstantial and can fly slowly. [*Air*]

Animal

Granted Powers: You can use Wild Empathy (Divine Level) times per day. So long as you have one daily use remaining, you can cast *speak with animals* at will.

Handle Animal is an available skill each Divine Level HD, with a +1/2(Divine Level) insight bonus, and not trained-only.

Animal Domain Spells

1 Calm Animals (Ench): Calms 2d4 +(CL) in HD of Animals. [*Animal, Mind-Affecting*]

2 Hold Animal (Ench): One Animal is ***paralyzed*** for (CL) rounds. [*Animal, Mind-Affecting*]

3 Dominate Animal (Ench): Subject Animal obeys silent mental commands. [*Animal, Mind-Affecting*]

Beguile

Granted Power: You can cast *command* (Charisma modifier, minimum 1) times a day, for up to (Divine Level) words and rounds each (with a new save every round at a stacking –1 penalty). The save DC is Charisma-based.

Diplomacy is an available skills for you each Divine Level HD, and you have Booster +1 with it.

Beguile Domain Spells

1 Charm Person (Ench): Makes one person your friend. [*Charm, Mind-Affecting*]

2 Eagle's Splendor M **(Tran):** Subject gains +4 to Cha for (CL) ×10 minutes.

3 Helping Hand DF **(Evoc):** Ghostly hand leads subject to you.

Blood

Granted Power: As a standard action you can produce a pint of Sanguine Vitae (see page 157) from a sentient living creature (including yourself, if you qualify), causing them to take a point of Wisdom and Constitution damage. You can attempt to force another to pay this cost as a touch Attack with a DC of 10 +(Charisma modifier) +1/2(Divine Level) +(#Mastered Power) Fortitude save. If a creature passes this save, then they are immune to this Attack until the next dawn.

Blood Domain Spells

1 Deathwatch (Nec): Reveals how near death subjects within 30 ft. are.

2 False Life M **(Nec):** Gain 1d10 +(CL) Temporary HP (max +10).

3 Vampiric Touch (Nec): Touch deals 1/2(CL)d6 damage [to Con] (max 10d6); you gain damage as Temporary HP.

Chaos

Granted Power: You cast *Chaos*-descriptor spells at +1 CL, saving throw DC, damage die size, and non-random effects. All the spells in this Domain now count as *Chaos* spells for you.

Chaos Domain Spells

1 Protection from Law (Abj): +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [*Chaos*]
2 Shatter ^{DF} **(Evoc):** *Sonic* vibration damages objects or crystalline creatures. [*Sonic*]
3 Magic Circle against Law ^{DF} **(Abj):** As protection spells, but 10 ft. radius and (CL) ×10 minutes. [*Chaos*]

Creation

Granted Power: You gain a +1 bonus each Divine Level, to the Craft skill of your choice. This bonus can be split between different Craft skills, but once assigned it cannot be changed.

Creation Domain Spells

1 Make Whole (Tran): Craft check to repair an object.
2 Create Food and Water (Conj): Feeds (CL) ×3 Humanoids (or [CL] Horses). [*Water*]
3 Stone Shape ^{DF} **(Tran):** Sculpts stone into any shape. [*Earth*]

Darkness

Granted Power: You gain the Blind-Fight feat as a bonus feat. If you already have Blind-Fight, or take it normally, then you get to add +(Divine Level) to your Hide, Listen, and Spot checks, but only when in areas of shadowy illumination or darkness.

Hide, Listen, and Spot are available skills for you each Divine Level HD.

Darkness Domain Spells

1 Shadows ^{DF} **(Evoc):** 20 ft. radius of supernatural shadow. [*Darkness*]
2 Darkness ^{DF} **(Evoc):** 20 ft. radius of supernatural "Pure Black" illumination occluding vision in it. *Darkness*]
3 Deeper Darkness ^{DF} **(Evoc):** Object sheds supernatural "Pure Black" illumination occluding even Darkvision. [*Darkness*]

Death

Granted Power: You may use a Death Touch once per day:

> **Death Touch (Su):** This *Death* effect can be used as a free action by a successful melee touch Attack. The touched living creature automatically dies if their remaining Constitution score is not higher than 1d6 +1/2(Divine Level).

Metaspell Feats: Aegis adds +1/2(DL) Resistance to *Negative Energy*. Pessulus adds +d(DL) damage, but this converts all damage to *Negative Energy*, and makes the save into Will for half (or to negate for Undead). Potentia adds +(DL) to Hide. Vitae adds +1/2(DL) to Armor Class vs. Undead.

Death Domain Spells

1 Cause Fear (Nec): One creature of 5 HD or less flees for 1d4 rounds. [*Fear*, *Mind-Affecting*]
2 Death Knell (Nec): Kill *dying* creature and gain 1d8 Temporary HP, +2 to Str, and +1 Caster Level. [*Death*, *Evil*]
3 Scare ^M **(Nec):** *Panics* creatures of less than 6 HD. [*Fear*, *Mind-Affecting*]

Destruction

Granted Power: You gain the Smite ability once per day, without any target restrictions, and the bonus damage is +(Divine Level) if you hit.

Destruction Domain Spells

1 True Strike: +10 +(CL) on your next Attack roll. (limited to +10 only)

2 Shatter ^{DF} **(Evoc):** *Sonic* vibration damages objects or crystalline creatures. [*Sonic*]
3 Call Lightning (Evoc): Calls down lightning bolts (3d6 *Electric* damage [to Dex] per bolt) from sky. [*Electric*]

Earth

Granted Powers: You can gain temporary Damage Reduction of (1 +1/2[Divine Level])/Adamantine for one minute. This granted power is a supernatural ability, and can be activated or deactivated as a free action after damage is rolled. You can activate this ability (Divine Level) times each day. You may also use Command Supernatural on creatures with the Earth subcategory, and Exorcise Supernatural on creatures with the Air subcategory, if you have those traits.

Metaspell Feats: Aegis adds +1/2(DL) Acid Resistance. Pessulus adds +d(DL) damage, but this converts all damage to *Acid*, and makes the save into Reflex for half. Potentia adds +(DL) to Climb **and** Max Dex while climbing. Vitae adds +1/2(DL) to Armor Class vs. metal and stone.

Earth Domain Spells

1 Magic Stone ^{DF} **(Tran):** Three stones become +1 projectiles, 1d6+1 Blunt damage [to Con]. [*Earth*]
2 Soften Earth and Stone ^{DF} **(Tran):** Turns stone to clay or dirt to sand or mud. [*Earth*]
3 Stone Shape ^{DF} **(Tran):** Sculpts stone into any shape. [*Earth*]

Evil

Granted Power: You cast *Evil*-descriptor spells at +1 CL, saving throw DC, damage die size, and non-random effects. All the spells in this Domain now count as *Evil* spells for you.

Evil Domain Spells

1 Protection from Good ^{DF} **(Abj):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [*Evil*]
2 Desecrate ^M **(Evoc):** Fills area with negative energy, making Undead stronger. [*Evil*]
3 Magic Circle against Good ^{DF} **(Abj):** As protection spells, but 10 ft. radius and (CL) ×10 minutes. [*Evil*]

Fire

Granted Powers: You gain Fire Resistance of 1/2(Divine Level). You also gain the supernatural ability to add *Fire* damage to any weapon you wield (including ranged weapons), equal to +1d1 +(1/2[Divine Level] **rounding up**) die size (i.e. 1d2 at 1st, 1d3 at 3rd, 1d4 at 5th, etc.). This ability can be activated as a free action, lasts one minute after being activated, and costs one use of Command/Exorcise Supernatural every time it is used. If you don't have those traits then you can still use this ability (Charisma modifier, minimum 1) times per day. You may also use Command Supernatural on creatures with the Fire subcategory, and Exorcise Supernatural on creatures with the Water subcategory, if you have those traits.

Metaspell Feats: Aegis adds +1/2(DL) Fire Resistance. Pessulus adds +d(DL) damage, but this converts all damage to *Fire*, and makes the save into Reflex for half. Potentia adds +(DL) to Intimidate. Vitae adds +1/2(DL) to Armor Class vs. elemental and energy Attacks.

Fire Domain Spells

1 Burning Hands (Evoc): (CL)d4 damage [to Con] (max 5d4). [*Fire*]
2 Produce Flame* (Evoc): 1d6 +(CL) *Fire* damage [to Con], touch or thrown. [*Fire*]
3 Resist Energy* (Abj): Ignores 10 (or more) points of damage per Attack from specified energy type. [see text]
* Resist *Cold* or *Fire* only.

Flesh

Granted Power: You can cast *alter self* (Charisma modifier, minimum 0) +(Divine Level) times per day. So long as you have one daily use remaining, you can cast *xenophilia* at will. You can also cast *polymorph* (on yourself only) but it costs you five uses of *alter self*.

Control Shape is an available skill for you each Divine Level HD.

Flesh Domain Spells

1 Partial Restoration (Tran): Exchanges 1d4 points of Charisma, Dexterity, Intelligence, or Wisdom damage to heal 1 point of ability damage in one of the others. {Medieval}
2 Restoration, Lesser (Conj): Restores 1 of each ability damage, or removes *fatigue*.
3 Partial Restoration, Major (Tran): As *partial restoration*, but can heal Insanity as well. {Medieval}

Good

Granted Power: You cast *Good*-descriptor spells at +1 CL, saving throw DC, damage die size, and non-random effects. All the spells in this Domain now count as *Good* spells for you.

Good Domain Spells

1 Protection from Evil DF **(Abj):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [*Good*]
2 Aid DF **(Ench):** +1 on Attack rolls, +1 on saves against *Fear*, 1d8 +(CL) Temporary HP (max +10). [*Mind-Affecting*]
3 Magic Circle against Evil DF **(Abj):** As protection spells, but 10 ft. radius and (CL) ×10 minutes. [*Good*]

Healing

Granted Power: All your *Healing*-descriptor spells and effects (including Lay on Hands) heal an additional point of damage. When used against Undead creatures you increase each damage die by +1 die step (i.e. "3d8" to "3d10").

Heal is an available skill for you each Divine Level HD.

Healing Domain Spells

1 Cure Light Wounds (Conj): Cures 1 Str or Con damage to the living, or harms Undead. [*Healing*]
2 Cure Moderate Wounds (Conj): Cures 2 Str/Con damage to the living, or harms Undead. [*Healing*]
3 Cure Serious Wounds (Conj): Cures 3 Str/Con damage to the living, or harms Undead. [*Healing*]

Knowledge

Granted Power: You cast *Scrying*-descriptor spells at +1 CL. You get to add 1/2(Divine Level) as an insight bonus to Analyze Documents and all Knowledge skills.

Analyze Documents and all Knowledge skills are available skills for you each Divine Level HD.

Knowledge Domain Spells

1 Detect Secret Doors (Div): Reveals hidden doors in 60 ft.
2 Detect Thoughts DF **(Div):** Allows "listening" to surface thoughts. [*Mind-Affecting*]
3 Clairaudience/Clairvoyance DF **(Div):** Hear or see at a distance for (CL) minutes. [*Scry*]

Law

Granted Power: You cast *Law*-descriptor spells at +1 CL, saving throw DC, and damage die size. All the spells in this Domain now count as *Law* spells for you.

Law Domain Spells

1 Protection from Chaos DF **(Abj):** +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [*Law*]
2 Calm Emotions DF **(Ench):** Calms creatures, negating emotion effects. [*Mind-Affecting*]
3 Magic Circle against Chaos DF **(Abj):** As protection spells, but 10 ft. radius and (CL) ×10 minutes. [*Law*]

Luck

Granted Power: As a free action (Charisma modifier) +(Divine Level) times per day, you can add one Booster or Sinker die to any single d20 roll that you see being made by, or affecting, somebody within 60 ft., and after seeing the results of the original roll. The same roll cannot be affected more than once.

Luck Domain Spells

1 Entropic Shield (Abj): Ranged Attacks against you have 20% miss chance.
2 Aid DF **(Ench):** +1 on Attack rolls, +1 against *Fear*, 1d8 +(CL) temporary hp (max +10). [*Mind-Affecting*]
3 Protection from Energy DF **(Abj):** Absorb (CL) ×12 points of damage from one kind of energy. [see text]

Magic

Granted Power: You can use Arcane magic items as if you had an Arcane Caster Level of 1/2(Divine Level). If you already have an Arcane level, you get to add this value to it for the purpose of using magic items. You gain one Arcane spell added to your Magic Domain spells per Divine Level, with a maximum SL equal to 1/2(Divine Level) (yes, this gives a 0th-level spell first). You cast these Arcane spells based on your Charisma score instead of Wisdom, require Arcane Foci and Material components instead of Divine, and must deal with Arcane Spell Failure. Despite this, these spells **do not** count as "Arcane" spells for purposes of traits or feats…you just found a loophole!

Knowledge (arcana) and Spellcraft are available skills for you each Divine Level HD.

Magic Domain Spells

1 Magic Aura F **(Ill):** Alters object's magic aura.
2 Identify DF **(Div):** Determines properties of magic item.
3 Dispel Magic (Abj): Cancels magical spells and effects.

Mentalism

Granted Power: You gain a saving throw bonus against all "Psychic" trait powers equal to +1/2(Divine Level). You can recognize an item has a psionic enchantment by touch, but this does not tell you what its powers are. Destroying such items refreshes you a number of Divine spell slots equal to 1/1,000th its market price (or a 0th-level is under 1,000gp), as if using a *pearl of power*.

Note: If you have this Domain you cannot have "Psychic" traits, or willingly use psionic items. You must always make saves against Psychic spells, even if you want the effect.

Mentalism Domain Spells

1 Detect Magic* (Div): Detects psionic manifestations and items within 60 ft.
2 Suppression DF **(Abj):** Subject cannot manifest powers for (CL) rounds.
3 Psi Curse (Nec): Psionic target must pass Will save to use powers.
* Only affects creatures with at least one Psychic Level. If it targets a creature that has none, then it bounces to the nearest eligible target to that creature which is still within range.

Pestilence

Granted Power: You are immune to all natural diseases, and gain Booster +1 on saves against supernatural diseases. If you are already immune to natural diseases, you instead become immune to supernatural diseases.

Pestilence Domain Spells
1 Summon Swarm ^M **(Conj):** Calls a swarm of bats, rats, or spiders. [*Animal*, *Summon*]
2 Contagion (Nec): Infects subject with chosen disease. [*Evil*]
3 Animate Dead ^M **(Nec):** Creates Undead Skeletons and Zombies. [*Evil*]

Plant

Granted Powers: If you have the Command Supernatural or Exorcise Supernatural traits, you can use them on Plant creatures. If you don't then you can still use them as if you did, but only (Charisma modifier, minimum 1) times per day.

Knowledge (nature) and Survival are available skills for you each Divine Level HD.

Plant Domain Spells
1 Entangle ^{DF} **(Tran):** Plants *entangle* everyone in up to 40 ft. radius Spread. [*Plant*]
2 Barkskin ^{DF} **(Tran):** Grants +2 (or higher) enhancement to natural armor.
3 Plant Growth ^{DF} **(Tran):** Grows vegetation, improves crops. [*Plant*]

Protection

Granted Power: You can generate a protective ward as a standard action, granting someone you touch a resistance bonus equal to +(Divine Level) on their saving throws. The protective ward is an abjuration effect that is usable for (Divine Level) hours per day, which need not be consecutive.

Protection Domain Spells
1 Sanctuary ^{DF} **(Abj):** Opponents can't Attack you, and you can't Attack.
2 Shield Other ^F **(Abj):** You take 1/2(subject's damage).
3 Protection from Energy ^{DF} **(Abj):** Absorb (CL) ×12 points of damage from one kind of energy. [see text]

Smithing

Granted Power: You get to add +(Divine Level) to your Craft skills with metal or mostly metal objects. You can wear any armor and wield any weapon you make with those Craft skills, without non-proficiency penalties.

Smithing Domain Spells
1 Magic Weapon* ^{DF} **(Tran):** Weapon gains +1 bonus.
2 Heat Metal ^{DF} **(Tran):** Make metal so hot it damages those who touch it. [*Fire*]
3 Magic Vestment* ^{DF} **(Tran):** Armor or shield gains +1/4(CL) enhancement (max +5).
* Metal, or mostly-metal, only.

Strength

Granted Power: You can perform a feat of strength, gaining an enhancement bonus to Strength equal to +(Divine Level). Activating the power is a free action, the power lasts 1 minute, and it is usable (Divine Level) times per day.

Strength Domain Spells
1 Enlarge Person ^M **(Tran):** Humanoid creature doubles in size.
2 Bull's Strength ^{DF} **(Tran):** Subject gains +4 to Str for (CL) ×10 minutes.
3 Magic Vestment ^{DF} **(Tran):** Armor or shield gains +1/4(CL) enhancement (max +5).

Sun

Granted Power: You can use the Exorcise Supernatural trait even if you do not have it, but only against Undead creatures, and only (Charisma modifier, minimum 1) times per day. If you have Exorcise Supernatural, then once per day you can designate a successful use of it against Undead as a "greater turning", after seeing the results. A greater turning automatically destroys all Undead that it affected.

Metaspell Feats: Aegis adds +1/2(DL) Resistance to *Light*. Pessulus adds +d(DL) damage, but this converts all damage to *Light*, requires a ranged touch Attack, and makes the save into Fortitude to avoid being **blinded** for DL rounds. Potentia adds +(DL) to Search. Vitae adds +1/2(DL) to saves vs. *Light*.

Sun Domain Spells
1 Endure Elements * (Abj): Ignores 5 damage/round from one energy type, and a secondary effect. [see text]
2 Daylight (Evoc): 60 ft. radius of bright light. [*Light*]
3 Searing Light (Evoc): Ray deals 1/2(CL)d8 *Light* damage [to Con], more against Undead. [*Light*]
* *Fire* descriptor only.

Travel

Granted Powers: For a total of (Charisma modifier, minimum 0) +(Divine Level) rounds per day, you can act normally regardless of bonds or magical effects that impede movement as if affected by the *freedom of movement* spell. This effect occurs automatically as soon as you desire to do so, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of the available rounds).

Survival is an available skill for you each Divine Level HD.

Travel Domain Spells
1 Longstrider ^M **(Tran):** Increases your Speed.
2 Locate Object ^{DF} **(Div):** Senses direction toward object (specific or type). [*Scry*]
3 Fly ^{DF} **(Tran):** Subject Flies at Speed of 60 ft.

Trickery

Granted Power: Bluff, Disguise, and Hide are available skills for you each Divine Level HD. You get to re-roll natural 1s on these skills, but must keep the second roll even if it is another natural 1.

