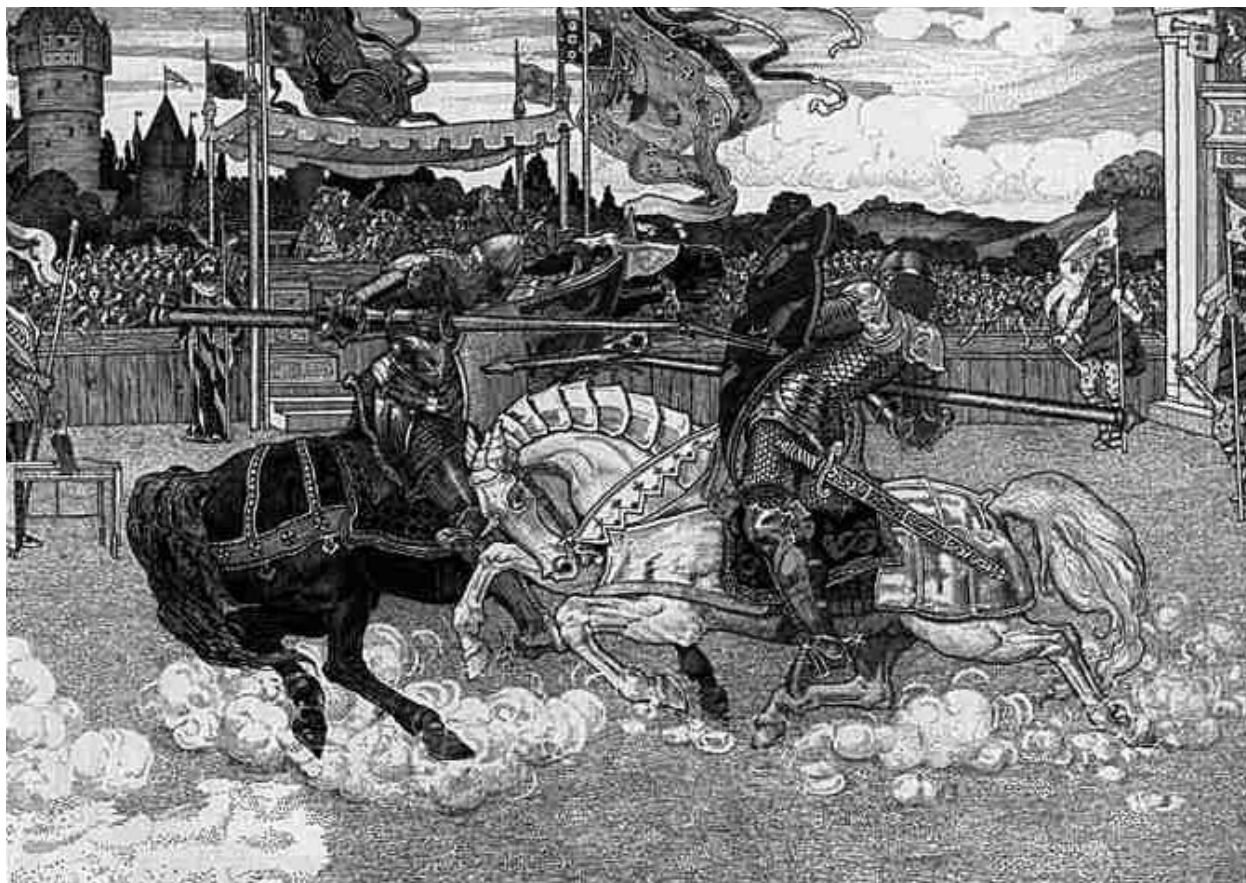


WARRIORS AND WIZARDS FANTASY ROLE PLAYING RULES PLAYER'S HANDBOOK

BASED ON THE SYSTEM REFERENCE
DOCUMENT

[HTTP://WWW.WIZARDS.COM/D20](http://www.wizards.com/d20)

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INTRODUCTION

WHAT THE GAME IS ALL ABOUT

Warriors and Wizards is a role-playing game. You take on a "role" of the character you have created. All of the action takes place in your imagination. This is a group game that requires at least two people. One must be the Game Master. All others are player characters or PCs.

The Game Master creates the dungeons and wilderness adventures while the players interact in the imaginary environment. This game can be played with only paper and pencil but it is better if the characters are represented by miniature figures. Combat, spell results, skill checks, and so forth are resolved by rolling dice.