Trickery Domain Spells
1 Disguise Self (Ill): Disguise own appearance.
2 Invisibility ^{DF} **(Ill):** Subject *invisible* (CL) minutes or until it Attacks.
3 Nondetection ^M **(Abj):** Hides subject from all divination effects.

Undead

Granted Power: You have a +2 competence bonus to your Divine Level with the Command/Exorcise Supernatural traits; and either to your saving throws against all Undead abilities (spell-like, supernatural, and trait-derived abilities) if alive, or to your Turn Resistance if Undead. You also get to add +(Divine Level) to your Knowledge (religion) checks, but only for Undead.

Undead Domain Spells
1 Inflict Light Wounds (Nec): Cures 1 Str damage to Undead, or harms the living. [*Negative Energy*]
2 Desecrate ^M **(Evoc):** Fills area with negative energy, making Undead stronger. [*Evil*]
3 Animate Dead ^M **(Nec):** Creates Undead Skeletons and Zombies. [*Evil*]

War

Granted Power: Choose a Deity in your pantheon. You gain proficiency in that Deity's Favored Weapon for free (see Table 6-5). Weapon Focus with the Deity's favored weapon if it is Simple or Martial. +1 damage die size if it is Simple. If it is Unarmed,

then you get Improved Unarmed Strike, +1 damage die size, and Weapon Focus (Unarmed). Use those listed below if you have no pantheon available (i.e. using Call of the Wild or Spiritualism), or if the favored weapon of your Deity is unknown then choose one alignment-based weapon from this list: (Chaos) Battleaxe, (Evil) Light Flail, (Good) Warhammer, (Law) Longsword, or (True Neutral) Trident.

War Domain Spells
1 Magic Weapon **DF** **(Tran):** Weapon gains +1 bonus.
2 Spiritual Weapon **DF** **(Evoc):** Created weapon Attacks on its own. [*Force*]
3 Magic Vestment **DF** **(Tran):** Armor or shield gains +1/4(CL) enhancement (max +5).

Water
Granted Powers: You gain Cold Resistance of (Divine Level). You also gain the supernatural ability to breathe underwater (doesn't affect movement). You may also use Command Supernatural on creatures with the Water subcategory, and Exorcise Supernatural on creatures with the Fire subcategory, if you have those traits.

Swim is an available skill for you each Divine Level HD, and you get +1/2(Divine Level) an insight bonus to Swim.

Metaspell Feats: Aegis adds +1/2(DL) Cold Resistance. Pessulus adds +d(DL) damage, but this converts all damage to *Cold*, and makes the save into Reflex for half. Potentia adds +(DL) to Swim. Vitae adds +1/2(DL) to saves vs. Burst and Spread effects.

Water Domain Spells
1 Obscuring Mist (Conj): "Partial" occlusion fog surrounds you. [*Air*, *Water*]
2 Fog Cloud (Conj): "Total" occlusion fog obscures vision. [*Water*]
3 Water Breathing **DF** **(Tran):** Subjects can breathe underwater. [*Water*]

ELDER DOMAINS

These Domains can only be taken by if you are a follower of the Elder Deities (see page 114). Your Divine Level with Elder Domains counts your full (#Divine Agent), rather than 1/2(#Divine Agent) from being a secondary spellcasting trait. You get to choose one Elder Domain for free, without needing to take the Faith's Blessing trait, but cannot gain more.

Dreaming
Granted Power: Can cast spells from this Domain, up to a total of (Charisma modifier, minimum 0) +(Divine Level) in Spell Levels per day. Cannot cast spells this way that are higher than 1/2(Divine Level), **rounding up**. Saving throws are Charisma-based.

Dreaming Domain Spells
1 Lullaby (Ench)†: Makes subject drowsy; –5 on Spot and Listen checks, –2 on Will saves against *sleep*. [*Mind-Affecting*]
1 Sleep **M** **(Ench):** Puts 4 HD of creatures into magical slumber. [*Mind-Affecting*]
2 Hypnotic Pattern **M** **(Ill):** 2d4 +(CL) in HD of creatures are *fascinated*. [*Mind-Affecting*]
2 Summon Monster I* **DF** **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]
3 Deep Slumber (Ench): Puts 10 HD of creatures to sleep. [*Mind-Affecting*]
3 Summon Monster II* **DF** **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]
† Does not require Verbal component.
* Can only *summon* Nightmare creatures.

Howling
Granted Power: Can cast spells from this Domain, up to a total of (Charisma modifier) +(Divine Level) in Spell Levels per day. As long as you retain one of these uses, and can cast the 1st-level spells from this Domain, then you can cast the 0th-level spells in the list for free. Cannot cast spells this way that are higher than 1/2(Divine Level), rounding **down**. Saving throws are Charisma-based.

Howling North Domain Spells
0 Know Direction (Div): You discern north.
0 Message **F**: Whispered conversation at distance. [*Language*]
0 Ray of Frost: Ray deals 1d3 damage [to Str]. [*Cold*]
1 Blast Ice: Solidified ball of ice is hurled as a 1d6 +1/2(CL) (max +5) Blunt range Attack, detonates for additional 1d(1/2[CL] **rounding up**) *Cold* damage [to Str] (max 1d6). [*Cold*]

1 Endure Elements: Ignores 5 damage/round from one energy type, and a secondary effect. [*Cold* only]
1 Obscuring Mist: "Partial" occlusion fog surrounds you. [*Air*, *Water*]
2 Fog Cloud: "Total" occlusion fog obscures vision. [*Water*]
2 Gust of Wind: Smaller creatures are ***knocked down*** or ***blows away***. [*Air*]
2 Whispering Wind: Sends a short message (CL) miles. [*Air*]
3 Sleet Storm **M**: Hampers vision and movement.
3 Solid Fog **M**: "Total" occlusion fog blocks vision and slows movement.
3 Wind Wall **M**: Deflects arrows, smaller creatures, and gases. [*Air*]

Mutation
Granted Power: You gain Booster +1 on Control Shape checks. You still are susceptible to *Transformation* or *Polymorph* effects, even if you are not normally (such as being Undead). Each of these spells has its Range changed to "Close (25 +5 ft./2 CL)", ignores Spell Resistance, and has Fortitude to negate. You can cast *xenophilia* on yourself (Divine Level) times per day.

Control Shape is an available skill for you each Divine Level HD.

Mutation Domain Spells
0 Claws **M** **(Tran):** Hands become 1d4 Slashing damage [to Con] claws, +1/2(CL) to Attack and damage (+5 max).*
1 Magic Fang **DF** **(Tran):** One natural weapon of subject creature gets +1 enhancement.‡
2 Alter Self (Tran): Assume form of a similar creature. [*Transformation*]⁂
3 Tree Shape **DF** **(Tran):** You look exactly like a tree for (CL) hours. [*Plant*]
* If cast on an unwilling target, the claws can be made to be unable to manipulate objects, and force off all rings and gloves.
‡ If cast on an unwilling target, their mouth can be filled with jagged distended teeth that makes speech impossible.
⁂ If cast on an unwilling target, it can be used to **remove** a limb or ability, **instead** of adding one.

Pandemonium
Granted Power: Double the Range of all spells in this Domain. When you can cast *summon monster* spells (for other spellcasting sources as well) you *Summon* one CR higher than normal, but only to *Summon* Nightmare creatures. You can

prepare Divine *summon monster* spells at one SL lower each, but without the increase to CR, and only for Nightmare creatures.

Pandemonium Domain Spells

1 Discordant Shot (Evoc): CL-based damage to a random ability score as a ranged Attack. [*Chaos*]
2 Discordant Ray (Evoc): CL-based damage to a random ability score as 1d4 ranged Attacks. [*Chaos*]
3 Discordant Waves (Evoc): CL-based damage in a cone to 1d4 random ability scores. [*Chaos*]

Second Sight

Granted Power: Can cast spells from this Domain, up to a total of (Charisma modifier) +(Divine Level) in Spell Levels per day. Cannot cast spells this way that are higher than 1/2(Divine Level), **rounding up**. Saving throws are Charisma-based.

Second Sight Domain Spells

1 Comprehend Languages [M] **(Div):** You understand all spoken and written languages.
1 Identify [M] **(Div):** Determines properties of magic item.
2 Locate Object [F] **(Div):** Senses direction toward object (specific or type). [*Scry*]
2 See Invisibility [M] **(Div):** Reveals *invisible* creatures or objects.
3 Arcane Sight (Div): Magical auras become visible to you.
3 Tongues [DF] **(Div):** Speak any language.

Twisted

Granted Power: Instead of granting a power and a set of spells, this Domain grants multiple powers based on your Divine Level. Each comes with a bonus, and a penalty. These powers are listed below. You also gain one Arcane or Divine spell to your Racial Spell List (see page 30), even if you do not have one, at every Hit Die of up to 1/2(#Divine Agent) Spell Level.

1st *Bonus:* Whenever you roll a natural 20 on a saving throw, you automatically pass your next save without having to roll.
* *Penalty:* Whenever you roll a natural 1 on a saving throw you suffer twice the normal effects (i.e. damage, penalty, etc.).
3rd *Bonus:* All Beasts and Vermin, even hostile ones, will not react to your presence unless you interact with them first.
* *Penalty:* All Beasts and Vermin within 60 ft. of you gain a random "Twisted Trait" from the text box below, as long as they are within range.
5th *Bonus:* Choose a "Twisted Trait" when you wake up and you receive it, but re-roll it if you fail a saving throw.
* *Penalty:* All non-Aberration creatures automatically react to you as one step worse of an NPC Attitude due to your unwholesome appearance and aura.

Twisted Traits

The table here is a guideline for what random effects creatures gain from exposure to the Twisted Domain. For abilities that refer to a random element roll 1d4: 1 *Acid*, 2 *Cold*, 3 *Electric*, 4 *Fire*. Having one of these traits increases a creature's Challenge Rating by +1 (unless you gained it from your Twisted Domain's Granted Power). Saving throw DCs are 10 +(Constitution modifier) +1/2(HD).

d%   Twisted Trait Gained

01-09 Breath Weapon: Deals random element-based extraordinary Breath Weapon damage of 1/2(HD)d6, with a Reflex save for half damage. It has an even chance of being a Cone 10 +5 ft./2 HD, or Line 10 +5 ft./HD.

10-18 Constructification: Flesh becomes infused with non-living structural materials, granting it +(HD) in natural armor and Hardness of 5.

19-27 Damage Reduction: The not-quite-real nature of the flesh gives it Damage Reduction (1 +1/2[HD]) / Silver.

28-36 Deviant Vision: Odd sensory organs grant +60 ft. Darkvision and Low-Light Vision, or Blindsense 30 ft. instead of Low-Light Vision if it already has Low-Light Vision.

37-45 Elemental Damage: The creature's natural weapon attacks deal 1d6+(HD) random elemental damage. If it has no natural weapon attacks, it gains a Slam touch attack for this damage instead.

46-54 Elemental Immunity: Immune to a random element.

55-63 Extra Limb: Gains a random extra arm (off-hand), fin (+50% Swim Speed), leg (+50% Speed), or wing (+1 Agility).

64-72 Odd Look: Spiked scales grow all over the creature, giving it +(HD) natural armor, and +1d4 Piercing melee damage if Medium-sized. +/–1 die size per +/–1 size category.

73-81 Odd Movement: Can Fly at normal Speed and Agility C, or Burrow at 1/2(Fly Speed) if it already flies.

82-90 Sentience: Gains a racial +10 Intelligence if below 3; or inherent +2 to Charisma, Wisdom, and Intelligence if already 3+. If it cannot speak, it gains the ability to do so, and speaks the local language.

91-99 Sonic Mastery: Gains sound-based Blindsight 25 ft. and an extraordinary Breath Weapon that deals 1/2([Divine Level] rounding up)d4 *Sonic* damage [to Con], in a Cone 10 +5 ft./2 HD. A Reflex save is allowed for half damage, and a Fortitude save to avoid being *dazed* for 1 round.

100 Permanent Mutation: Roll again, but the Twisted Trait is permanent if it passes a DC 20 Fortitude save. It cannot pass on this trait unless its mate also has the same Twisted Trait. You cannot choose this as your 5th-Divine Level granted power (nice try).

OTHER SPELL LISTS

Each of these spell lists are noted as either Arcane or Divine, to indicated the type of spell power that they count as.

ASSASSIN SPELLS (Counts as Arcane-based)

↓↓↓ **0th-Level** ↓↓↓ Assassin Training ×1
Daze [M] **(Ench)** Humanoid creature of 4 HD or less loses next action. [*Mind-Affecting*]
Detect Poison (Div): Detects poison in one creature or small object.
Ghost Sound [M] **(Ill):** Figment sounds.
Mage Hand (Tran): 5-pound telekinesis. [*Force*]
Message [F] **(Tran):** Whispered conversation at distance. [*Language*]
Open/Close [F] **(Tran):** Opens or closes small or light things.
Summon Weapon (Conj): Conjures a weapon you are proficient with. [*Summon*]
Touch of Fatigue [M] **(Nec):** Touch Attack *fatigues* target.

↓↓↓ **1st-Level** ↓↓↓ Assassin Training ×2
Animate Rope (Tran): Makes a rope move at your command.
Detect Magic (Div): Detects spells and magic items within 60 ft.
Magic Aura [F] **(Ill):** Alters object's magic aura. [hide only]
Corrupt Weapon (Tran): Weapon strikes true against Good-aligned foes. [*Evil*]

Death Knell (Nec): Kills *dying* creature; you gain 1d8 Temporary HP, +2 to Str, and +1 Caster Level. [*Death*, *Evil*]

Disguise Self (Ill): Changes your appearance.

Expeditious Retreat (Tran): Your Speed increases by 30 ft.

Feather Fall (Tran): Objects or creatures fall slowly.

Grease ^M (Conj): Makes 10 ft. square or one object slippery.

Jump ^M (Tran): Subject gets bonus on Jump checks.

Obscure Object ^M (Abj): Masks object against *Scry* effects.

Obscuring Mist (Conj): "Partial" occlusion fog surrounds you. [*Air*, *Water*]

Shadows ^M (Evoc): 20 ft. radius of supernatural shadow. [*Darkness*]

Silent Image ^F (Ill): Creates minor *Illusion* of your design.

Sleep ^M (Ench): Puts 4 HD of creatures into magical slumber. [*Mind-Affecting*]

Spider Climb ^M (Tran): Grants ability to walk on walls and ceilings.

True Strike (Div): +10 +(CL) on your next Attack roll.

Ventriloquism (Ill): Throws voice for (CL) minutes.

↓↓↓ **2nd-Level** ↓↓↓ Assassin Training ×6

Alter Self (Tran): Assume form of a similar creature. [*Transformation*]

Blindness/Deafness (Nec): Makes subject **blinded** or **deafened**.

Cat's Grace ^M (Tran): Subject gains +4 to Dex for (CL) ×10 minutes.

Darkness ^M (Evoc): 20 ft. radius of supernatural "Pure Black" illumination occluding vision in it. [*Darkness*]

Darkvision ^M: See 60 ft. in total darkness.

Daze Monster ^M (Ench): Living creature of 6 HD or less loses next action. [*Mind-Affecting*]

Detect Thoughts ^F (Div): Allows "listening" to surface thoughts.

Fog Cloud (Conj): "Total" occlusion fog obscures vision. [*Water*]

Fox's Cunning ^M (Tran): Subject gains +4 Int for (CL) ×10 minutes.

Knock (Tran): Opens locked or magically sealed door.

Illusory Script ^M (Ill): Only intended reader can decipher. [*Mind-Affecting*]

Invisibility ^M (Ill): Subject is *invisible* for (CL) minutes or until it Attacks.

Levitate ^F (Tran): Subject moves up and down at your direction.

Locate Object ^F (Div): Senses direction toward object (specific or type). [*Scry*]

Minor Image ^F (Ill): As *silent image*, plus some sound.

Misdirection (Ill): Misleads divinations for one creature or object.

Pass without Trace ^{DF} (Tran): (CL) subjects leaves no tracks.

Rope Trick ^M (Tran): As many as eight creatures hide in an extra-dimensional space.

See Invisibility ^M (Div): Reveals *invisible* creatures or objects.

Touch of Idiocy (Ench): Subject takes 1d6 points of Int, Wis, and Cha damage. [*Mind-Affecting*]

Undetectable Alignment (Abj): Conceals alignment for 24 hours.

Whispering Wind (Tran): Sends a short message (CL) miles. [*Air*]

↓↓↓ **3rd-Level** ↓↓↓ Assassin Training ×10

Clairaudience/Clairvoyance ^F (Div): Hear or see at a distance for (CL) minutes. [*Scry*]

Deep Slumber (Ench): Puts 10 HD of creatures to *sleep*. [*Mind-Affecting*]

Deeper Darkness (Evoc): Object sheds supernatural "Pure Black" illumination occluding even Darkvision. [*Darkness*]

False Life ^M (Nec): Gain 1d10 +(CL) Temporary HP (max +10).

Fly ^F (Tran): Subject Flies at Speed of 60 ft.

Gaseous Form ^M (Tran): Subject becomes insubstantial and can fly slowly. [*Air*]

Hold Person ^F (Ench): One Humanoid is **paralyzed** for (CL) rounds. [*Mind-Affecting*]

Magic Circle against Good ^{DF} (Abj): As *protection from chaos*, but 10 ft. radius and (CL) ×10 minutes. [*Law*]

Major Image ^M (Ill): As *silent image*, plus sound, smell and thermal effects.

Nondetection ^M (Abj): Hides subject from enchantment and *Scry* effects.

Shrink Item (Tran): Object shrinks to one-sixteenth size.

Suggestion ^M (Ench): Compels subject to follow stated course of action. [*Language*, *Mind-Affecting*]

Vampiric Touch (Nec): Touch deals 1/2(CL)d6 damage [to Con] (max 10d6); you gain rolled damage as Temporary HP.

HOLY WARRIOR SPELLS (Counts as Divine-based)

Some Holy Warrior spells are locked by the required moral alignment you need. These spells are prefix-tagged with an "^E" for Evil-aligned (CE/NE/LE), "^G" for Good-aligned (CG/NG/LG), and "^N" for Neutral-aligned (CN/TN/LN).

↓↓↓ **0th-Level** ↓↓↓ Holy Warrior ×1

^E **Acid Splash (Conj):** Orb deals 1d3 damage [to Con]. [*Acid*]

^G **Create Water (Conj):** Creates (CL) ×2 gallons of pure water. [*Water*]

Cure Minor Wounds (Conj): Heal check to cure 1 Str/Con. [*Healing*]

Detect Magic (Div): Detects spells and magic items within 60 ft.