This work is based upon the d20 SRD by Wizards of the Coast. It is released under the Open Gaming License (see Appendix A).

THE BASICS

The Core Mechanic: Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you roll a d20, add any relevant modifiers and compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

DICE

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result. Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

THE EIGHT RULES OF GAMING

1. The rules are only guides, not dogma.
2. If the rules do not forbid it, it is possible; but it may not be probable.
3. Situation trumps the dice every time.
4. The Game Master makes all final rulings.
5. Gaming should be fun. If it is not fun, it is no longer a game.
6. Those who abuse the rules of the game are not gaming.
7. Be courteous to the other players.
8. Have fun.

"Prolly the loudest horn I've blown for 20 years has been..."

The RPG is a unique win/win situation in which, if properly conducted, the game master and players can all have fun. If anyone is not having fun (even when their character or NPC is being defeated), something's wrong.

In its high-art form this does require a somewhat broader & more mature viewpoint, the ability to transcend petty setbacks and relish the overall experience. An individual character does not 'win' with every swing or every encounter; the player does 'win' by playing a role, interacting with others, coping with challenges and reveling in successes. The game master wins as the stage manager, directing the flow of the game, and is entertained by the unexpected escapades of creative players."

--**Frank Mentzer**, December 30, 2005,
<http://www.dragonsfoot.org/forums/viewtopic.php?t=15381&start=29>

PLAYER CHARACTER CREATION

HOW TO CREATE A PLAYER CHARACTER

The basic steps of generating a character are summarized below:

1. Roll for ability scores for Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. Usually 3d6 for each ability.
2. Choose a race; note special abilities.
3. Choose a class; note special abilities and spells.
4. Adjust scores as desired; note bonuses for high scores.
5. Roll hit points.
6. Roll for money; equip character.
7. Find Armor Class and Base Attack Bonus numbers.
8. Add Skills and Feats.
9. Name the character.

CHARACTER ABILITY SCORES

Ability scores range from 3 to 18. Each score has an ability modifier as per the chart below.

Ability Scores	
Score	Bonus
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

CHARACTER ABILITIES

These are the fundamental abilities that make up a character. Once rolling the dice for each ability, the player should choose a class. Each ability partially describes your character and affects some of his actions.

Strength - strength and muscle power. You apply your character's Strength modifier to Attack and Damage rolls when using a melee weapon; and to skills that have Strength as their key ability.

Intelligence - solving problems, learning and knowledge. You apply your character's Intelligence modifier to the number of languages your character knows; the number of skill points gained each level; and to skills that have Intelligence as their key ability.

Wisdom - Intuition, common sense and shrewdness. You apply your character's Wisdom modifier to Will saving throws and skills that have Wisdom as their key ability. Clerics get bonus spells based on their Wisdom modifier (e.g., a Wisdom of 16 has a modifier of +3, thus the cleric has 3 additional 1st level spells).

Dexterity - speed and agility. You apply your character's Dexterity modifier to Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons; Armor Class (AC), provided that the character can react to the attack; Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly; and to skills that have Dexterity as their key ability.

Constitution - a combination of health and endurance. You apply your character's Constitution modifier to each roll of a Hit Die (though a penalty can never drop a result below 1); Fortitude saving

throws and Concentration skill checks.

Charisma - appearance, personal charm and leadership ability. You apply your character's Charisma modifier to skills that have Charisma as their key ability. Clerics apply Charisma to Turning checks to turn undead (e.g., skeletons, zombies, ghouls and vampires).

RACES

RACE AND LANGUAGES

All characters know how to speak Common. A dwarf, elf, gnome, half-orc, or halfling also speaks a racial language, as appropriate. A character who has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

Literacy: Each character can read and write all the languages he speaks.

Class-Related Languages: Clerics and wizards can choose certain languages as bonus languages even if they're not on the lists found in the race descriptions. These class-related languages are as follows:

Cleric: Abyssal, Celestial, Infernal.

Wizard: Draconic.

SMALL CHARACTERS

- A Small character gets a +1 size bonus to Armor Class, and a +4 size bonus on Hide checks. A Small character's carrying capacity is three-quarters of that of a Medium character.
- A Small character generally moves about two-thirds as fast as a Medium character.
- A Small character must use smaller weapons than a Medium character.

HUMANS

Humans have no special bonuses or penalties.

- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common. Bonus Languages: Any. See the Speak Language skill.

DWARVES

Dwarves are about four feet tall, stocky of build and weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or gray. They wear long beards. They form sturdy warriors and are especially resistant to magic. They have Darkvision and can see 60 feet in the dark. Underground, they can detect slanting passages, traps, shifting walls and new construction with their stonecunning ability.

- +2 Constitution, -2 Charisma.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: This ability grants a dwarf 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. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- Weapon Familiarity: Dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

- **Stability:** A dwarf gains a +4 bonus on ability checks made to resist being toppled when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- **Automatic Languages:** Common and Dwarven. **Bonus Languages:** Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

ELVES

Elves are five or more feet in height, slim of build, weigh about 120 pounds and have fair to tan skin.

- +2 Dexterity, -2 Constitution.
- **Medium:** As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects. Elves are immune to the paralyzing effect of the undead.
- **Low-Light Vision:** An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- **Weapon Proficiency:** Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +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 he were actively looking for it.
- **Automatic Languages:** Common and Elven. **Bonus Languages:** Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

GNOMES

Gnomes are about three feet tall, slight of build and weigh 75-120 pounds, shoulders hunched, their skin fair to pale. They like to wear sideburns.

- +2 Constitution, -2 Strength.
- **Small:** As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- **Low-Light Vision:** A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- **Weapon Familiarity:** Gnomes treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.
- **Automatic Languages:** Common and Gnome. **Bonus Languages:** Draconic, Dwarven, Elven, Giant, Goblin, and Orc. 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.

- Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute).

HALF-ORCS

Half-orcs are the large byproducts of human and orc crossbreeding. No weak Orckind survive to reach adulthood, therefore all Orckind must have a Strength of 15 and a Constitution of 12 or greater to qualify for this race.

- +2 Strength, -2 Intelligence, -2 Charisma.
A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.
- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnome, Goblin, and Abyssal.

HALFLINGS

Halflings, as the halflings call themselves, are short, 3 feet high, little folk. They are born with several special abilities. Out-of-doors they are difficult to see, having the ability to nearly vanish into woods or undergrowth.

- +2 Dexterity, -2 Strength.
- Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- Automatic Languages: Common, Dwarven, Elven, Gnome, Goblin, Halfling and Orc.

CLASSES

Players may choose from four different types of classes. They are:

Wizards – forever searching for the knowledge of the powerful energies that flow through the cosmos; masters of alchemy, science, and magic.

Rogues - the thieves in the night, spies and cutthroats.

Clerics - worshipers of the gods.

Warriors - the barbarians, fighters, rangers and defenders of the crown.

CLERICS

Clerics are those who have dedicated themselves to the service of an immortal patron. They are trained in fighting and casting cleric spells.

Class Features

Hit Die: d8

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Turn Undead: Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

Spells: A cleric casts divine spells, which are drawn from the cleric spell list. See Warriors and Wizards Spellbook for details of each spell.

Bonus spells: Wisdom bonus spells at 1st level (e.g., +3 = 3 first level spells).

Spontaneous Casting: A cleric can channel stored spell energy into healing or inflict (as per the cleric's alignment) spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with "cure" in its name).

Domain Spells: All clerics gain extra spells from the domains of interest of their deity. This is reflected by the "+1" in the spell chart below. Each deity has a different sphere of influence. Your game master will provide this information. See the Clerical Domains section in the Spellbook.

Class Skills

The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Cleric						- Spells per Day -						
Level	XP	BAB	Fort	Ref	Will	0	1	2	3	4	5	6
1st	0	+0	+2	+0	+2	3	1+1	—	—	—	—	—
2nd	1500	+1	+3	+0	+3	4	2+1	—	—	—	—	—
3rd	3000	+2	+3	+1	+3	4	2+1	1+1	—	—	—	—
4th	6000	+3	+4	+1	+4	5	3+1	2+1	—	—	—	—
5th	12000	+3	+4	+1	+4	5	3+1	2+1	1+1	—	—	—
6th	24000	+4	+5	+2	+5	5	3+1	3+1	2+1	—	—	—
7th	50000	+5	+5	+2	+5	6	4+1	3+1	2+1	1+1	—	—
8th	100000	+6/+1	+6	+2	+6	6	4+1	3+1	3+1	2+1	—	—
9th	200000	+6/+1	+6	+3	+6	6	4+1	4+1	3+1	2+1	1+1	—
10th	300000	+7/+2	+7	+3	+7	6	4+1	4+1	3+1	3+1	2+1	1+1
11th	400000	+8/+3	+7	+3	+7	6	5+1	4+1	4+1	3+1	2+1	2+1
12th	500000	+9/+4	+8	+4	+8	6	5+1	4+1	4+1	3+1	3+1	2+1
13th	600000	+9/+4	+8	+4	+8	6	5+1	5+1	4+1	4+1	3+1	3+1
14th	700000	+10/+5	+9	+4	+9	6	5+1	5+1	4+1	4+1	4+1	3+1