Detect Poison (Div): Detects poison in one creature or object.

Guidance (Div): Booster +1 die on next Attack roll or skill check, with no additional bonus to the check.

^E **Inflict Minor Wounds (Nec):** Touch Attack, 1d4 points of *Negative Energy* damage [to Con]. [*Negative Energy*]

^N **Know Direction (Div):** You discern north.

^N **Mending (Tran):** Makes minor repairs on an object.

Purify Food and Drink (Tran): Purifies (CL) cu. ft. of food or water.

Read Magic ^F (Div): Read scrolls and spellbooks.

Resistance ^{DF} (Abj): Subject gains +1 on saving throws.

^G **Virtue (Tran):** Subject gains 1d3 Temporary HP.

↓↓↓ **1st-Level** ↓↓↓ Holy Warrior ×2

^N **Alarm ^{DF} (Abj):** Wards an area for (CL) ×2 hours.

^N **Animal Messenger ^M (Ench):** Sends a Tiny Animal to a specific place. [*Animal*, *Mind-Affecting*]

^G **Bless ^{DF} (Ench):** Allies gain +1 on Attack rolls and +1 on saves against *Fear*. [*Mind-Affecting*]

^G **Bless Water ^M (Tran):** Makes holy water. [*Good*]

^G **Bless Weapon (Tran):** Weapon strikes true against Evil-aligned foes. [*Good*]

^N **Calm Animals (Ench):** Calms 2d4 +(CL) in HD of Animals.

[*Animal, Mind-Affecting*]

E Cause Fear (Nec): One creature of 5 HD or less flees for 1d4 rounds. [*Fear, Mind-Affecting*]

N Charm Animal (Ench): Makes one Animal your friend. [*Animal, Charm, Mind-Affecting*]

E Corrupt Weapon (Tran): Weapon strikes true against Good-aligned foes. [*Evil*]

Cure Light Wounds (Conj): Cures 1 Str or Con damage to living, or harms Undead. [*Healing*]

Delay Poison DF (Conj): Stops poison from harming subject for (CL) hours.

N Detect Animals or Plants (Div): Detects kinds of Animals or plants. [*Animal, Plant, Scry*]

N Detect Snares and Pits (Div): Reveals natural or primitive Traps. [*Scry*]

G Detect Undead DF (Div): Reveals Undead within 60 ft. [*Scry*]

G Divine Favor DF (Evoc): You gain +1/3(CL **rounding up**) on Attack and damage rolls.

E Doom DF (Nec): One subject takes –2 on Attack rolls, damage rolls, saves, and checks. [*Fear, Mind-Affecting*]

Endure Elements (Abj): Ignores 5 damage/round from one energy type, and a secondary effect. [see text]

N Entangle DF (Tran): Plants *entangle* everyone in up to 40 ft. radius Spread. [*Plant*]

N Hide from Animals DF (Abj): Animals can't perceive (CL) subjects. [*Animal*]

E Inflict Light Wounds (Nec): Cures 1 Str damage to Undead, or harms the living. [*Negative Energy*]

N Jump M (Tran): Subject gets bonus on Jump checks.

N Longstrider M (Tran): Increases your Speed.

N Magic Fang DF (Tran): One natural weapon of subject creature gets +1 enhancement.

Magic Weapon DF (Tran): Weapon gains +1 bonus.

N Pass without Trace DF (Tran): (CL) subjects leaves no tracks.

G Protection from E/G* (Abj): +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

G Restoration, Lesser (Tran): Restores 1 of each ability damage, or removes *fatigue*.

Resist Energy DF (Abj): Ignores 10 (or more) points of damage per Attack from specified energy type. [see text]

N Speak with Animals (Div): You can communicate with Animals. [*Animal*]

Summon Monster I* F (Conj): Calls extraplanar creature to fight for you. [see text, *Summon*]

N Summon Nature's Ally I DF (Conj): Calls Animal to fight for you. [see text, *Summon*]

↓↓↓ **2nd-Level** ↓↓↓ Holy Warrior ×6

N Barkskin DF (Tran): Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance DF (Tran): Subject gains +4 to Con for (CL) ×10 minutes.

Bull's Strength DF (Tran): Subject gains +4 to Str for (CL) ×10 minutes.

N Cat's Grace M (Tran): Subject gains +4 to Dex for (CL) ×10 minutes.

Cure Moderate Wounds (Conj): Cures 2 Str/Con damage to the living, or harms Undead. [*Healing*]

E Darkness M (Evoc): 20 ft. radius of supernatural "Pure Black" illumination occluding vision in it. [*Darkness*]

E Death Knell (Nec): Kills *dying* creature; you gain 1d8 Temporary HP, +2 to Str, and +1 CL. [*Death, Evil*]

Eagle's Splendor DF (Tran): Subject gains +4 to Cha for (CL) ×10 minutes.

N Hold Animal (Ench): One Animal is *paralyzed* for (CL) rounds. [*Animal, Mind-Affecting*]

E Inflict Moderate Wounds (Nec): Cures 2 Str damage to Undead, or harms the living. [*Negative Energy*]

Owl's Wisdom DF (Tran): Subject gains +4 to Wis for (CL) ×10 minutes.

Protection from Energy DF (Abj): Absorb (CL) ×12 points of damage from one kind of energy. [see text]

G Remove Paralysis (Conj): Ends the duration of *paralysis, slow,* and similar effects; and can be cast while under those effects.

E Shatter M (Evoc): *Sonic* vibration damages objects or crystalline creatures. [*Sonic*]

G Shield Other F (Abj): You take 1/2(subject's damage).

N Snare DF (Tran): Creates a magic booby Trap. [*Plant*]

N Speak with Plants (Div): You can talk to normal plants and Plant creatures. [*Plant*]

N Spike Growth DF (Tran): Creatures in area take 1d4 Piercing damage [to Con], may be slowed.

E Summon Monster II* F (Conj): Calls extraplanar creature to fight for you. [see text, *Summon*]

N Summon Nature's Ally II DF (Conj): Calls Animal to fight for you. [see text, *Summon*]

G Undetectable Alignment (Abj): Conceals alignment for 24 hours.

N Wind Wall DF (Evoc): Deflects arrows, smaller creatures, and gases. [*Air*]

G Zone of Truth DF (Ench): Subjects within range cannot lie. [*Mind-Affecting*]

MUSICAL SPELLS (Counts as Arcane-based)

↓↓↓ **0th-Level** ↓↓↓ Minstrel ×1

Dancing Lights (Evoc): Creates torches or other lights. [*Light*]

Daze M (Ench): Humanoid creature of 4 HD or less loses next action. [*Mind-Affecting*]

Detect Magic (Div): Detects spells and magic items within 60 ft.

Flare (Evoc): Creature is *blinded* or *dazzled*. [*Fire, Light*]

Ghost Sound M (Ill): Figment sounds.

Inspiration (Ench): Subject gains a +1 bonus on a designated die roll within the next (CL) minutes.

Know Direction (Div): You discern north.

Light M (Evoc): Object shines like a torch. [*Light*]

Lullaby (Ench): Makes subject drowsy; –5 on Spot and Listen checks, –2 on Will saves against *sleep*. [*Mind-Affecting*]

Mage Hand (Tran): 5-pound telekinesis. [*Force*]

Mending (Tran): Makes minor repairs on an object.

Message F (Tran): Whispered conversation at distance. [*Language*]

Open/Close F (Tran): Opens or closes small or light things.

Prestidigitation (Uni): Performs minor tricks.

Read Magic F (Div): Read scrolls and spellbooks.

Resistance M (Abj): Subject gains +1 on saving throws.

Summon Instrument (Conj): Garner one instrument of your choice. [*Summon*]

↓↓↓ 1st-Level ↓↓↓ Minstrel ×2

Alarm **M** **(Abj):** Wards an area for (CL) ×2 hours.

Animate Rope (Tran): Makes a rope move at your command.

Cause Fear (Nec): One creature of 5 HD or less flees for 1d4 rounds. [*Fear*, *Mind-Affecting*]

Charm Person (Ench): Makes one person your friend. [*Charm*, *Mind-Affecting*]

Comprehend Languages **M** **(Div):** You understand all spoken and written languages.

Cure Light Wounds (Conj): Cures 1 Str/Con damage to the living, or harms Undead. [*Healing*]

Detect Secret Doors (Div): Reveals hidden doors in 60 ft.

Disguise Self (Ill): Changes your appearance.

Erase (Tran): Mundane or magical writing vanishes.

Expeditious Retreat (Tran): Your Speed increases by 30 ft.

Feather Fall (Tran): Objects or creatures fall slowly.

Grease **M** **(Conj):** Makes 10 ft. square or one object slippery.

Hideous Laughter **M** **(Ench):** Subject loses actions for (CL) rounds. [*Mind-Affecting*]

Hypnotism (Ench): 2d4 HD of creatures are *fascinated*. [*Mind-Affecting*]

Identify **M** **(Div):** Determines properties of magic item.

Lesser Confusion (Ench): One creature is *confused* for 1 round. [*Mind-Affecting*]

Magic Mouth **M** **(Ill):** Speaks once when triggered.

Magic Aura **F** **(Ill):** Alters object's magic aura.

Obscure Object **M** **(Abj):** Masks object against *Scry* effects.

Partial Restoration (Tran): Exchanges 1d4 points of Charisma, Dexterity, Intelligence, or Wisdom damage to heal 1 point of ability damage in one of the others. {Medieval}

Remove Fear (Abj): Suppresses *Fear* effects or gives +4 on saves against *Fear* for 1 +1/4(CL) subjects.

Silent Image **F** **(Ill):** Creates minor *Illusion* of your design.

Sleep **M** **(Ench):** Puts 4 HD of creatures into magical slumber. [*Mind-Affecting*]

Summon Monster I **F** **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]

Undetectable Alignment (Abj): Conceals alignment for 24 hours.

Unseen Servant (Conj): An *invisible* field obeys your desires. [*Force*]

Ventriloquism (Ill): Throws voice for (CL) minutes.

↓↓↓ 2nd-Level ↓↓↓ Minstrel ×5

Alter Self (Tran): Assume form of a similar creature. [*Transformation*]

Animal Messenger **M** **(Ench):** Sends a Tiny Animal to a specific place. [*Animal*, *Mind-Affecting*]

Animal Trance (Ench): 2d6 HD of Animals are *fascinated*. [*Animal*, *Mind-Affecting*, *Sonic*]

Animate Construct, Minor (Tran): Animates an object up to Small size.

Blindness/Deafness (Nec): Makes subject *blind* or *deaf*.

Blur (Ill): Attacks miss subject 20% of the time.

Calm Emotions (Ench): Calms creatures, negating emotion effects. [*Mind-Affecting*]

Cat's Grace **M** **(Tran):** Subject gains +4 to Dex for (CL) ×10 minutes.

Cure Moderate Wounds (Conj): Cures 2 Str/Con damage to the living, or harms Undead. [*Healing*]

Darkness **M** **(Evoc):** 20 ft. radius of supernatural "Pure Black" illumination occluding vision in it. [*Darkness*]

Daze Monster **M** **(Ench):** Living creature of 6 HD or less loses next action. [*Mind-Affecting*]

Delay Poison (Conj): Stops poison from harming subject for (CL) hours.

Detect Thoughts **F** **(Div):** Allows "listening" to surface thoughts. [*Mind-Affecting*]

Eagle's Splendor **M** **(Tran):** Subject gains +4 to Cha for (CL) ×10 minutes.

Enthrall (Ench): Captivates all within 100 +10 ft./CL. [*Language*, *Mind-Affecting*, *Sonic*]

Fox's Cunning **M** **(Tran):** Subject gains +4 to Int for (CL) ×10 minutes.

Glitterdust **M** **(Conj):** *Blinds* creatures, outlines *invisible* creatures.

Heroism (Ench): Gives +2 on Attack rolls, saves, skill checks. [*Mind-Affecting*]

Hold Person **F** **(Ench):** One Humanoid is *paralyzed* for (CL) rounds. [*Mind-Affecting*]

Hypnotic Pattern **M** **(Ill):** 2d4 +(CL) in HD of creatures are *fascinated*. [*Mind-Affecting*]

Invisibility **M** **(Ill):** Subject is *invisible* for (CL) minutes or until it Attacks.

Locate Object **F** **(Div):** Senses direction toward object (specific or type). [*Scry*]

Minor Image **F** **(Ill):** As *silent image*, plus some sound.

Mirror Image (Ill): Creates 1d4 +1/3(CL) decoy duplicates of you (max 8).

Misdirection (Ill): Misleads divinations for one creature or object.

Overwrite Runes (Abj): You *dispel* a spell below 3rd-level.

Pyrotechnics **M** **(Tran):** Turns fire into *blinding* light or choking smoke.

Rage (Ench): Gives +1/2(CL) to Str and Con, +1/4(CL) to Will, –2 AC. [*Mind-Affecting*]

Scare **M** **(Nec):** *Panics* creatures of less than 6 HD. [*Fear*, *Mind-Affecting*]

Shatter **M** **(Evoc):** *Sonic* vibration damages objects or crystalline creatures. [*Sonic*]

Silence (Ill): Negates sound in 15 ft. radius.

Sound Burst **F** **(Evoc):** Deals 1d8 *Sonic* damage [to Con] to subjects; may *stun* them. [*Sonic*]

Suggestion **M** **(Ench):** Compels subject to follow stated course of action. [*Language*, *Mind-Affecting*]

Summon Monster II **F** **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]

Summon Swarm **M** **(Conj):** *Summons* swarm of bats, rats, or spiders. [*Animal*, *Summon*]

Tongues **M** **(Div):** Speak any language.

Whispering Wind (Tran): Sends a short message (CL) miles. [*Air*]

NATURE SPELLS (Counts as Divine-based)

When casting these spells you can dive deeper into the spirit of nature, to cast them without expending the cost, but this risks your ability to use higher-order thoughts. Each time you do this you must pass a DC 15 +(Spell Level) Will save, or you take a stacking –1 penalty to Intelligence. This penalty **only** goes away at a rate of one point per night's rest. If this drops your Intelligence below 3, then you lose the ability to cast spells and gain the Savage special ability (i.e. you become an NPC).

↓↓↓ 0th-Level ↓↓↓ Call of the Wild ×1

Create Water (Conj): Creates (CL) ×2 gallons of pure water. [*Water*]

Cure Minor Wounds (Conj): Heal check to cure 1 Str/Con. [*Healing*]

Detect Magic (Div): Detects spells and magic items within 60 ft.

Detect Poison (Div): Detects poison in one creature or object.

Flare (Evoc): Creature is *blinded* or *dazzled*. [*Fire*, *Light*]

Guidance (Div): Booster +1 die on next Attack roll or skill check, with no additional bonus to the check.

Know Direction (Div): You discern north.

Light ^{DF} (Evoc): Object shines like a torch. [*Light*]

Mending (Tran): Makes minor repairs on an object.

Purify Food and Drink (Tran): Purifies (CL) cu. ft. of food or water.

Read Magic ^F (Div): Read scrolls and spellbooks.

Resistance ^{DF} (Abj): Subject gains +1 bonus on saving throws.

Virtue (Tran): Subject gains 1d3 Temporary HP.

Xenophilia (Tran): You gain minor Animal-related racial bonus.

↓↓↓ 1st-Level ↓↓↓ Call of the Wild ×1

Calm Animals (Ench): Calms 2d4 +(CL) in HD of Animals. [*Animal*, *Mind-Affecting*]

Charm Animal (Ench): Makes one Animal your friend. [*Animal*, *Charm*, *Mind-Affecting*]

Claws ^M (Tran): Hands become 1d4 Slashing damage [to Con] claws, +1/2(CL) to Attack and damage (+5 max).

Cure Light Wounds (Conj): Cures 1 Str/Con damage to the living, or harms Undead. [*Healing*]

Detect Animals or Plants (Div): Detects kinds of Animals or plants. [*Animal*, *Plant*, *Scry*]

Detect Snares and Pits (Div): Reveals natural or primitive Traps. [*Scry*]

Endure Elements (Abj): Ignores 5 damage/round from one energy type, and a secondary effect. [see text]

Entangle ^{DF} (Tran): Plants *entangle* everyone in up to 40 ft. radius Spread. [*Plant*]

Faerie Fire ^{DF} (Evoc): Outlines subjects with light, canceling *blur, concealment*, and the like. [*Light*]

Goodberry ^{DF} (Tran): 2d4 berries each feed for a day and grant a Fortitude save to heal (max 8 saves between rests). [*Plant*]

Hide from Animals ^{DF} (Abj): Animals can't perceive (CL) subjects. [*Animal*]

Jump ^M (Tran): Subject gets bonus on Jump checks.

Longstrider ^M (Tran): Your Speed increases by 10 ft.

Magic Fang ^{DF} (Tran): One natural weapon of subject creature gets +1 enhancement.

Magic Stone ^{DF} (Tran): Three stones gain +1 on Attack rolls, deal 1d6+1 Blunt damage [to Con]. [*Earth*]

Obscuring Mist (Conj): "Partial" occlusion fog surrounds you. [*Air*, *Water*]

Partial Restoration (Tran): Exchanges 1d4 points of Charisma, Dexterity, Intelligence, or Wisdom damage to heal 1 point of ability damage in one of the others. {Medieval}

Pass without Trace ^{DF} (Tran): (CL) subjects leaves no tracks.

Produce Flame (Evoc): 1d6 +(CL) *Fire* damage [to Con], touch or thrown. [*Fire*]

Shillelagh ^{DF} (Tran): Cudgel or quarterstaff becomes +1 weapon (+2 size category damage) for (CL) minutes.

Speak with Animals (Div): You can communicate with Animals. [*Animal*]

Spider Climb ^M (Tran): Grants ability to walk on walls and ceilings.

Summon Nature's Ally I ^{DF} (Conj): Calls creature to fight. [see text, *Summon*]

↓↓↓ 2nd-Level ↓↓↓ Call of the Wild ×3

Animal Messenger ^M (Ench): Sends a Tiny Animal to a specific place. [*Animal*, *Mind-Affecting*]

Animal Trance (Ench): 2d6 HD of Animals are *fascinated*. [*Animal*, *Mind-Affecting*, *Sonic*]

Barkskin ^{DF} (Tran): Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance ^{DF} (Tran): Subject gains +4 to Con for (CL) ×10 minutes.

Bull's Strength ^{DF} (Tran): Subject gains +4 to Str for (CL) ×10 minutes.

Cat's Grace ^M (Tran): Subject gains +4 to Dex for (CL) ×10 minutes.

Chill Metal ^{DF} (Tran): Cold metal damages those who touch it. [*Cold*]

Delay Poison ^{DF} (Conj): Stops poison from harming subject for (CL) hours.

Fire Trap ^M (Abj): Opened object deals 1d4 +(CL) *Fire* damage [to Con]. [*Fire*]

Flame Blade ^{DF} (Evoc): Touch Attack deals 1/2(CL)d8 +1 *Fire* damage [to Con], acts like a Scimitar. [*Fire*]

Flaming Sphere ^{DF} (Evoc): Creates rolling ball of fire, for 2d6 *Fire* damage [to Con], lasts (CL) rounds. [*Fire*]

Fog Cloud (Conj): "Total" occlusion fog obscures vision. [*Water*]

Gust of Wind (Evoc): Smaller creatures are *knocked down* or *blows away*. [*Air*]

Heat Metal ^{DF} (Tran): Make metal so hot it damages those who touch it. [*Fire*]

Hold Animal (Ench): One Animal is *paralyzed* for 1 round/CL. [*Animal*, *Mind-Affecting*]

Owl's Wisdom ^{DF} (Tran): Subject gains +4 to Wis for 10 minutes/CL.

Reduce Animal (Tran): Shrinks one willing Animal. [*Animal*]

Resist Energy ^{DF} (Abj): Ignores 10 (or more) points of damage per Attack from specified energy type. [see text]

Restoration, Lesser (Tran): Restores 1 of each ability damage, or removes *fatigue*.

Soften Earth and Stone ^{DF} (Tran): Turns stone to clay or dirt to sand or mud. [*Earth*]

Summon Nature's Ally II ^{DF} (Conj): Calls creature to fight. [see text, *Summon*]

Summon Swarm ^{DF} (Conj): Calls a swarm of bats, rats, or spiders. [*Animal*, *Summon*]

Tree Shape ^{DF} (Tran): You look exactly like a tree for 1 hour/CL. [*Plant*]

Warp Wood (Tran): Bends wood (shaft, handle, door, plank). [*Plant*]

Wood Shape ^{DF} (Tran): Rearranges wooden objects to suit you. [*Plant*]

↓↓↓ 3rd-Level ↓↓↓ Call of the Wild ×5

Call Lightning (Evoc): Calls down lightning bolts (3d6 *Electric* damage [to Dex] per bolt) from sky. [*Electric*]

Contagion (Nec): Infects subject with chosen disease. [*Evil*]

Cure Moderate Wounds (Conj): Cures 2 Str/Con damage to the living, or harms Undead. [*Healing*]

Daylight (Evoc): 60 ft. radius of bright light. [*Light*]

Diminish Plants ^{DF} **(Tran):** Reduces size or blights growth of normal plants. [*Plant*]

Dominate Animal (Ench): Subject Animal obeys silent mental commands. [*Animal*, *Mind-Affecting*]

Magic Fang, Greater ^{DF} **(Tran):** One natural weapon of subject creature gets +1/4(CL) enhancement (max +5).

Meld into Stone ^{DF} **(Tran):** You and your gear merge with stone. [*Earth*]

Neutralize Poison ^{DF} **(Conj):** Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth ^{DF} **(Tran):** Grows vegetation, improves crops. [*Plant*]

Poison ^{DF} **(Nec):** Touch deals 1d10 Con damage, repeats in 1 min.

Protection from Energy ^{DF} **(Abj):** Absorb 12 points/CL of damage from one kind of energy. [see text]

Quench ^{DF} **(Tran):** Extinguishes non-magical fires or one magic item.

Remove Disease (Conj): Cures all diseases affecting subject.

Sleet Storm ^{DF} **(Conj):** Hampers vision and movement. [*Cold*]

Snare ^{DF} **(Tran):** Creates a magic booby Trap. [*Plant*]

Speak with Plants (Div): You can talk to normal plants and Plant creatures. [*Plant*]

Spike Growth ^{DF} **(Tran):** Creatures in area take 1d4 Piercing damage [to Con], may be *slowed*.

Stone Shape ^{DF} **(Tran):** Sculpts stone into any shape. [*Earth*]

Summon Nature's Ally III ^{DF} **(Conj):** Calls creature to fight. [see text, *Summon*]

Water Breathing ^{DF} **(Tran):** Subjects can breathe underwater. [*Water*]

Wind Wall ^{DF} **(Evoc):** Deflects arrows, smaller creatures, and gases. [*Air*]

NATURE DEFILER SPELLS (Counts as Divine-based, all are *Evil*, so it is not listed)

Casters can drain the life of the natural world around them to cast these spells without the normal cost, but this only works in the natural world and the highest-level spell that can be cast is also restricted by the fecundity of the terrain (see below). The area thus Defiled is based on the Spell Level and terrain, and they cannot Defile an area that has already been Defiled. Defiled terrain becomes completely devoid of life, all the non-Creature plants die, and the soil ceases to be able to support life.

Terrain	Desert	Plns*	Mntn†	Hills†	Forest	Swamp	Jungle
Max SL	0th	2nd	3rd	4th	5th	7th	9th
Area (×SL)	100 ft.	60 ft.	30 ft.	20 ft.	10 ft.	5 ft.	5 ft.

* Includes farmlands. † Only if also Forested or Plains.

Fallen Casters: If you later become Undead or otherwise forsakes your Call of the Wild ethos, you get to exchange your Nature spells for spells of equal level from this list. Once this exchange is done, it cannot be reversed…as a fallen Nature spellcaster you can **never** regain your former powers!

↓↓↓0th-Level ↓↓↓ Call of the Wild (Defiled) ×1

Daze ^M **(Ench):** Humanoid creature of 4 HD or less loses next action. [*Mind-Affecting*]

Detect Magic (Div): Detects spells and magic items within 60 ft.

Ghost Sound ^M **(Ill):** Figment sounds.

Guidance (Div): Booster +1 die on next Attack or skill check, with no additional bonus to the check.

Inflict Minor Wounds (Nec): Touch Attack, 1d4 points of *Negative Energy* damage [to Con]. [*Negative Energy*]

Know Direction (Div): You discern north.

Message ^F **(Tran):** Whispered conversation at distance. [*Language*]

Read Magic ^F **(Div):** Read scrolls and spellbooks.

Resistance ^{DF} **(Abj):** Subject gains +1 on saving throws.

Touch of Fatigue ^M **(Nec):** Touch Attack *fatigues* target.

↓↓↓1st-Level ↓↓↓ Call of the Wild (Defiled) ×1

Cause Fear (Nec): One creature of 5 HD or less flees for 1d4 rounds. [*Fear*, *Mind-Affecting*]

Chill Touch (Nec): One touch/CL deals 1d6 damage [to Con] and possibly 1 Strength damage.

Command (Ench): One subject obeys selected *command* for 1 round. [*Language*, *Mind-Affecting*]

Comprehend Languages ^{DF} **(Div):** You understand all spoken and written languages.

Deathwatch (Nec): Reveals how near death subjects within 30 ft. are.

Detect Good (Div): Reveals creatures, spells, or objects of selected alignment.

Detect Undead ^{DF} **(Div):** Reveals Undead within 60 ft. [*Scry*]

Disguise Self (Ill): Changes your appearance.

Doom ^{DF} **(Nec):** One subject takes –2 on Attack rolls, damage rolls, saves, and checks. [*Fear*, *Mind-Affecting*]

Endure Elements (Abj): Ignores 5 damage/round from one energy type, and a secondary effect. [see text]

Feather Fall (Tran): Objects or creatures fall slowly.

Hypnotism (Ench): 2d4 HD of creatures are *fascinated*. [*Mind-Affecting*]

Inflict Light Wounds (Nec): Cures 1 Str damage to Undead, or harms the living. [*Negative Energy*]

Magic Fang* ^{DF} **(Tran):** One natural weapon of subject creature gets +1 enhancement.

Obscuring Mist (Conj): "Partial" occlusion fog surrounds you. [*Air*, *Water*]

Protection from Good (Abj): +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [see text]

Ray of Enfeeblement (Nec): Ray deals 1d6 +1/2(CL) Strength penalty (minimum Strength 1).

Shadows ^{DF} **(Evoc):** 20 ft. radius of supernatural shadow. [*Darkness*]

Sleep ^M **(Ench):** Puts 4 HD of creatures into magical slumber. [*Mind-Affecting*]

Spider Climb ^M **(Tran):** Grants ability to walk on walls and ceilings.

Summon Monster I† ^{DF} **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]

Ventriloquism (Ill): Throws voice for 1 minute/CL.

↓↓↓2nd-Level ↓↓↓ Call of the Wild (Defiled) ×3

Bull's Strength ^{DF} **(Tran):** Subject gains +4 to Str for 10 minutes/CL.

Cat's Grace ^M **(Tran):** Subject gains +4 to Dex for 10 minutes/CL.

Command Undead ^M **(Nec):** Undead creature obeys your commands.

Darkness ^{DF} **(Evoc):** 20 ft. radius of supernatural "Pure Black" illumination occluding vision in it. [*Darkness*]

Daze Monster ^M **(Ench):** Living creature of 6 HD or less loses next action. [*Mind-Affecting*]

Death Knell (Nec): Kills *dying* creature; you gain 1d8 Temporary HP, +2 to Str, and +1 Caster Level. [*Death*

Desecrate ᴹ **(Evoc):** Fills area with negative energy, making Undead stronger.

Detect Thoughts ᴰᶠ **(Div):** Allows "listening" to surface thoughts. [*Mind-Affecting*]

Eagle's Splendor ᴰᶠ **(Tran):** Subject gains +4 to Cha for (CL) ×10 minutes.

Fog Cloud (Conj): "Total" occlusion fog obscures vision. [*Water*]

Ghoul Touch ᴹ **(Nec):** One subject is *paralyzed*, which exudes stench that makes those nearby *sickened*.

Inflict Moderate Wounds (Nec): Cures 2 Str damage to Undead, or harms the living. [*Negative Energy*]

Levitate ᶠ **(Tran):** Subject moves up and down at your direction.

Misdirection (Ill): Misleads divinations for one creature or object.

Resist Energy ᴰᶠ **(Abj):** Ignores 10 (or more) points of damage per Attack from specified energy type. [see text]

Scare ᴹ **(Nec):** *Panics* creatures of less than 6 HD. [*Fear, Mind-Affecting*]

Spectral Hand (Nec): Creates disembodied glowing hand to deliver touch Attacks.

Status* (Div): Monitors condition, position of allies.

Summon Monster II† ᴰᶠ **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]

Summon Swarm ᴰᶠ **(Conj):** *Summons* swarm of bats, rats, or spiders. [*Animal, Summon*]

Undetectable Alignment (Abj): Conceals alignment for 24 hours.

↓↓↓ **3rd-Level** ↓↓↓ Call of the Wild (Defiled) ×5

Bestow Curse (Nec): –6 to an ability score; –4 on Attack rolls, saves, and checks; or 50% chance of losing each action.

Contagion (Nec): Infects subject with chosen disease.

Deep Slumber (Ench): Puts 10 HD of creatures to *sleep*. [*Mind-Affecting*]

Deeper Darkness ᴰᶠ **(Evoc):** Object sheds supernatural "Pure Black" illumination occluding even Darkvision. [*Darkness*]

Diminish Plants ᴰᶠ **(Tran):** Reduces size or blights growth of normal plants. [*Plant*]

Enthrall (Ench): Captivates all within 100 +10 ft./CL. [*Language, Mind-Affecting, Sonic*]

False Life ᴹ **(Nec):** Gain 1d10 +(CL) Temporary HP (max +10).

Fly ᴰᶠ **(Tran):** Subject Flies at Speed of 60 ft.

Gaseous Form ᴰᶠ **(Tran):** Subject becomes insubstantial and can fly slowly. [*Air*]

Gentle Repose ᴰᶠ **(Nec):** Preserves one corpse.

Magic Fang, Greater* ᴰᶠ **(Tran):** One natural weapon of subject creature gets +1/4(CL) enhancement (max +5).

Halt Undead ᴹ **(Nec):** Immobilizes Undead for 1 round/CL.

Hold Person ᴰᶠ **(Ench):** One Humanoid is *paralyzed* for 1 round/CL. [*Mind-Affecting*]

Magic Circle against Good (Abj): As protection spells, but 10 ft. radius and (CL) ×10 minutes.

Poison ᴰᶠ **(Nec):** Touch deals 1d10 Con damage, repeats in 1 min.

Quench ᴰᶠ **(Tran):** Extinguishes non-magical fires or one magic item.

Ray of Exhaustion ᴹ **(Nec):** Ray makes subject *exhausted*.

Remove Curse (Abj): Frees object or person from curse.

Slow ᴹ **(Tran):** One subject/CL takes only one action/round, –2 to AC and Attack rolls.

Speak with Dead ᴰᶠ **(Nec):** Corpse answers 1/2(CL) questions, then burns out. [*Language*]

Suggestion ᴹ **(Ench):** Compels subject to follow stated course of action. [*Language, Mind-Affecting*]

Summon Monster III† ᴰᶠ **(Conj):** Calls extraplanar creature to fight for you. [see text, *Summon*]

PLANAR MAGIC SPELL LIST

You gain a number of Spell Levels known equal to your (#Planar Magic) +(Charisma modifier), the first time you take the Planar Magic trait. If you take Planar Magic again later, you gain (#Planar Magic) +(Charisma modifier) in additional spell Levels. You cannot select a spell unless you have already selected at least one spell of every Spell Level below it (so your first one must be 0th-level). Spells do not have to be from the same alignment list below, but you cannot select a spell from an alignment you do not have.

Aasimar spells recharge at sunrise even if Evil-aligned, while Tiefling spells recharge at sunset even if Good-aligned. Each time you select a spell you can cast it once per day only, to get additional daily castings you must select the same spell again! You can remove the daily casting limit from one spell per Planar Savant, of a Spell Level no higher than that (#Planar Savant). If you had previously selected that spell more than once, then you get to increase your Caster Level with it by +([#times selected) – 1).

↓↓↓ **Any Alignment** ↓↓↓

SL Spell Name (School): Summary [Descriptors] (restrictions)

0th **Daze (Ench):** Humanoid creature of 4 HD or less loses next action. [*Mind-Affecting*]

0th **Detect Magic (Div):** Detects spells and magic items within 60 ft.

0th **Resistance (Abj):** Subject gains +1 on saving throws.

1st **Charm Person (Ench):** Makes one person your friend. [*Charm, Mind-Affecting*]

1st **Command (Ench):** One subject obeys selected *command* for 1 round. [*Language, Mind-Affecting*]

1st **Magic Missile (Evoc):** 1d4+1 damage [to Con]; +1/2(CL) above 1st to die size and bonus, **rounding up** (max 1d12+5). [*Force*]

1st **Magic Weapon (Tran):** Weapon gains +1 bonus.

2nd **Align Weapon (Tran):** Weapon becomes *Good*, *Evil*, *Law*, or *Chaos*. [see text]

2nd **Detect Thoughts** ᶠ **(Div):** Allows "listening" to surface thoughts. [*Mind-Affecting*]

3rd **Fireball (Evoc):** (CL)d6 damage [to Con] (max 10d6), 20 ft. radius. [*Fire*]

3rd **Hold Person** ᴰᶠ **(Ench):** One Humanoid is *paralyzed* for (CL) rounds. [*Mind-Affecting*]

3rd **Lightning Bolt** ᴹ **(Evoc):** Lightning deals (CL)d6 *Electric* damage [to Dex] (max 10d6). [*Electric*]

3rd **Major Image (Ill):** As *silent image*, plus sound, smell and thermal effects.

4th **Charm Monster (Ench):** Makes monster believe it is your ally. [*Charm, Mind-Affecting*]

4th **Dimension Door (Conj):** Teleports a short distance. [*Teleportation*]

4th **Dimensional Anchor (Abj):** Bars extradimensional movement.

4th **Polymorph (Tran):** Gives one willing subject a new form. [*Transformation*]

5th **Commune �X P (Div):** Deity answers (CL) yes-or-no questions.

[*Retribution*]

5th **Hold Monster (Ench):** As *hold person*, but any creature. [*Mind-Affecting*]

5th **Charm Person, Mass (Ench):** As *charm person*, but all within 30 ft. [*Charm, Mind-Affecting*]

↓↓↓ Chaotic Alignment ↓↓↓

SL   Spell Name (School): Summary [Descriptors] (restrictions)

0th **Dancing Lights (Evoc):** Creates torches or other lights. [*Light*]

0th **Guidance (Div):** Booster +1 die on next Attack roll or skill check, with no additional bonus to the check.

1st **Color Spray (Ill):** Knocks *unconscious*, *blinds*, and/or *stuns* 1d6 weak creatures. [*Mind-Affecting*]

1st **Comprehend Languages (Div):** You understand all spoken and written languages.

1st **Detect Law (Div):** Reveals creatures, spells, or objects of selected alignment.

1st **Disguise Self (Ill):** Changes your appearance.

1st **Protection from Law (Abj):** +2 to AC and saves, counter mind control, hedge out Elementals and Outsiders. [*Chaos*]

1st **Speak with Animals (Div):** You can communicate with Animals. [*Animal*]

2nd **Heroism (Ench):** Gives +2 bonus on Attack rolls, saves, skill checks. [*Mind-Affecting*]

2nd **Knock (Tran):** Opens locked or magically sealed door.

2nd **See Invisibility (Div):** Reveals *invisible* creatures or objects.

3rd **Call Lightning (Evoc):** Calls down lightning bolts (3d6 *Electric* damage [to Dex] per bolt) from sky. [*Electric*]

3rd **Dispel Magic (Abj):** Cancels spells and magical effects.

3rd **Gaseous Form (Tran):** Subject becomes insubstantial and can fly slowly. [*Air*]

3rd **Invisibility, Greater (Ill):** As *invisibility*, but subject can Attack and stay *invisible*. (self only)

3rd **Lightning Bolt (Evoc):** Lightning deals (CL)d6 *Electric* damage [to Dex] (max 10d6). [*Electric*]

3rd **Speak with Plants (Div):** You can talk to normal plants and Plant creatures. [*Plant*]

4th **Chaos Hammer (Evoc):** Damages and *staggers* Lawfully-aligned creatures. [*Chaos*]

4th **Confusion (Ench):** Subjects behave oddly for (CL) rounds. [*Mind-Affecting*]

4th **Hallucinatory Terrain (Ill):** Makes one type of terrain appear like another (field into forest, or the like).