TURNING UNDEAD

Clerics can channel positive energy, which can halt, drive off or destroy undead. Evil clerics and some neutral clerics can channel negative energy, which can halt or control undead. You must present your holy symbol to turn undead. Turning is considered an attack. You may attempt to turn undead 3 + your Wisdom modifier times per day. You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you.

Turning Check: The player rolls 1d20 and tells the GM the result. The GM looks up the Cleric's level on the Clerics vs. Undead table, and cross-references it with the undead type. If the table indicates "No" for that combination, it is not possible for the Cleric to affect that type of undead monster. If the table gives a number, that is the minimum number needed on 1d20 to Turn that sort of undead. If the table says "T" for that combination, that type of undead is automatically affected (no roll needed). If the result shown is a "D," then that sort of undead will be Damaged (and possibly destroyed) rather than merely Turned.

If the roll is a success, 2d6 hit dice of undead monsters are affected; surplus hit dice are lost (so if Zombies are being Turned and a roll of 7 is made, at most 3 Zombies can be Turned), but a minimum of one creature will always be affected if the first roll succeeds.

If a mixed group of undead (say, a Wight and a pair of Zombies) is to be Turned, the player still rolls just once. The result is checked against the weakest undead first (the Zombies), and if they are successfully Turned, the same result is checked against the next higher type of undead. Likewise, the 2d6 hit dice are rolled only once.

If a Cleric succeeds at turning the undead, but not all undead monsters present are affected, he or she may try again in the next round to affect those which remain. If any roll to turn the undead fails, that Cleric may not attempt to turn undead again for 10 minutes. A partial failure (possible against a mixed group) counts as a failure for this purpose.

Undead monsters which are Turned flee from the Cleric and his or her party at maximum movement. If the party pursue and corner the Turned undead, they may resume attacking the party; but if left alone, the monsters will not return or attempt to attack the Cleric or those near him or her for at least 10 minutes.

Undead monsters subject to a D (Damaged) result suffer 1d8 damage per level of the Cleric (roll once and apply the same damage to all undead monsters affected); those reduced to zero hit points are utterly destroyed, being blasted into little more than dust. Those surviving this damage are turned as above.

Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	13	17	19	No	No	No	No	No
2	11	15	18	20	No	No	No	No
3	9	13	17	19	No	No	No	No
4	7	11	15	18	20	No	No	No
5	5	9	13	17	19	No	No	No
6	3	7	11	15	18	20	No	No
7	2	5	9	13	17	19	No	No
8	T	3	7	11	15	18	20	No
9	T	2	5	9	13	17	19	No
10	T	T	3	7	11	15	18	20
11	D	T	2	5	9	13	17	19
12	D	T	T	3	7	11	15	18
13	D	D	T	2	5	9	13	17
14	D	D	T	T	3	7	11	15

FIGHTER

Warriors are those who train for battle. It is their job to fight monsters and to protect weaker members of a party.

Class Features

Hit Die: d10.

Weapon and Armor Proficiency: A Fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Bonus Feats: At 1st level, a warrior gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The warrior gains an additional bonus feat at 2nd level and every two warrior levels thereafter (4th, 6th, 8th, 10th, 12th, and 14th). These bonus feats must be drawn from the feats noted as warrior bonus feats. A warrior must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A warrior is not limited to the list of warrior bonus feats when choosing these feats.

Class Skills

The fighter's class skills are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Fighter						
Level	XP	BAB	Fort	Ref	Will	Special
1st	0	+1	+2	+0	+0	Bonus feat
2nd	2000	+2	+3	+0	+0	Bonus feat
3rd	4000	+3	+3	+1	+1	
4th	8000	+4	+4	+1	+1	Bonus feat
5th	16000	+5	+4	+1	+1	
6th	32000	+6/+1	+5	+2	+2	Bonus feat
7th	64000	+7/+2	+5	+2	+2	
8th	128000	+8/+3	+6	+2	+2	Bonus feat
9th	240000	+9/+4	+6	+3	+3	
10th	360000	+10/+5	+7	+3	+3	Bonus feat
11th	480000	+11/+6/+1	+7	+3	+3	
12th	600000	+12/+7/+2	+8	+4	+4	Bonus feat
13th	720000	+13/+8/+3	+8	+4	+4	
14th	840000	+14/+9/+4	+9	+4	+4	Bonus feat

ROGUE

Rogues are trained in the arts of stealing and sneaking. They are the only characters who can open locks and find traps without using magic to do so. Due to these abilities, a Rogue is often found in a normal group of adventurers. They are sometimes referred to as "thieves" but some rogues take exception to the term.

Class Features

Hit Die: d6.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The rogue's attack deals extra damage any time his target is unaware of his approach or when the rogue flanks his target. This extra damage is doubled at 1st level, tripled at 8th level. Should the rogue score a critical hit with a sneak attack, this extra damage is multiplied. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when he reaches 9th level and to +4 when he reaches 12th.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does.

Special Abilities: On attaining 10th level and again at 13th, a rogue gains a special ability of his choice from among the following options.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such

precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks he henceforth takes only half damage on a failed save.

Skill Mastery: The rogue becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

Feat: A rogue may gain a bonus feat in place of a special ability.

Class Skills

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Level	XP	BAB	Fort	Ref	Will	Special
1st	0	+0	+0	+2	+0	Sneak attack 2x, trapfinding
2nd	1200	+1	+0	+3	+0	
3rd	2400	+2	+1	+3	+1	Trap sense +1
4th	4800	+3	+1	+4	+1	Uncanny dodge
5th	9600	+3	+1	+4	+1	
6th	20000	+4	+2	+5	+2	Trap sense +2
7th	40000	+5	+2	+5	+2	
8th	80000	+6/+1	+2	+6	+2	Sneak attack 3x, improved uncanny dodge
9th	160000	+6/+1	+3	+6	+3	Trap sense +3
10th	280000	+7/+2	+3	+7	+3	Special ability
11th	400000	+8/+3	+3	+7	+3	
12th	520000	+9/+4	+4	+8	+4	Trap sense +4
13th	640000	+9/+4	+4	+8	+4	Special ability
14th	760000	+10/+5	+4	+9	+4	

WIZARD

Wizards are specialists in magic. They study long hours to reach their goals and attain their powers. They, therefore, must rest 8 hours each night to be effective the next day.

Class Features

Hit Die: d4.

Weapon and Armor Proficiency: Wizards are proficient with the dagger and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's magic, which will cause

his spells to fail.

Spells: A wizard casts arcane spells which are drawn from the wizard spell list. A wizard must choose and prepare his spells ahead of time. To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier. See Warriors and Wizards Spellbook for details of each spell.

Bonus spells: Intelligence bonus spells at 1st level (e.g., +3 = 3 first level spells).

Like other spell casters, a wizard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given in Table: The Wizard.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Bonus Feats: At 5th and 10th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic, an item creation, or Spell Mastery feat. The wizard must still meet all prerequisites for a bonus feat.

Spellbooks: A wizard must study his spellbook each day to prepare his spells. He can not prepare any spell not recorded in his spellbook, except for *read magic*, which all wizards can prepare from memory.

Class Skills

The wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Wizard						- Spells per Day -						
Level	XP	BAB	Fort	Ref	Will	0	1	2	3	4	5	6
1st	0	+0	+0	+0	+2	3	1	—	—	—	—	—
2nd	2500	+1	+0	+0	+3	4	2	—	—	—	—	—
3rd	5000	+1	+1	+1	+3	4	2	1	—	—	—	—
4th	10000	+2	+1	+1	+4	4	3	2	—	—	—	—
5th	20000	+2	+1	+1	+4	4	3	2	1	—	—	—
6th	40000	+3	+2	+2	+5	4	3	3	2	—	—	—
7th	80000	+3	+2	+2	+5	4	4	3	2	1	—	—
8th	150000	+4	+2	+2	+6	4	4	3	3	2	—	—
9th	300000	+4	+3	+3	+6	4	4	4	3	2	1	—
10th	450000	+5	+3	+3	+7	4	4	4	3	3	2	—
11th	600000	+5	+3	+3	+7	4	5	4	4	3	2	1
12th	750000	+6/+1	+4	+4	+8	4	5	4	4	3	3	2
13th	900000	+6/+1	+4	+4	+8	4	5	5	4	4	3	2
14th	1050000	+7/+2	+4	+4	+9	4	5	5	4	4	3	3