5th **Dispel Chaos (Abj):** +4 bonus against Attacks by Chaotic creatures. [*Law*]

5th **Feeblemind (Ench):** Subject's Int and Cha drop to 1. [*Mind-Affecting*]

5th **Telekinesis (Tran):** Moves object, Attacks creature, or hurls object or creature. [*Force*]

↓↓↓ Evil Alignment ↓↓↓

SL   Spell Name (School): Summary [Descriptors] (restrictions)

1st **Burning Hands (Evoc):** (CL)d4 damage [to Con] (max 5d4). [*Fire*]

1st **Cause Fear (Nec):** One creature of 5 HD or less flees for up to 1d4 rounds. [*Fear, Mind-Affecting*]

1st **Detect Evil (Div):** Reveals creatures, spells, or objects of Evil alignment.

1st **Detect Good (Div):** Reveals creatures, spells, or objects of Good alignment.

1st **Invisibility (Ill):** You are *invisible* for (CL) minutes or until you Attack. (self only)

1st **Protection from Good (Abj):** +2 to AC and saves, counter mind control, hedge out Elementals and Outsiders. [*Evil*]

1st **Ray of Enfeeblement (Nec):** Ray deals 1d6 +1/2(CL) Str penalty.

1st **Sleep (Ench):** Puts 4 HD of creatures into magical slumber. [*Mind-Affecting*]

1st **Summon Monster I:** Calls Evil-aligned extraplanar creature to fight for you. [*Evil*]

2nd **Darkness (Evoc):** 20 ft. radius of supernatural "Pure Black" illumination occluding vision in it. [*Darkness*]

2nd **Desecrate (Evoc):** Fills area with negative energy, making Undead stronger. [*Evil*]

2nd **Flame Blade ᴰ ꟳ (Evoc):** Touch Attack deals 1/2(CL)d8 +1 *Fire* damage [to Con], acts like a Scimitar. [*Fire*]

2nd **Flaming Sphere (Evoc):** Creates rolling ball of fire, deals 2d6 *Fire* damage [to Con], lasts (CL) rounds. [*Fire*]

2nd **Invisibility (Ill):** Subject is *invisible* for (CL) minutes or until it Attacks.

2nd **Mirror Image (Ill):** Creates 1d4 +1/3(CL) decoy duplicates of you (max 8).

2nd **Scare (Nec):** *Panics* creatures of less than 6 HD. [*Fear, Mind-Affecting*]

2nd **Scorching Ray (Evoc):** Ranged touch Attack deals 4d6 damage [to Con], +1/4(CL) rays (max 3). [*Fire*]

2nd **Summon Monster II:** Calls Evil-aligned extraplanar creature to fight for you. [*Evil*]

3rd **Cause Fear (Nec):** All creatures below (CL) ×2 HD, to the limit of range, flee for up to 1d4 rounds. [*Fear, Mind-Affecting*]

3rd **Deeper Darkness (Evoc):** Object sheds supernatural "Pure Black" illumination occluding vision in it. [*Darkness*]

3rd **Flame Arrow (Tran):** (CL) ammo deal +1d10 *Fire* damage [to Con]; or fire arrow deals (CL)d6 per round, –1/2 dice per round. [*Fire*]

3rd **Magic Circle against Good (Abj):** As protection spells, but 10 ft. radius and (CL) ×10 minutes. [*Evil*]

3rd **Polymorph (Tran):** Gives you a new form. [*Transformation*] (self only)

3rd **Rage (Ench):** Gives +1/2(CL) to Str and Con, +1/4(CL) to Will, –2 AC. [*Mind-Affecting*]

3rd **Slow (Tran):** Subject takes only one action/round, –2 to AC, –2 on Attack rolls.

3rd **Stinking Cloud (Conj):** Vapors *nauseate* for (CL) rounds.

3rd **Suggestion (Ench):** Compels subject to follow stated course of action. [*Language, Mind-Affecting*]

3rd **Summon Monster III:** Calls Evil-aligned extraplanar creature to fight for you. [*Evil*]

4th **Animate Dead (Nec):** Creates Undead Skeletons and Zombies. [*Evil*]

4th **Contagion (Nec):** Infects subject with chosen disease. [*Evil*]

4th **Crushing Despair (Ench):** Subjects take –2 on Attack rolls, damage rolls, saves, and checks. [*Mind-Affecting*]

4th **Fear (Nec):** Subjects within cone flee for up to (CL) rounds. [*Fear, Mind-Affecting*]

4th **Fire Trap ᴹ (Abj):** Opened object deals 1d4 +(CL) *Fire*

damage [to Con]. [*Fire*]

4th **Phantasmal Killer (Ill):** Fearsome *Illusion* kills subject or deals 3d6 damage [to Con]. [*Fear, Mind-Affecting*]

4th **Poison (Nec):** Touch deals 1d10 Con damage, repeats in 1 minute.

4th **Polymorph (Tran):** Gives one willing subject a new form. [*Transformation*] (Humanoid form only, no limit on duration)

4th **Summon Monster IV:** Calls Evil-aligned extraplanar creature to fight for you. [*Evil*]

4th **Unholy Blight (Evoc):** Damages and *sickens* Good creatures. [*Evil*]

4th **Wall of Fire (Evoc):** Deals 2d4 damage [to Con] out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +(CL) *Fire* damage [to Con]. [*Fire*]

5th **Bestow Curse (Nec):** –6 to an ability score; –4 on Attack rolls, saves, and checks; or 50% chance of losing each action.

5th **Dispel Good (Abj):** +4 bonus against Attacks by Good creatures. [*Evil*]

5th **Dominate Person (Ench):** Controls Humanoid telepathically. [*Charm*]

5th **Nightmare (Ill):** Sends vision dealing 1d10 Con damage, *fatigue*. [*Evil, Mind-Affecting*]

5th **Summon Monster V:** Calls Evil-aligned extraplanar creature to fight for you. [*Evil*]

5th **Symbol of Pain (Nec):** Triggered rune wracks nearby creatures with pain. [*Evil*]

5th **Unhallow ᴹ (Evoc):** Designates location as unholy. [*Evil*]

↓↓↓ Good Alignment ↓↓↓

SL Spell Name (School): Summary [Descriptors] (restrictions)

0th **Cure Minor Wounds (Conj):** Heal check to cure 1 Str/Con. [*Healing*]

0th **Detect Magic (Div):** Detects spells and magic items within 60 ft.

0th **Light (Evoc):** Object shines like a torch. [*Light*]

0th **Message (Tran):** Whispered conversation at distance. [*Language*]

1st **Bless (Ench):** Allies gain +1 on Attack rolls and saves against *Fear*. [*Mind-Affecting*]

1st **Blur (Ill):** Attacks miss you 20% of the time. (self only),

1st **Cure Light Wounds (Conj):** Cures 1 Str/Con damage to the living, or harms Undead. [*Healing*]

1st **Detect Evil (Div):** Reveals creatures, spells, or objects of Evil alignment.

1st **Detect Good (Div):** Reveals creatures, spells, or objects of Good alignment.

1st **Invisibility (Ill):** You are *invisible* for (CL) minutes or until you Attack. (self only)

1st **Protection from Evil (Abj):** +2 to AC and saves, counter mind control, hedge out Elementals and Outsiders. [*Good*]

1st **Remove Fear (Abj):** Suppresses *Fear* effects or gives +4 on saves against *Fear* for 1 +1/4(CL) subjects.

1st **Summon Monster I:** Calls Good-aligned extraplanar creature to fight for you. [*Good*]

2nd **Aid (Ench):** +1 on Attack rolls and saves against *Fear*, 1d8 +(CL) Temporary HP (max +10). [*Mind-Affecting*]

2nd **Blur (Ill):** Attacks miss subject 20% of the time.

2nd **Continual Flame (Evoc):** Makes a permanent, heatless torch. [*Light*]

2nd **Cure Light Wounds (Conj):** Cures 2 Str/Con damage to the living, or harms Undead. [*Healing*]

2nd **Gust of Wind (Evoc):** Smaller creatures are *knocked down* or *blown away*. [*Air*]

2nd **Mirror Image (Ill):** Creates 1d4 +1/3(CL) decoy duplicates of you (max 8).

2nd **Resist Energy (Abj):** Ignores first 10 (or more) points of damage per Attack from specified energy type. [see text]

2nd **Restoration, Lesser (Tran):** Restores 1 of each ability damage, or removes *fatigue*.

2nd **See Invisibility (Div):** Reveals *invisible* creatures or objects.

2nd **Summon Monster II:** Calls Good-aligned extraplanar creature to fight for you. [*Good*]

3rd **Cure Light Wounds (Conj):** Cures 3 Str/Con damage to the living, or harms Undead. [*Healing*]

3rd **Daylight (Evoc):** 60 ft. radius of bright light. [*Light*]

3rd **Discern Lies (Div):** Reveals deliberate falsehoods.

3rd **Dispel Magic (Abj):** Cancels spells and magical effects.

3rd **Good Hope (Ench):** Subjects gain +2 on Attack rolls, damage rolls, saves, and checks. [*Mind-Affecting*]

3rd **Lightning Bolt (Evoc):** Lightning deals (CL)d6 *Electric* damage [to Dex] (max 10d6). [*Electric*]

3rd **Magic Circle against Evil (Abj):** As protection spells, but 10 ft. radius and (CL) ×10 minutes. [*Good*]

3rd **Polymorph (Tran):** Gives you a new form. [*Transformation*] (self only)

3rd **Remove Disease (Conj):** Cures all diseases affecting subject.

3rd **Searing Light (Evoc):** Ray deals 1/2(CL)d8 *Light* damage [to Con], more against Undead. [*Light*]

3rd **Speak with Dead (Nec):** Corpse answers 1/2(CL) questions, then burns out. [*Language*]

3rd **Summon Monster III:** Calls Good-aligned extraplanar creature to fight for you. [*Good*]

3rd **Wind Wall (Evoc):** Deflects arrows, smaller creatures, and gases. [*Air*]

4th **Cure Light Wounds (Conj):** Cures 4 Str/Con damage to the living, or harms Undead. [*Healing*]

4th **Holy Smite (Evoc):** Damages, *blinds* Evil creatures. [*Good*]

4th **Neutralize Poison (Conj):** Immunizes subject against poison and detoxifies venom in or on subject.

4th **Remove Curse (Abj):** Frees object or person from a *curse*.

4th **Summon Monster IV:** Calls Good-aligned extraplanar creature to fight for you. [*Good*]

5th **Dispel Evil (Abj):** +4 bonus against Attacks by Evil creatures. [*Good*]

5th **Flame Strike (Evoc):** Smite foes with divine fire (CL)d6 1/2-*Fire* damage [to Con], 1/2-*Divine* damage [to Wis]. [*Fire*]

5th **Hallow (Evoc):** Designates location as holy. [*Good*]

5th **Permanency ˣᴾ (Uni):** Makes certain spells permanent.

5th **Raise Dead ᴵ (Conj):** Restores life to subject who died as long as (CL) days ago.

5th **Summon Monster V:** Calls Good-aligned extraplanar creature to fight for you. [*Good*]

5th **Wall of Force ᴹ (Evoc):** Wall is immune to damage. [*Force*]

5th **Waves of Fatigue (Nec):** Several targets become *fatigued*.

↓↓↓ Lawful Alignment ↓↓↓

SL Spell Name (School): Summary [Descriptors] (restrictions)

0th **Ray of Frost (Evoc):** Ray deals 1d3 damage [to Str]. [*Cold*]

1st **Detect Chaos (Div):** Reveals creatures, spells, or objects of Chaotic alignment.

1st **Detect Law (Div):** Reveals creatures, spells, or objects of Lawful alignment.

1st **Protection from Chaos (Abj):** +2 to AC and saves, counter mind control, hedge out Elementals and Outsiders. [*Law*]

2nd **Levitate (Tran):** Subject moves up and down at your direction.

2nd **Misdirection (Ill):** Misleads divinations for one creature or object.

3rd **Blink (Tran):** You randomly vanish and reappear for (CL) rounds.

3rd **Fly (Tran):** Subject Flies at Speed of 60 ft.

3rd **Magic Circle against Chaos (Abj):** As protection spells, but 10 ft. radius and (CL) ×10 minutes. [*Law*]

4th **Ice Storm (Evoc):** Hail deals 5d6 damage (1/2-Blunt [to Con], 1/2-*Cold* [to Str]) in cylinder 40 ft. across. [*Cold*]

4th **Order's Wrath (Evoc):** Damages and *dazes* Chaotic creatures. [*Law*]

4th **Wall of Ice** ^{M} **(Evoc):** Ice plane creates wall with 15 +(CL) Hit Points, or hemisphere can trap creatures inside. [*Cold*]

5th **Cone of Cold (Evoc):** (CL)d6 damage [to Str] (max 15d6). [*Cold*]

5th **Dispel Chaos (Abj):** +4 bonus against Attacks by Chaotic creatures. [*Law*]

5th **Persistent Image (Ill):** As *major image*, but no concentration required.

PSYCHIC TRAIT SPELL LISTS

With the exception of any special racial abilities, Psychic traits can only be used to select spells from the spells listed for that specific trait. Every time you take a trait you gain one spell as a power of up to 1/3(#trait) Spell Level, or its key ability score –10, whichever is lower. Your Manifester Level with all your psychic powers is equal to the total of all your "Psychic"-named traits added together, which replaces Caster Level in their statistics and descriptions. This is because psychic powers cannot be used to qualify for spell-based abilities like feats, and vice-versa.

↓↓↓ Psychic Attack ↓↓↓

Any Evocation spell from the Arcane or Divine spell lists.

↓↓↓ Psychic Healing ↓↓↓

0th **Cure Minor Wounds (Conj):** Heal check to cure 1 Str/Con. [*Healing*]

0th **Detect Poison (Div):** Detects poison in one creature or object.

0th **Resistance (Abj):** Subject gains +1 on saving throws.

0th **Virtue (Tran):** Subject gains 1d3 Temporary HP.

0th **Xenophilia* (Tran):** You gain minor Animal-related racial bonus.

1st **Cure Light Wounds (Conj):** Cures 1 Str/Con damage to the living, or harms Undead. [*Healing*]

1st **Endure Elements* (Abj):** Ignores 5 damage/round from one energy type, and a secondary effect. [see text]

1st **Enlarge Person* (Tran):** Humanoid creature doubles in size.

1st **Expeditious Retreat (Tran):** Your Speed increases by 30 ft.

1st **Jump* (Tran):** Subject gets bonus on Jump checks.

1st **Longstrider* (Tran):** Increases your Speed.

1st **Magic Fang* (Tran):** One natural weapon of subject creature gets +1 enhancement.

1st **Reduce Person* (Tran):** Humanoid creature halves in size.

1st **Spider Climb* (Tran):** Grants ability to walk on walls and ceilings.

2nd **Aid (Ench):** +1 on Attack rolls and saves against *Fear*, 1d8 +(CL) Temporary HP (max +10). [*Mind-Affecting*]

2nd **Alter Self (Tran):** Assume form of a similar creature. [*Transformation*]

2nd **Barkskin* (Tran):** Grants +2 (or higher) enhancement to natural armor.

2nd **Cure Moderate Wounds (Conj):** Cures 2 Str/Con damage to the living, or harms Undead. [*Healing*]

2nd **Delay Poison (Conj):** Stops poison from harming subject for (CL) hours.

2nd **Restoration, Lesser (Tran):** Restores 1 of each ability damage, or removes *fatigue*.

2nd **Remove Paralysis (Conj):** Ends the duration of *paralysis, slow,* and similar effects; and can be cast while under those effects.

2nd **Tree Shape* (Tran):** You look exactly like a tree for (CL) hours. [*Plant*]

3rd **Cure Serious Wounds (Conj):** Cures 3 Str/Con damage to the living, or harms Undead. [*Healing*]

3rd **Magic Fang, Greater* (Tran):** One natural weapon of subject creature gets +1/4(CL) enhancement (max +5).

3rd **Meld into Stone (Tran):** You and your gear merge with stone. [*Earth*]

3rd **Remove Blindness/Deafness (Conj):** Cures normal or magical conditions.

3rd **Remove Curse (Abj):** Frees object or person from curse.

3rd **Remove Disease (Conj):** Cures all diseases affecting subject.

3rd **Vampiric Touch (Nec):** Touch deals 1/2(CL)d6 damage [to Con] (max 10d6); you gain damage as Temporary HP.

3rd **Water Breathing (Tran):** Subjects can breathe underwater. [*Water*]

* These spells can only affect you, no matter your ability scores.

↓↓↓ Psychic Medium ↓↓↓

0th **Dancing Lights (Evoc):** Creates torches or other lights. [*Light*]

0th **Detect Undead (Div):** Reveals Undead within 60 ft. [*Scry*]

0th **Disrupt Undead (Nec):** Deals 1d6 damage [to Str] to one Undead.

0th **Ghost Sound (Ill):** Figment sounds.

0th **Message (Tran):** Whispered conversation at distance. [*Language*]

0th **Ray of Frost (Evoc):** Ray deals 1d3 damage [to Str]. [*Cold*]

1st **Chill Touch (Nec):** One touch/CL deals 1d6 damage [to Con] and possibly 1 Strength damage.

1st **Deathwatch (Nec):** Reveals how near death subjects within 30 ft. are.

1st **Hide from Undead (Abj):** Undead can't perceive (CL) subjects.

1st **Obscuring Mist (Conj):** "Partial" occlusion fog surrounds you. [*Air, Water*]

1st **Summon Monster I*:** Calls an Astral Construct to fight for you. [*Summon*]

2nd **Command Undead† (Nec):** Undead creature obeys your commands.

2nd **Consecrate** ^{M} **(Evoc):** Fills area with positive energy, making Undead weaker. [*Good*]

2nd **Death Knell (Nec):** Kills *dying* creature; you gain 1d8

Temporary HP, +2 to Str, and +1 Caster Level. [*Death, Evil*]

2nd **Desecrate (Evoc):** Fills area with negative energy, making Undead stronger. [*Evil*]

2nd **Fog Cloud (Conj):** "Total" occlusion fog obscures vision. [*Water*]

2nd **See Invisibility (Div):** Reveals *invisible* creatures or objects.

2nd **Spiritual Weapon (Evoc):** Created weapon Attacks on its own. [*Force*]

2nd **Summon Monster II*:** Calls an Astral Construct to fight for you. [*Summon*]

2nd **Unseen Servant (Conj):** An *invisible* field obeys your desires. [*Force*]

2nd **Whispering Wind (Tran):** Sends a short message (CL) miles. [*Air*]

3rd **Animate Dead† (Nec):** Creates Undead Skeletons and Zombies. [*Evil*]

3rd **Helping Hand (Evoc):** Ghostly hand leads subject to you.

3rd **Restore Life** [I] **(Nec):** A creature dead no longer than sunset/sunrise is restored to life at 1 Con & Str, you have –1 Str.

3rd **Speak with Dead** [DF] **(Nec):** Corpse answers 1/2(CL) questions, then burns out. [*Language*]

3rd **Spectral Hand (Nec):** Creates disembodied glowing hand to deliver touch Attacks.

3rd **Summon Monster III*:** Calls an Astral Construct to fight for you. [*Summon*]

* These *summon monster* spells can *summon* Astral Constructs, made from the amnesiac essence of the long-dead, but can **only** *summon* Astral Constructs!

† Total maximum Undead that can be controlled equals total Hit Die of up to your (Psychic Level) ×2, with no single creature of Challenge Rating above Psychic Level, as the Control Limit.

↓↓↓ Psychic Mentalism ↓↓↓

Any spell from the Arcane or Divine spell lists, which has the *Mind-Affecting* descriptor, one of the spells below. The spells below are not considered to have any spell components, making them undetectable except to those using *detect magic*, have the Telepathy special ability, or that also have the Psychic Mentalism trait. Taking Psychic Medium gives you a bonus 1st-level power *detect chaos/evil/good/law*.

0th **Message† (Tran):** Whispered conversation at distance. [*Mind-Affecting*]

0th **Prestidigitation (Uni):** Performs minor tricks.

1st **Remove Fear (Abj):** Suppresses *Fear* effects or gives +4 on saves against *Fear* for 1 +1/4(CL) subjects.

2nd **Whispering Wind† (Tran):** Sends a short message (CL) miles. [*Mind-Affecting*]

† Loses all other descriptors, and gains *Mind-Affecting* instead.

↓↓↓ Psychic Senses ↓↓↓

Any spell from the Arcane or Divine spell lists, w has the *Mind-Affecting* descriptor. Taking Psychic Medium gives you a bonus

0th-level power *detect magic*, as well as the supernatural ability to cast *identify* once per day without any components.

SECONDARY PSYCHIC TRAITS

Every main "Psychic"-named trait you can take has access to additional Psychic traits that you can take if you meet the prerequisites for them. Each of these has a specific trait that gives you easier access to it from, while the others require far more times taken to get each level of the secondary trait. While these secondary traits provide you with additional psychic powers, they do not add to your Psychic level. These secondary traits, and the powers they give you, are described here. The Spell Level for these powers is equal to the (#trait) needed to gain it.

↓↓↓ Mental Combat ↓↓↓

Target is *dazed* for your 1 round per point you pass by. More times taken gives you either additional targets, or a bonus to your Will save for Mental Combat. Each time taken after the first also provides a worse condition effect. If used on a *closed mind*, instead the target takes damage to their Psychic Level and loses one psychic power for each point of damage, starting with the highest-level power first, until they rest. You can choose to use a lower-SL version of Mental Combat than your maximum.

↓↓↓ Necrosynthesis ↓↓↓

You gain a +(#Necrosynthesis) bonus to all d20 rolls made for these powers.

Power Name: Summary [Descriptors] (restrictions)
1 **Spiritual Body:** You gain a permanent "Ability A" from Astral Construct, which you can choose to suppress.
2 **Inflict Minor Wounds (Nec):** Touch Attack, 1d4 points of *Negative Energy* damage [to Con]. [*Negative Energy*]

3 **Lesser Spirits:** You can gain any desired "Ability A" Astral Construct ability, for (PL) rounds.

4 **Inflict Light Wounds (Nec):** Cures 1 Str damage to Undead, or harms the living. [*Negative Energy*]

5 **Minor Spirits:** You can gain any desired "Ability B" Astral Construct ability, for (PL) rounds.

↓↓↓ Psychoportation ↓↓↓

Power Name: Summary [Descriptors] (restrictions)
1 **Skipping:** *Teleport* to any place in Close range you can see. [Teleportation]
2 **Skating:** Either ignore terrain penalties, or increase Speed by +20 ft. and +20 to Move Silently; also gain +2 AC bonus.

3 **Personal Gravity:** Cast *fly* or *levitate*, but self-only.

4 **Dimension Door (Conj):** *Teleports* a short distance. [*Teleportation*]

5 **Plane Shift** [F] **(Conj):** As many as eight subjects travel to another plane.

↓↓↓ Telekinetics ↓↓↓

#	Power Name: Summary [Descriptors] (restrictions)
1	Permanent Booster +1 to ranged Attacks with spell effects and objects no larger than Tiny-size.
2	Can cast mage hand, but may Attack with it, that has Strength and Dexterity scores equal to (#Psychic Attack) +(Intelligence modifier).
3	Can cast feather fall or levitate, but they share a cooldown.
4	**Fly (Tran):** Subject Flies at Speed of 60 ft.
5	**Telekinesis (Tran):** Moves object, Attacks creature, or hurls object or creature. [*Force*]

↓↓↓ Time Control ↓↓↓

#	Power Name: Summary [Descriptors] (restrictions)
1	Permanent Booster +1 to Initiative, and +(PL) ×5% Fast Action.
2	**Expeditious Retreat (Tran):** Your Speed increases by 30 ft.
3	**Longstrider** [M] **(Tran):** Your Speed increases by 10 ft.
4	**Slow (Tran):** One subject/CL takes only one action/round, –2 to AC and Attack rolls.
5	**Haste (Tran):** The subject gains +2 AC, +1 Ref saves, and +2 melee to-hit, and extra Attack or Move action for (CL) rounds.

APPENDIX A: CHARACTER SHEET, HOW-TO

Since some people might e=be new to table-top Role Playing Games, or just not understand all the minutiae of this one, this section is here to help fill in and understand the character sheet. Unlike other sections which are organized alphabetically, these sections are organized in order of appearance on the Character Sheet itself, so that a useful reference is easy to find. It is recommended that you print off a copy of the Character Sheet to use as a reference. After the explanation of area of the Character Sheet, the examples character from the earlier sections are presented in a filled-in image, so you can see it "in action"!

FRONT

This side of the sheet contains the typically most-used values, the things that a Horror Guide is most likely to ask to see, or that the player is going to need to reference the most.

Personal Statistics

This part of the sheet is used to record the essential description of the character, everything that doesn't really require calculation or purchasing anything. While the character's "Name" and "Player" fields should be obvious, the others might take some explanation:

Race & Sub: This is the character's race from Chapter 2, as well as any sub-category/races they might have like "Primitive".

Hit Die, LA, Total ECL: All of these are related to one-another. "HIT DIE" refers to how many Hit Dice the character has (called "HD" for short), which is later used to determine everything from the character's Traits to maximum Skill ranks! The "LA" refers to "Level Adjustment", the total of all increases in overall power derived from the character's choices in "Race & Sub" above. These two values added together then determine the total Effective Character Level (i.e. "Total ECL"), which is used only for purposes of experience rewards, total XP needed to gain another level/HD, and wealth at character creation.

Alignment: The character's general moral and social outlook, described on page 7.

Deity: What deity or faith that the character follows, see page 114.

Gender: Male or Female? Unless the character is from an asexual monstrous species, there is only two to pick from, lol!

Age: How many years old the character **physically** is. This distinction is important, because of things like Undead characters.

Ht: How tall the character is (see page 113).

Wt: How many pounds the character weighs (see page 113).

Eyes, Hair, Skin, Marks: One to three words to describe each of these physical characteristics, with an additional line for any extra details.

Size: What size category is the character, see page 187.

Speed: How many feet can the character travel in a single Movement action, as well as if they can Fly and so on.

Era: What technological Era is the character familiar with, rather than the campaign Era, see page 127.

scores and damage tolerance. The reason for this is because, by and large, everything **else** the character has is derived from or used to create these two entries, so given how frequently they are referenced it just makes sense to put them in pride-of-place besides one another!

Dmg→Rollover: This is a reminder that when an ability score hits 0, further damage to it instead rolls over to the next ability score to the right. In the case of non-Mindless Undead, further damage to Strength rolls over to Charisma, whereas everything else dies once their Strength hits 0!

Cha, Wis, Int, Dex, Con, Str: The six core statistics that are the basis of all saving throws, attacks, armor class, skills, etc.

* **Base:** What the value of an ability score is, without damage or other modifiers that could be removed or lost.

* **Drain:** How much **permanent** penalty to the ability score at the top of the column that you have, since "Ability Drain" can only be mitigated via extreme means.

* **Bonus:** How much temporary or losable bonus that you have to the ability score at the top of the column. If this is a penalty, write it with a minus sign instead of a plus.

* **Total:** The "Base" ability score at the top of the column, plus the modifiers for "Drain" and "Bonus"(s).

* **Current:** How much of the current "Total" ability score that you still have after taking damage to the ability score. If the ability score takes nonlethal damage, write it as a minus to the current value instead of actually subtracting it. If this equals 0, then further damage rolls over to the next applicable ability score (if it was from nonlethal damage, then it instead rolls over to the **same** ability score as **actual** damage!).

* **Modifier:** This is where you add the modifier that your **current** rating in that ability score provides, before carrying it forward to all statistics based on it.

Insanity: How much mental instability you have accumulated, see page 18.

Alcoholism: How much neurological and systolic damage you have gained from abuse of Alcohol, see page 20.

Corruption: How much your body has been twisted by dark powers and misspent chemistry, see page 5. The entry for "Ablative" to the right of it is like Temp HP (see below), which is subtracted from Corruption rolls before applying it to further.

Ability Scores and Damage Tolerance

This is probably the most intricate block of all statistics on the character sheet, and a large part of this is because it has two sections which seemingly have no basis to one another: ability

Name [_____]

Race [Human]
HIT DIE [1] Sub[_____]
LA [____] Alignment [Lawful Good]
Total ECL [1] Deity [_____]
[____] Negative Lvls Gender [M] Age [____]
____]Player [_____]
Eyes [Blue] Hair [Red]
Skin [Pale w/ shaggy hair] Marks [____]
[21 years old, thick but trimmed beard]
Ht [5' 6"] SIZE SPEED ERA
Wt[178] [Medium] [30 (20 in armor)] [Renaissance]

ABILITY SCORES

dmg→rollover **CHA→WIS→INT→DEX→CON→STR**

	CHA	WIS	INT	DEX	CON	STR
Base	8	13	12	10	15	14
Drain	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
Bonus	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
Total	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
Current	8	13	12	10	15	14
Modifier	−1	+1	+1	0	+2	+2

Insanity [____] Alcoholism (Dex mod –) [____]
Corruption [_____] (Ablative_____)

Damage Mitigation

Temp HP, Max: How much "bruise factor" that you have to resist damage, before the remainder is then applied to "DR" (Damage Reduction) or "ER" (Energy Resistance), and "DUR" (Durability). Write your maximum **normal** value under "Max" and the **current** value under "Temp HP" (which can be higher than your maximum!). Whatever effect gives you more current than your maximum, when the duration ends then you still retain any remaining that is no more than your normal maximum.

INIT: Short for "Initiative", this is the bonus (base value equal to your "Dex" modifier) to your Initiative rolls in combat. Any additional modifiers are also written into this box, such as Sinker dice or reroll 1s.

Fast Action: This is a percentage that your roll at the start of your turn, to see if you get a Fast Action, see page 190.

DR: Short for "Damage Reduction", this is how much damage you subtract from all physical damage sources. Different sources of DR can be bypassed by different things, with the most common types listed at the bottom: "B" Blunt, "P" Piercing, "S" Slashing, and "–" **nothing**! The additional lines are for DR bypassed by other sources, or in rare cases that applies to only one type of damage source (such as "vs. Firearms").

ER: Short for "Energy Resistance", this is how much damage you subtract from all energy damage sources. ER is most often type-specific, with the most common sources being listed separately: "a" Acid, "c" Cold, "e" Electric, and "f" Fire. The entry for universal ER is written below ER with an up "↑" arrow. There is also an additional line for odd types, such as a Silver Dragon's Light Resistance.

Durability: This is what you divide any damage that is left by, rounding the result up to see how much damage is actually applied to the relevant ability score.

Hard Mind: This is a daily allotment of damage your mind can tolerate without actually applying it to Charisma. The total you can handle is written left of the minus "–" sign, with the amount prevented so far to the right.

Spell Resist.: A shortened form of "Spell Resistance", this is the DC enemies must achieve on a Caster Level check whenever they are targeting you with a spell, or the spell automatically fails even if it does not normally allow a saving throw.

```
Temp HP→Max    Initiative
 /        \        ||  +0
 \        /        ||
DR↓ FAST ACTION_____%
[                        ]
[                        ]
[___/B, ___/S, ___/P, ___/—]
ER[___a,___c,___e,___f]
[↑        ][                ]
DURABILITY [_2_+_1_EL]
SPELL RESIST.[        ]
HARD MIND[      –      ]
```

Defenses

This section is where you find all the character's passive resistance to attacks of all forms, from weapons to diseases.

Armor Class: How hard it is to hit you. This is a value of 10, plus a lie of modifiers, all added together. There are several conditional "AC" values, as well as special circumstantial modifiers which are not added into any of these ACs.

* **Total:** Under here is where you write the normal total of everything to the right of it.

* **Various Categories:** This includes the most common ones like Armor and Dexterity modifier on the left, all the way to the less common ones like Deflection and Dodge to the right. Many of

these are abbreviated for space considerations. Write each applicable entry below its label. For "Armor" and "Shield", this is the number **before** their "/" slash.

* **Touch:** Your Armor Class without the more "solid" components of it, since attacks of this type only need to hit your outermost "layer" (or "aura") to deliver their effects. This is the total of 10 plus your AC values that are **not** Armor, Shield, or Natural. Write this in the area to the right.

* **Half-Touch:** The average of your regular AC and your Touch AC, rounded down, and written to the right. It is basically used for the same attacks as Touch AC, only but with such attacks that take time of contact to penetrate, such as early-era Firearms.

* **Flat-Footed:** This AC is your Armor Class when not aware you are being attacked. This means that you use the same as your Total AC, but subtract any **bonuses** from Dexterity modifier, Dodge, and (if you have it) Insight.

* **Miscellaneous AC mods:** A place to record conditional bonuses (such as the +4 vs. Giants that some Dwarves have), as well as the very rare bonuses to AC that are gained from Insight or Luck.

Saving Throw: These are the rolls that a character makes without initiating consciously, in order to avoid hazards.

* **Fort, Ref, Will:** The three types of reactive defense. Fortitude "Fort" typically resists diseases and other bodily effects. Reflex "Ref" typically is instinctive attempts to avoid danger like dodging falling objects or grabbing at a cliff as you fall. Will "Will" is resisting being influenced by others such as telepathic assaults or trying to avoid being talked out of your opinions.

* **Total:** When you add the "Base" points to the modifiers from ability scores, then any applicable "Misc" modifier (like a Halfling's "Luck" ability), you get this value. It can be positive or negative, so write it in the appropriate box with a plus or minus sign, as required.

* **Base:** How many points that the appropriate save has from things like traits.

* **Abilities:** Each saving throw is based on two traits. So long as the character has a score in that ability, then apply its modifier to the save, even if that score is 0 (which is –5). Only in the case of a creature not even possessing the ability score (like Undead not having Constitution), is the entry crossed out.

* **Misc.:** This is a couple entries after each ability score, to put in further modifiers which apply to each individual saving throw (such as from a *cloak of resistance*).

* **Conditional Modifiers:** This is where you write your bonuses to specific applications of a saving throw (such as bonuses vs. *Fear* effects), as well as flat-out Immunity (like an Elf's to *sleep* effects).

ARMOR CLASS

Total	Armor	Shield	Dex	Size	Natural	Deflect	Dodge	Miscellaneous AC mods
[_15_]=10+	[_+5_]	[___]	[___]	[___]	[_____]	[_____]	[_____]	[_____]

Touch[__10__] Half-Touch[__12__] Flat-Footed[__15__] [_____]

SAVING THROW

	Total	Base	Abilities	Misc.	Conditional Modifiers
Fort	+6 \=	2	+[_2_] (Str)[___]		+_1_ vs. Fear
			+[_2_] (Con)[___]		_____
Ref	+2 \=	1	+[_0_] (Dex)[___]		_____
			+[_1_] (Int)[___]		_____
Will	+2 \=	1	+[_1_] (Wis)[___]		_____
			+[_–1_] (Cha)[___]		_____

Use-Limited Abilities and Pools

This section is where you list all the character's special abilities that have a total usage restriction. The lined entries also have enough room to list special conditions for them, such as "Daily Use" spellcasting's linked ability score.

Uses / per X: For each entry you put the number of times it can be used in a given period to the left of the slash, and what that

period is to the right of it.

Used: How many times the ability has been used so far. When the uses are regained, reduce the value of this entry, until it is blank once again.

Eldritch Soul Pool: If a character has the Eldritch Soul trait then write their total in that trait plus their Charisma score in the box below "Base". Any points they gain from Traits, Feats, and so on get added to the "Bonus" box. This means that "Current" is how many points the character has yet to expend for the day!

Spiritualism Pool: Same as "Eldritch Soul Pool" but using the Spiritualism trait instead of Eldritch Soul. If the character is an Incarnate then replace it with their Incarnate spells instead.

Psychic Metamagic Pool: A character with any "Psychic" trait gets to add their Intelligence score to half total Psychic Level, and write the result in the box under "Base". Additional points gained from things like Traits and Feats then get written in the box below "Bonus". This means that "Current" is how many points the character has yet to expend for the day!

USE LIMITED ABILITIES	Uses / per X	Used
Identify (no material cost)	1 / day	

Eldritch Soul Pool			Spiritualism Pool			Psychic Metamagic Pool		
Base	Bonus	Current	Base	Bonus	Current	Base	Bonus	Current
						12		12

Attacks and Stunts

Pain: Whenever you roll a natural 1 or 20 on a skill check, or suffer the effect of some other sources, you gain a cumulative penalty to all skill and opposed stunt checks from a mixture of jammed joints and headaches. This penalty fades away at a rate of 1 point per hour, or completely after a full night's rest.

Total: The lines below here are where you write the total modifier to d20 rolls for Attacks in melee or ranged combat, without any specific or conditional modifications such as enchanted weapons or being on high ground.