ALIGNMENT

A character's general moral and personal attitudes are represented by his alignment. Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In short, good and evil describe a character's ideals, and law and chaos describe the means they use to work toward their goals.

GOOD VS. EVIL

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

People who are neutral with respect to good and evil have compunctions against killing the innocent

but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

LAW VS. CHAOS

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other.

THE NINE ALIGNMENTS

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis.

Lawful Good, “Crusader”: A lawful good character acts as a good person is expected or required to act. He combines a commitment to oppose evil with the discipline to fight relentlessly. He tells the truth, keeps his word, helps those in need, and speaks out against injustice.

Neutral Good, “Benefactor”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them..

Chaotic Good, “Rebel”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent.

Lawful Neutral, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs him. Order and organization are paramount to him. He may believe in personal order and live by a code or standard, or he may believe in order for all and favor a strong, organized government.

Neutral, “Undecided”: A neutral character does what seems to be a good idea. He doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom.

Lawful Evil, “Dominator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever he can get away with. He is out for himself, pure and simple. He sheds no tears for those he kills, whether for profit, sport, or convenience.

Chaotic Evil, “Destroyer”: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable.

SKILLS AND FEATS

Your character knows a thing or two about living and surviving. This represents the background and training that your character has undergone up to this point in their life. A Skill is something that is learned or gained through experience. A Feat is something that you are born with or an inherent natural gift. Feats may also be developed or enhanced through experience. One way to keep them straight is to think of skills as actions you might perform in a turn or over the course of a day’s labor, whereas feats come forth in the heat of the moment, or during the course of a round. This is, of course, an over-simplification; more on turns, rounds, and magical energies later.

DIFFICULTY CLASS (DC)

Most Skills and Feats require a skill check. This is called Difficulty Class or DC and is a number that the GM will provide. As a general rule, a DC 10 is considered an easy task and a DC of 20 (or higher) is a harder task. To make the check, the player rolls a d20 and adds the Skill or Feat modifier and any ability score modifier. If the result is equal to or higher than the DC, the check passed. Example Difficulty Classes are on the table below. Examples of Opposed Skill checks are on the Example Opposed Checks table below.

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

Table: Example Opposed Checks		
Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make a bully back down	Intimidate (Cha)	Special1
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)

SKILLS

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get 1/2 rank per skill point. Your maximum rank in a class skill is your character level + 3. Your maximum rank in a cross-class skill is one-half of this number (round down). A character may elect to take 10 or take 20 if they are not being threatened and have the luxury of time. Taking 10 takes 10 minutes and taking 20 takes 20 minutes. The skill bonus is then added to the 10 or 20 for the result.

Some skills can be used untrained, (e.g., Appraise) but a -4 modifier is applied to the roll. Feats can never be used untrained.

Armor Check Penalty: Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Using Skills: To make a skill check, roll: 1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers). This roll works just like an attack roll or a saving throw— the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result.

Skill List*

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

* This list is by no means exhaustive; discuss your ideas with the GM to work out whatever bonuses or penalties might be appropriate for your new "Skinning Hides" skill.

SKILL DESCRIPTIONS

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

APPRAISE (INT) You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value. Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

BALANCE (DEX; ARMOR CHECK PENALTY) You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall.

BLUFF (CHA) A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

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

CLIMB (STR; ARMOR CHECK PENALTY) With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed.

CONCENTRATION (CON) You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, etc.

CRAFT (INT) Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill. A Craft skill is specifically focused on creating something.

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type.

DECIPHER SCRIPT (INT; TRAINED ONLY) You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

HEAL (WIS) The DC and effect depend on the task you attempt.

First Aid: You usually use first aid to save a dying character and make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate. You cannot give long-term care to yourself.