BAB: An abbreviation of "Base Attack Bonus", this is the total of all bonuses gained from the Combat Bonuses trait oriented towards being able to deliver a hit to your target(s).

Ability: This is where you record the listed ability score modifier.

Modifiers: This is where you write things like Luck and size category modifiers to Attack rolls, one line for Melee and another for Ranged.

Conditional Modifiers: Including the modifier for "Stunt" attacks, this is where you record all the various circumstantial modifiers a character has to Attack rolls (like a Halfling's bonus to thrown weapons).

Melee, Ranged: By adding the "BAB" and "Str" entries, plus anything for "Modifiers" on the same line, you get the character's "Total" Melee Attack bonus. The same is true for "Ranged", but using "Dex" instead of "Str".

Lethal: Some items and other effects, like enough ranks in the Heal skill, can provide a bonus to all even threatened critical hits. This is where you write those bonuses.

ATTACK BONUSES				Pain [–____] to Skills & Stunts
	Total	BAB	Ability	Modifiers	Conditional Modifiers
Melee	[+3]=	/+ 1	\+[+2 (Str)]+[ ]	vs. Stunt
Ranged	[+1]=		/+[+1 (Dex)]+[ ]	
Lethal	[ ]	(crit. bonus to damage & confirm)		

Weapons and Armor

The first line under "Weapon" or "Armor" is where you write the name of the item itself, such as "Padded" armor or a "Longsword" weapon. If you have multiples of a weapon then write the multiple here as well, such as "Dagger x4".

Attack Bonus: Write the relevant "Melee" or "Ranged" bonus here, along with any special conditions like if it is a "touch" of "half-touch" attack. If the weapon requires a saving throw instead of an attack roll then write the DC for the save, the type, and if it is to negate or for half.

Damage: What the damage roll of the weapon is. If the weapon has a bonus (such as from Strength) record it as well.

Critical: The line before the "x" is the Range while the number afterwards is the Multiple (such as the "19-20" and "2" in a Longsword's "19-20x2"). Attacks that use a saving throw instead of an Attack roll do not have this statistic, so cross it out.

Range: How far can the Weapon's Attacks extend? Ranged Weapons list this with a "ft." value for their Range Increment (see page 187), but if this is an absolute distance then write it with either "max" or "↑" before the numeral value. If it is a melee weapon then write "melee" instead, with any Reach bonus it might give before the entry (like "+5 melee", see page 187).

Type(s): For weapons this where you write the type of damage that it deals (see page 196). For armor this is where you write the category of the armor: Clothing, Light, Medium, or Heavy.

Wt(s): Write how many Lbs the item weights here. If you are carrying multiple of the same Weapon (such as Darts) then write it with "ea" at the end so that you know to multiply by the amount carried.

Die Size: As a Weapon takes damage from failed Hardness checks after rolling a natural 1, Sunder attacks, and other sources then they start dealing less and less damage. Record their Damage die size's modifier here. If this reduces the Damage die to less than 1d2, then the weapon is destroyed!

Bonus: The Armor Class bonus that the suit of armor provides, written both before and after the slash "/". This is to chart the damage that the wearer's armor takes from things like critical hits and natural 1s on saving throws to resist damage. Each such time it takes damage reduce the number before the slash by 1 point, and the armor is destroyed once it reaches 0!

Max Dex: This is the highest Dexterity bonus that you can benefit from, be it to Armor Class, Reflex saves, Initiative, Ranged Attack, or Skills. Layered armor uses the worst of all worn Max Dex values.

ACP: Because of its bulk and rigidity, it is harder to use several movement-based skills while wearing Armor or carrying a Shield, than otherwise. It often applies to **all** skills, and sometimes other things such as Attack rolls, if you are using it without being Proficient.

%ASF: This value represents the raw chance that your Arcane spells are disrupted due to some small mistake. If you are using more than one item with ASF (such as a suit of Armor and a Shield), they are **cumulative**!

Speed: Your Speed is reduces by the listed fraction, rounding down to the next lower 5 ft. increment, based on his original value (i.e. 30 ft. ×3/4 = 22.5, rounded down to 20 ft.). If your Speed is further affected by a multiple, apply them in sequence, but if it affected by an addition or subtraction then apply **those** first!

Additional Line(s): A place to record any special material, modifications, and enchanted abilities.

HELMET: This is a specialized type of Armor that provides only a saving throw bonus vs. *disabling* and Burst effects.

SHIELD: This is a specialized type of Armor that provides its Armor Class bonus in exchange for taking up an arm.

Extra Line: Any special material, modifiers, or abilities.

WEAPON	Attack Bonus	Damage	Critical	Range	Type	Lbs
[Longsword]	[+5]	[1d8+3]	[19-20 x 2]	[melee]	[Slashing]	[4]
[–___ die size]	[Handle Loop x2]					

ARMOR	Type	Bonus	Max Dex	ACP	%ASF	Speed	Lbs
[Breastplate]	[ ]	[+ 5 / 5]	[+ 3]	[– 4]	[25 %]	[x3/4 ft]	[30]
[Decoration (Intimidate) x2]							

Skills

Only skills that the example character actually has some rating in are listed here, to save space, as well as a few example entries.

Total: The cumulative total of the skill's key ability score modifier, miscellaneous modifiers, and skill ranks. If any bonus from equipment is added in, then record it in parenthesis "( )". Only record a value here if the skill has anything besides its Key.

Select: If the skill is perpetual write an infinity symbol "∞" here, and do not erase it. If your chosen traits give you access to the skill tis HD, then put a check mark here instead, and erase them after you spend your skill points for the HD. If you gain access from someplace special, such as an Incarnate's chosen skill, abbreviate that here so that you remember.

Key: What the modifier is, from the ability score these skills are based on.

Social: Some skills can be modified due to the general view of the character's race or other factors, which is recorded here.

Misc Mods: What miscellaneous (yet permanent) modifications the character has from things like race, skill synergies, and so on. Unchanging modifiers, such as from race, should be written on the right-hand side. Changeable ones, such as from skill synergies, should be recorded on the left-hand side.

Ranks: How many skill points you have invested in the skill.

"Cr/Kn" skills: The top of this column has an example line for the format that "Craft" skills use, with the example for "Knowledge" skills at the bottom. For each additional skill of those types write them in the next line down or up, respectively. Then circle the relevant half of the "Cr/Kn", and cross out the other one. Remember to put the "∞" in if it is a Craft skill.

Armor Check Penalty: Write the cumulative total of all the "ACP" values of all your Armor and Shields here, then apply it as an additional "–#" in the "Total" section of each skill tagged with an "(a)" next to its name.

Linguistics: This is the skill used to learn additional languages, and the more of it you have then the more bonuses that you get to convey or understand languages that you might not necessarily have access to (see page 69). Your maximum skill ranks in this skill are limited to your Intelligence **score**, and you can put ranks into it at any time until you reach this limit.

		SKILLS		
Total	**Select**	**Key: Cha [−1]**	**Misc Mods**	**Ranks**
[(+5)]	[∞]	Intimidate (+2 w/ armor)	[ ]	[4]
Total	**Select**	**Key: Wis [1]**	**Misc Mods**	**Ranks**
[+2]	[ ]	Listen	[ ]	[1]
[+2]	[∞]	Profession (police)(t)	[ ]	[1]
[+2]	[∞]	Spot [Vision + 10 ft.]	[ ]	[1]
Total	**Select**	**Key: Int [1]**	**Misc Mods**	**Ranks**
[ ]	[∞]	Appraise	[ ]	[ ]
[ ]	[∞]	Craft ( )	[ ]	[ ]
[ ]	[ ]	Cr/Kn (__)	[ ]	[ ]
[ ]	[ ]	Cr/Kn ( )	[ ]	[ ]
[ ]	[ ]	Kn (__)(t)	[ ]	[ ]
[ ]	[ ]	Kn (local) (__)(t)	[ ]	[ ]
Total	**Select**	**Key: Dex [0]**	**Misc Mods**	**Ranks**
[(−2)]	[∞]	Tumble (a, t)	[ ]	[1]
Total	**Select**	**Key: Con [ ]**	**Misc Mods**	**Ranks**
[ ]	[ ]	Concentration	[ ]	[ ]
[ ]	[ ]	Control Shape (t)	[ ]	[ ]
[ ]	[ ]	Strong Heart (t)	[ ]	[ ]
Total	**Select**	**Key: Str [2]**	**Misc Mods**	**Ranks**
[ ]	[∞]	Swim (a)	[ ]	[ ]

(a) Armor Check Penalty [– 3]. (t) Must have 1+ ranks.
[Key: Cha/Int/Wis] Linguistics (max ranks = Int score) [ ]
[ ] [ ]? ___ [ ] [ ]

Grenade-Like and Ammunition

This is where you record how many combat-consumable items that you have, such as Alchemist's Fire or Arrows, and any notes on them.

#: How many of that item the character has.

Lbs.: How much weight of that item that are being carried.

GRENADES & AMMO	#	Lbs

BACK

Anything that they character is unlikely to use in a fight is written on the back of the sheet, or that the front just had no room for!

Campaign Progress

Campaign: The name of the campaign the character is in.

XP: How much total XP the character has accumulated is written on the left, while the amount needed to level up on the right, of the slash "/".

CAMPAIGN [London Fog]

XP [_____ / 1,000]

Enchanted Gear

A character's gear that is not directly combat-applicable (i.e. Armor or Weapon), and is enchanted, is recorded here.

Slot: What body/aura location the character has, into which he can equip **one** item of the listed type. Any further items he tries to equip simply don't function, until the prior item is taken off.

Lbs.: How much the "Slot" item weights, if anything.

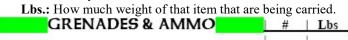**Item:** The name of the enchanted "Slot" item, and any bonus or other variable-value it might have.

CL "use" items: If you have a lot of ranks in Use Mystic Device then your consumable and/or use-limited items gain a bonus to their Caster Level, and it is written here.

Wands/Scrolls/Potions: Write an abbreviation of the type of item, such as "W" for an enchanted wand, or "G" for an enchanted psionic gem, to the left of the ":", and the effect it produces to the right. If it is charged (like a wand) then put the number of charges at the end of the line, otherwise write how many of the item that you have.

Extra Lines: To record anything that "flows over" from one of the prior entries, or has no place to put it otherwise.

		ENCHANTED GEAR	
Slot	Lbs Item	[+__ CL "use" items]	Wands/Scrolls/Potions
Belt	__ [ ]		:

Feats

What feats from Chapter 5 that the character has.

Armor: Put an "**X**" in the box under each Armor Proficiency or Shield Proficiency feat that the character has.

Weapon: Put an "**X**" in the box under each Weapon Proficiency feat that the character has. The additional lines under this are where you write any **specific** weapons the character is proficient with, such as from being an Elf.

HD: All characters gain access to one feat of their choice at HD 1 and every 1/3(HD), which are written on the relevant line.

Each ":" Line: Characters can gain additional feats from other sources, the most common one being the bonus HD 1 feat

from being Human. These feats are written on these lines, with the source (often abbreviated) written to the left of the ":".

FEATS

	Lt	Med	Hvy	Shld	Twr	HD1: Power Attack
Armor	[X]	[X]	[__]	[__]	[__]	HD3:
	Simple	Martial	Firearms			HD6:
Weapon	[X]	[X]	[__]			HD9:

HD12: _____
HD15: _____
HD18: _____
_____ : _____   Humn: Psionic Focus (Senses)

Traits

Record your chosen traits here, with the number each it taken at the end of each line.

Favored: What your race's "Favored Trait" is.
HD #: What trait you chose at the listed HD.
Legacy: If you gain any of these traits, write them here.
Hero Type: What Hero (or other) type the character has.

TRAITS

Favored: Combat Bonuses	1	HD 12:	
HD 1: Inviolate	1	HD 12:	
HD 1: Iron Flesh	1	HD 13:	
HD 1: Psychic Senses	1	HD 13:	
HD 11:		HERO TYPE: Tough	

Money

It makes the world go round, so write wealth in this location.

pp, gp, sp, cp: How much of each coin that the character has. Every full 50 coins weights 1 Lb., towards Encumbrance.
Gemstones & Art: What Gems and Art objects the character has, and their values, as listed on page 335.
Additional Lines: Just in case you have to record some special type of wealth, such as real estate or bank notes.

MONEY

pp: _____	↓↓↓ Gemstones & Art ↓↓↓
gp: 142	_____
sp: _____	_____
cp: _____	_____

Languages

A simple list of all the languages that the character knows, which mostly comes from their Intelligence modifier (see page 12) and Linguistics skill (see page 69). If the character is literate, write that here as well, unless it is the campaign norm to be able to read and write.

LANGUAGES

Gaelic _____
English _____

Basic Gear

Where you can list generic equipment, like "Adventuring Gear".

Item: The name of the item. If it is in a container then write it with an indentation under that retainer (see below).
Lbs.: How much the item weighs.

BASIC GEAR

Item	Lbs	Item	Lbs
Soldier's Outfit	4	Backpack (11 / 50 lbs)	2
Belt Pouch	1/2	" Ash Bandage x2	1/2
		" Booze Bottle, Ale	5
		" Flesh Glue x1	1/2
		" Silk Rope, 50 ft.	5

Spellcasting

The sources of a character's spellcasting and psionic abilities are listed here, as well as common notes for them.

Caster Level: What the total level of the source is.
Spell Slots: For "Prepared"-type spellcasting sources, the left-hand of the two boxes is where you write in your base amount, where the right-hand is where you write any bonuses you might have to it.
Max SL: What the highest-level spell the character can access, using this spellcasting source.
%ASF: This line is where you record the cumulative Arcane Spell Failure percentage from all the armor and/or shields that you have equipped (and any other sources, if any), then the reduction to this total from various effects, then the total. This percentage applies **only** to Arcane spells!

SPELLCASTING

SOURCE	Caster Level	Spell Slots	Max SL	NOTES
[_____]	[____]+[__]	[____]+[__]	[____]	_____

%ASF: Base [_____%], Reduction [–_____%], Total [_____%]

Psychic: The cumulative total of all "Psychic"-named traits, and any bonus from other sources like Mystic Hero. Damage to this total (such as from Mental Combat) is written after the "–".
Spells Prepared/Known: This is where you write down the name of all spells that you know, or have prepared. If you have spells from multiple spellcasting sources, such as having both Arcanism and Psychic Healing, then label each list here with all-CAPITAL letters for the relevant spells (there **is** a reason there's two columns, after all). If the written spell is prepared, put a check mark for each time it is prepared.
Lvl: In this column you write down the level of the spell, as well as any notes about the source of the spell such as "d" for a spell that comes from a Domain, or "Att" if it comes from Psychic Attack.

Psychic [1 – ____]: Attack[__],Heal[__],Medm[__],Ment[__],Sense[1]

Spell Prepared/Known	Lvl	Spell Prepared/Known	Lvl
Detect magic	0Sn		
Guidance	0Sn		
True strike	1Sn		

Special Abilities

List persistent characteristics gained from race or traits, that don't fit in elsewhere, here. Abbreviate or make notes as needed.

SPECIAL ABILITIES

| Adaptive: Bonus Feat | _____ |
| Skillful: Extra skill points | _____ |

Encumbrance

This is where you write the character's Encumbrance limits, as described on page 119. Modifiers from things such as the Strong Heart skill should be recorded with a "+" in each box.

Light Load: The maximum amount they can carry without penalties.
Medium: How much they can carry with minor penalties, in a range between "Light" and this weight.
Heavy: How much they can carry with major penalties, in a range between "Medium" and this weight, after which they are immobile!
Amount Carried: How many Lbs. total that they character keeps on themselves.
Other Values: This is where you record the Lbs. that the character can use under special circumstances.

ENCUMBRANCE

Light Load	Medium	Heavy	Amount Carried
[64]	[122]	[181]	[51&1/2]

Name [_____] Player [_____]

THE HARROWED EARTH
Edition π
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Race [_____] Eyes [_____] Hair [_____]
HIT DIE [_____] Sub[_____] Skin [_____] Marks [_____]
LA [_____] Alignment [_____] [_____]
Total ECL [_____] Deity [_____] Ht [_____] SIZE SPEED ERA
[_____]negative levels Gender [____] Age [_____] Wt[_____] [_____] [_____] [_____]

ABILITY SCORES

dmg→rollover CHA→WIS→INT→DEX→CON→STR

Base	[___]	[___]	[___]	[___]	[___]	[___]
Drain	[___]	[___]	[___]	[___]	[___]	[___]
Bonus	[___]	[___]	[___]	[___]	[___]	[___]
Total	[___]	[___]	[___]	[___]	[___]	[___]
Current	/ \	/ \	/ \	/ \	/ \	/ \
Modifier	[___]	[___]	[___]	[___]	[___]	[___]

Insanity [_____] Alcoholism (Dex mod –) [_____]
Corruption [_____] (Ablative _____)

Temp HP→Max Initiative
/ \ | |
\ / | |
DR↓ FAST ACTION____%
[_____]
[_____]
[_ /B, ___/S, ___/P, ___/—]
ER[___ a, ___c, ___e, ___f]
[↑___][_____]
DURABILITY [___+__EL]
SPELL RESIST.[_____]
HARD MIND[_____ –]

ARMOR CLASS

Total Armor Shield Dex Size Natural Deflect Dodge Miscellaneous AC mods
[_____]=10+[___][___][___][___][___][___][___] [_____ _]
Touch[_____] Half-Touch[_____] Flat-Footed[_____] [_____ _]

SAVING THROW

	Total	Base	Abilities	Misc.	Conditional Modifiers
Fort	/ \=			+[___](Str)][___]	+ vs. Fear
	\ /		+[___](Con)][___]	_____
Ref	/ \=		+[___](Dex)][___]	_____
	\ /		+[___](Int)][___]	_____
Will	/ \=		+[___](Wis)][___]	_____
	\ /		+[___](Cha)][___]	_____

USE LIMITED ABILITIES   Uses / per X   Used

_____ ___/___ ___
_____ ___/___ ___
_____ ___/___ ___
_____ ___/___ ___

Eldritch Soul Pool			Spiritualism Pool			Psychic Metamagic Pool		
Base	Bonus	Current	Base	Bonus	Current	Base	Bonus	Current
/ \	/ \	/ \	/ \	/ \	/ \	/ \	/ \	/ \

ATTACK BONUSES   Pain [–___] to Skills & Stunts

	Total	BAB	Ability	Modifiers	Conditional Modifiers
Melee	[_____]=/ \+[___](Str)+[_____]				vs. Stunt
Ranged	[_____]=___/+[___](Dex)+[_____]				_____
Lethal	[_____] (crit. bonus to damage & confirm)				_____

WEAPON[____] Attack Bonus Damage Critical Range Type Lbs
[_____][_____][_____][___x___][_____][_____][_____]
[–___die size][_____]

WEAPON[____] Attack Bonus Damage Critical Range Type Lbs
[_____][_____][_____][___x___][_____][_____][_____]
[–___die size][_____]

WEAPON[____] Attack Bonus Damage Critical Range Type Lbs
[_____][_____][_____][___x___][_____][_____][_____]
[–___die size][_____]

WEAPON[____] Attack Bonus Damage Critical Range Type Lbs
[_____][_____][_____][___x___][_____][_____][_____]
[–___die size][_____]

WEAPON[____] Attack Bonus Damage Critical Range Type Lbs
[_____][_____][_____][___x___][_____][_____][_____]
[–___die size][_____]

WEAPON[____] Attack Bonus Damage Critical Range Type Lbs
[_____][_____][_____][___x___][_____][_____][_____]
[–___die size][_____]

ARMOR[____] Type Bonus Max Dex ACP %ASF Speed Lbs
[_____][____][+___/___][+_____][–___][___%][x___ft][_____]
[_____]

ARMOR[____] Type Bonus Max Dex ACP %ASF Speed Lbs
[_____][____][+___/___][+_____][–___][___%][x___ft][_____]
[_____]

HELMET[____] Bonus ACP %ASF Wt Properties
[_____][+___/___][–___][___%][___][_____]

SHIELD[____] Bonus ACP %ASF Wt Properties
[_____][+___/___][–___][___%][___][_____]

SKILLS

Total	Select	Key: Cha [____]	Social	Misc Mods	Ranks
[_____]	[___]	Bluff	[–__]	[_____]	[_____]
[_____]	[___]	Diplomacy	[–__]	[_____]	[_____]
[_____]	[___]	Disguise	[–__]	[_____]	[_____]
[_____]	[___]	Gather Information	[–__]	[_____]	[_____]
[_____]	[___]	Handle Animal (t)		[_____]	[_____]
[_____]	[___]	Intimidate	[–__]	[_____]	[_____]
[_____]	[___]	Perform (_____)		[_____]	[_____]
[_____]	[___]	Perform (_____)		[_____]	[_____]
[_____]	[___]	{Undead} Concentration		[_____]	[_____]
[_____]	[___]	Use Mystic Device (t)		[_____]	[_____]

Total	Select	Key: Wis [____]	Social	Misc Mods	Ranks
[_____]	[___]	Heal		[_____]	[_____]
[_____]	[___]	Listen		[_____]	[_____]
[_____]	[∞]	Profession (_____)(t)		[_____]	[_____]
[_____]	[∞]	Profession (_____)(t)		[_____]	[_____]
[_____]	[___]	Sense Motive	[–__]	[_____]	[_____]
[_____]	[___]	Spot [Vision +___ft.]		[_____]	[_____]
[_____]	[___]	Survival		[_____]	[_____]

Total	Select	Key: Int [____]	Misc Mods	Ranks
[_____]	[___]	Alchemy (t)	[_____]	[_____]
[_____]	[___]	Analyze Documents (t)	[_____]	[_____]
[_____]	[___]	Appraise	[_____]	[_____]
[_____]	[∞]	Craft (_____)	[_____]	[_____]
[_____]	[___]	Cr/Kn (_____)	[_____]	[_____]
[_____]	[___]	Cr/Kn (_____)	[_____]	[_____]
[_____]	[___]	Cr/Kn (_____)	[_____]	[_____]
[_____]	[___]	Cr/Kn (_____)	[_____]	[_____]
[_____]	[___]	Cr/Kn (_____)	[_____]	[_____]
[_____]	[___]	Cr/Kn (_____)	[_____]	[_____]
[_____]	[___]	Cr/Kn (_____)	[_____]	[_____]
[_____]	[___]	Cr/Kn (_____)	[_____]	[_____]
[_____]	[___]	Kn (_____)(t)	[_____]	[_____]
[_____]	[___]	Kn (local) (_____)(t)	[_____]	[_____]
[_____]	[___]	Disable Device (t)	[_____]	[_____]
[_____]	[___]	Forgery	[_____]	[_____]
[_____]	[___]	Search	[_____]	[_____]
[_____]	[___]	Spellcraft (t)	[_____]	[_____]

Total	Select	Key: Dex [____]	Misc Mods	Ranks
[_____]	[___]	Balance	[_____]	[_____]
[_____]	[___]	Escape Artist (a)	[_____]	[_____]
[_____]	[___]	Hide (a)	[_____]	[_____]
[_____]	[___]	Move Silently (a)	[_____]	[_____]
[_____]	[___]	Open Locks (t)	[_____]	[_____]
[_____]	[___]	Pilot	[_____]	[_____]
[_____]	[___]	Ride	[_____]	[_____]
[_____]	[___]	Sleight of Hand (a, t)	[_____]	[_____]
[_____]	[___]	Tumble (a, t)	[_____]	[_____]
[_____]	[___]	Use Rope	[_____]	[_____]

Total	Select	Key: Con [____]	Misc Mods	Ranks
[_____]	[___]	Concentration	[_____]	[_____]
[_____]	[___]	Control Shape (t)	[_____]	[_____]
[_____]	[___]	Strong Heart (t)	[_____]	[_____]

Total	Select	Key: Str [____]	Misc Mods	Ranks
[_____]	[___]	Climb (a)	[_____]	[_____]
[_____]	[___]	Jump (a)	[_____]	[_____]
[_____]	[___]	Swim (a)	[_____]	[_____]

(a) Armor Check Penalty [–____]. (t) Must have 1+ ranks.
[Key: Cha/Int/Wis] Linguistics (max ranks = Int score) [_____]
[_____][___]?_____ [_____][_____]
[_____][___]?_____ [_____][_____]

GRENADES & AMMO   # | Lbs

_____ | | |
_____ | | |
_____ | | |
_____ | | |

CAMPAIGN [_____]

XP [_____ / _____]

ENCHANTED GEAR

Slot	Lbs	Item	[+___ CL "use" items]	Wands/Scrolls/Potions
Belt	___	[_____]	:
Boots	___	[_____]	:
Bracers	___	[_____]	:
Cloak	___	[_____]	:
Eyes	___	[_____]	:
Gloves	___	[_____]	:
Head	___	[_____]	:
Neck	___	[_____]	:
Ring, L	neg	[_____]	:
Ring, R	neg	[_____]	:
Robe	___	[_____]	:
Vest	___	[_____]	:
_____			

FEATS

	Lt	Med	Hvy	Shld	Twr
Armor	[__]	[__]	[__]	[__]	[__]

	Simple	Martial	Firearms
Weapon	[_X_]	[_____]	[_____]

HD1:_____
HD3:_____
HD6:_____
HD9:_____
HD12:_____
HD15:_____
HD18:_____

_____ :
_____ :
_____ :
_____ :
_____ :
_____ :
_____ :
_____ :
_____ :
_____ :

TRAITS

Favored:_____	1	HD 12:_____
HD 1:_____	1	HD 12:_____
HD 1:_____	1	HD 13:_____
HD 1:_____	1	HD 13:_____
HD 2:_____		HD 13:_____
HD 2:_____		HD 14:_____
HD 3:_____		HD 14:_____
HD 3:_____		HD 15:_____
HD 3:_____		HD 15:_____
HD 4:_____		HD 15:_____
HD 4:_____		HD 16:_____
HD 5:_____		HD 16:_____
HD 5:_____		HD 17:_____
HD 5:_____		HD 17:_____
HD 6:_____		HD 17:_____
HD 6:_____		HD 18:_____
HD 7:_____		HD 18:_____
HD 7:_____		HD 19:_____
HD 7:_____		HD 19:_____
HD 8:_____		HD 19:_____
HD 8:_____		HD 20:_____
HD 9:_____		HD 20:_____
HD 9:_____		Legacy (HD__):_____
HD 9:_____		Legacy (HD__):_____
HD 10:_____		Legacy (HD__):_____
HD 10:_____		Legacy (HD__):_____
HD 11:_____		Legacy (HD__):_____
HD 11:_____		Legacy (HD__):_____
HD 11:_____		HERO TYPE:_____

MONEY

pp:_____
gp:_____
sp:_____
cp:_____

↓↓↓ Gemstones & Art ↓↓↓
_____
_____
_____
_____

LANGUAGES

_____
_____
_____
_____

BASIC GEAR

Item	Lbs	Item	Lbs
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___
_____	___	_____	___

SPELLCASTING

SOURCE	Caster Level	Spell Slots	Max SL	NOTES
[_____]	[____]+[___]	[____]+[___]	[____]	_____
[_____]	[____]+[___]	[____]+[___]	[____]	_____
[_____]	[____]+[___]	[____]+[___]	[____]	_____
[_____]	[____]+[___]	[____]+[___]	[____]	_____

%ASF: Base [_____%], Reduction [–_____%], Total [_____%]
Psychic [_____–_____]: Attack[__],Heal[__],Medm[__],Ment[__],Sense[__]

Spell Prepared/Known	Lvl	Spell Prepared/Known	Lvl
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	

SPECIAL ABILITIES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ENCUMBRANCE

Light	Medium	Heavy	Amount Carried
[_____Lbs]	[_____Lbs]	[_____Lbs]	[_____Lbs]

Dead Lift: ____ Lbs, **Drag:** _____ Lbs, **Push:** _____ Lbs [**Saves:** +____]

Item	Lbs	Item	Lbs

Spell Prepared/Known	Lvl	Spell Prepared/Known	Lvl

VEHICLES

NAME [_____] **Type** [_____]
Era [_____] **Price** [_____ gp] (Original _____ gp)
Speed [_____] **Seating** [_____] **Distance** [_____] **Hardness** [_____]
Pilot [____] **Fort** [+____] **FUEL (_____, _____ gp) Hit Points/Max**
Base AC [_____] Max Lbs
Size [_____]
Space [_____ x _____]   Lbs   /
Modifications [_____]
[_____]
Cargo [_____ max Lbs] [_____]
[_____]
[_____]
[_____]
[_____]
[_____]
[_____]

HARDPOINTS [_____] [_____]

Weapon (x__)	Hardpoint	Att	Damage	Type	Range	Lbs	Crew
[___Cal]	[_____]	[___]	[_____]	[___]	[_____]	[____]	[___]
[_____ gp]	[_____]						

Weapon (x__)	Hardpoint	Att	Damage	Type	Range	Lbs	Crew
[___Cal]	[_____]	[___]	[_____]	[___]	[_____]	[____]	[___]
[_____ gp]	[_____]						

Weapon (x__)	Hardpoint	Att	Damage	Type	Range	Lbs	Crew
[___Cal]	[_____]	[___]	[_____]	[___]	[_____]	[____]	[___]
[_____ gp]	[_____]						

Weapon (x__)	Price	Att	Damage	Range	Lbs	Crew	Reload
[___Cal]	[_____]	[___]	[_____]	[_____]	[____]	[___]	[___]
[_____ gp]	[_____]						

Weapon (x__)	Price	Att	Damage	Range	Lbs	Crew	Reload
[___Cal]	[_____]	[___]	[_____]	[_____]	[____]	[___]	[___]
[_____ gp]	[_____]						

NAME [_____] **Type** [_____]
Era [_____] **Price** [_____ gp] (Original _____ gp)
Speed [_____] **Seating** [_____] **Distance** [_____] **Hardness** [_____]
Pilot [____] **Fort** [+____] **FUEL (_____, _____ gp) Hit Points/Max**
Base AC [_____] Max Lbs
Size [_____]
Space [_____ x _____]   Lbs   /
Modifications [_____]
[_____]
Cargo [_____ max Lbs] [_____]
[_____]
[_____]
[_____]
[_____]
[_____]
[_____]

HARDPOINTS [_____] [_____]

Weapon (x__)	Hardpoint	Att	Damage	Type	Range	Lbs	Crew
[___Cal]	[_____]	[___]	[_____]	[___]	[_____]	[____]	[___]
[_____ gp]	[_____]						

Weapon (x__)	Hardpoint	Att	Damage	Type	Range	Lbs	Crew
[___Cal]	[_____]	[___]	[_____]	[___]	[_____]	[____]	[___]
[_____ gp]	[_____]						

Weapon (x__)	Hardpoint	Att	Damage	Type	Range	Lbs	Crew
[___Cal]	[_____]	[___]	[_____]	[___]	[_____]	[____]	[___]
[_____ gp]	[_____]						

Weapon (x__)	Price	Att	Damage	Range	Lbs	Crew	Reload
[___Cal]	[_____]	[___]	[_____]	[_____]	[____]	[___]	[___]
[_____ gp]	[_____]						

Weapon (x__)	Price	Att	Damage	Range	Lbs	Crew	Reload
[___Cal]	[_____]	[___]	[_____]	[_____]	[____]	[___]	[___]
[_____ gp]	[_____]						

MINIONS

NAME [_____] **Race & Sub** [_____]
Alignment [_____] **Type** [_____] **Hit Dice** [_____] **CR** [____]
Init [_____] **Speed** [_____] **Temp HP** [_____/_____]
Armor Class [___][_____] **Durability** [___+__E]
[_____] **DR** [_____]
flat-ft [____], touch [____], 1/2touch [___] **ER**[___a], [___c], [___e], [___f]
Ability Scores **Cha** [_____]/[___], **Wis** [_____]/[___], **Int** [_____]/[___],
(Insanity____) **Dex** [_____]/[___], **Con** [_____]/[___], **Str** [_____]/[___]
Saving Throws Fort [___], Ref [___], Will [___][_____]
BAB, Stunt [+_____], [_____] **Space/Reach** [____x____] / [_____]
Attacks [_____]
[_____]
Special Attacks [_____]
[_____]

Special Qualities [_____]
[_____]
Power [_____] **Traits** [_____]
[_____]
Skills (ranks) [_____]
[_____]
[_____]
[_____]
Feats [_____]
[_____]
[_____]
[_____]
Equipment [_____]
[_____]
[_____]
[_____]

NAME [_____] **Race & Sub** [_____]
Alignment [_____] **Type** [_____] **Hit Dice** [_____] **CR** [____]
Init [_____] **Speed** [_____] **Temp HP** [_____/_____]
Armor Class [___][_____] **Durability** [___+__E]
[_____] **DR** [_____]
flat-ft [____], touch [____], 1/2touch [___] **ER**[___a], [___c], [___e], [___f]
Ability Scores **Cha** [_____]/[___], **Wis** [_____]/[___], **Int** [_____]/[___],
(Insanity____) **Dex** [_____]/[___], **Con** [_____]/[___], **Str** [_____]/[___]
Saving Throws Fort [___], Ref [___], Will [___][_____]
BAB, Stunt [+_____], [_____] **Space/Reach** [____x____] / [_____]
Attacks [_____]
[_____]
Special Attacks [_____]
[_____]

Special Qualities [_____]
[_____]
Power [_____] **Traits** [_____]
[_____]
Skills (ranks) [_____]
[_____]
[_____]
[_____]
Feats [_____]
[_____]
[_____]
[_____]
Equipment [_____]
[_____]
[_____]
[_____]

NAME [_____] **Race & Sub** [_____]
Alignment [_____] **Type** [_____] **Hit Dice** [_____] **CR** [____]
Init [_____] **Speed** [_____] **Temp HP** [_____/_____]
Armor Class [___][_____] **Durability** [___+__E]
[_____] **DR** [_____]
flat-ft [____], touch [____], 1/2touch [___] **ER**[___a], [___c], [___e], [___f]
Ability Scores **Cha** [_____]/[___], **Wis** [_____]/[___], **Int** [_____]/[___],
(Insanity____) **Dex** [_____]/[___], **Con** [_____]/[___], **Str** [_____]/[___]
Saving Throws Fort [___], Ref [___], Will [___][_____]
BAB, Stunt [+_____], [_____] **Space/Reach** [____x____] / [_____]
Attacks [_____]
[_____]
Special Attacks [_____]
[_____]

Special Qualities [_____]
[_____]
Power [_____] **Traits** [_____]
[_____]
Skills (ranks) [_____]
[_____]
[_____]
[_____]
Feats [_____]
[_____]
[_____]
[_____]
Equipment [_____]
[_____]
[_____]
[_____]

NAME [_____] **Race & Sub** [_____]
Alignment [_____] **Type** [_____] **Hit Dice** [_____] **CR** [____]
Init [_____] **Speed** [_____] **Temp HP** [_____/_____]
Armor Class [___][_____] **Durability** [___+__E]
[_____] **DR** [_____]
flat-ft [____], touch [____], 1/2touch [___] **ER**[___a], [___c], [___e], [___f]
Ability Scores **Cha** [_____]/[___], **Wis** [_____]/[___], **Int** [_____]/[___],
(Insanity____) **Dex** [_____]/[___], **Con** [_____]/[___], **Str** [_____]/[___]
Saving Throws Fort [___], Ref [___], Will [___][_____]
BAB, Stunt [+_____], [_____] **Space/Reach** [____x____] / [_____]
Attacks [_____]
[_____]
Special Attacks [_____]
[_____]

Special Qualities [_____]
[_____]
Power [_____] **Traits** [_____]
[_____]
Skills (ranks) [_____]
[_____]
[_____]
[_____]
Feats [_____]
[_____]
[_____]
[_____]
Equipment [_____]
[_____]
[_____]
[_____]

NAME [_____] **Race & Sub** [_____]
Alignment [_____] **Type** [_____] **Hit Dice** [_____] **CR** [____]
Init [_____] **Speed** [_____] **Temp HP** [_____/_____]
Armor Class [___][_____] **Durability** [___+__E]
[_____] **DR** [_____]
flat-ft [____], touch [____], 1/2touch [___] **ER**[___a], [___c], [___e], [___f]
Ability Scores **Cha** [_____]/[___], **Wis** [_____]/[___], **Int** [_____]/[___],
(Insanity____) **Dex** [_____]/[___], **Con** [_____]/[___], **Str** [_____]/[___]
Saving Throws Fort [___], Ref [___], Will [___][_____]
BAB, Stunt [+_____], [_____] **Space/Reach** [____x____] / [_____]
Attacks [_____]
[_____]
Special Attacks [_____]
[_____]

Special Qualities [_____]
[_____]
Power [_____] **Traits** [_____]
[_____]
Skills (ranks) [_____]
[_____]
[_____]
[_____]
Feats [_____]
[_____]
[_____]
[_____]
Equipment [_____]
[_____]
[_____]
[_____]

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