Treat Poison: To treat poison means to tend a single character who has been poisoned. Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Heal check. The diseased

character uses your check result or his or her saving throw, whichever is higher.

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

INTIMIDATE (CHA) You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

JUMP (STR; ARMOR CHECK PENALTY) The DC and the distance you can cover vary according to the type of jump you are attempting (see below). All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled. If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

KNOWLEDGE (INT; TRAINED ONLY) Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study.

Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)

Architecture and engineering (buildings, aqueducts, bridges, fortifications)

Dungeoneering (aberrations, caverns, oozes, spelunking)

Geography (lands, terrain, climate, people)

History (royalty, wars, colonies, migrations, founding of cities)

Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)

Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)

Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)

Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

LISTEN (WIS) Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check.

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

OPEN LOCK (DEX; TRAINED ONLY) Attempting an Open Lock check without a set of thieves' tools imposes a –2 circumstance penalty on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance bonus on the check. The DC for opening a lock varies from 20 to 40, depending on the quality of the lock.

PROFESSION (WIS; TRAINED ONLY) Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work.

RIDE (DEX) If you attempt to ride a creature that is ill suited as a mount, you take a –5 penalty on

your Ride checks. Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. Atypical riding actions do require checks, such as leaping from the saddle or guiding your mount with your knees.

SEARCH (INT) You generally must be within 10 feet of the object or surface to be searched.

SENSE MOTIVE (WIS) A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

SLEIGHT OF HAND (DEX; TRAINED ONLY; ARMOR CHECK PENALTY) A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

SPELLCRAFT (INT; TRAINED ONLY) Use this skill to identify spells (DC15+Spell Level) as they are cast or spells already in place.

SPOT (WIS) The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen.

SURVIVAL (WIS) You can keep yourself and others safe and fed in the wild. Survival does not allow you to follow difficult tracks unless you are a ranger or have the Track feat.

SWIM (STR; ARMOR CHECK PENALTY) Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions.

TUMBLE (DEX; TRAINED ONLY; ARMOR CHECK PENALTY) You can't use this skill if your speed has been reduced by armor, excess equipment, or loot. You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

USE MAGIC DEVICE (CHA; TRAINED ONLY) You can use this skill to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment.

USE ROPE (DEX) Most tasks with a rope are relatively simple.

Secure a Grappling Hook: Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet).

Bind a Character: When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check. You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your Use Rope check until someone tries to escape.

FEATS

A character gains a new Feat at 1st, 3rd, 6th, 9th and 12th level. Warriors gain bonus Feats as per the class chart.

FEAT DESCRIPTIONS

ACROBATIC [GENERAL]

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

AGILE [GENERAL]

Benefit: You get a +2 bonus on all Balance checks and Escape Artist checks.

ALERTNESS [GENERAL]

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

ANIMAL AFFINITY [GENERAL]

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

ARMOR PROFICIENCY (HEAVY) [GENERAL]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters and clerics automatically have Armor Proficiency (heavy) as a bonus feat.

ARMOR PROFICIENCY (LIGHT) [GENERAL]

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Special: All characters except wizards automatically have Armor Proficiency (light) as a bonus feat.

ARMOR PROFICIENCY (MEDIUM) [GENERAL]

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, clerics automatically have Armor Proficiency (medium) as a bonus feat.

ATHLETIC [GENERAL]

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

AUGMENT SUMMONING [GENERAL]

Prerequisite: Spell Focus (conjuration).

Benefit: Each creature you conjure with any *summon* spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

BLIND-FIGHT [GENERAL]

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

BREW POTION [ITEM CREATION]

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level x its caster level x 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

CLEAVE [GENERAL]

Prerequisites: Str 13+

Benefit: You double the Critical Hit bonus with this feat upon a Critical Hit (e.g., 4x damage instead of 2x damage on a Critical Hit). You can only use this ability once per round.

COMBAT CASTING [GENERAL]

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

COMBAT EXPERTISE [GENERAL]

Prerequisite: Int 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

COMBAT REFLEXES [GENERAL]

Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use his opportunist ability more than once per round.

CRAFT MAGIC ARMS AND ARMOR [ITEM CREATION]

Prerequisite: Caster level 5th.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

CRAFT ROD [ITEM CREATION]

Prerequisite: Caster level 9th.

Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

CRAFT STAFF [ITEM CREATION]

Prerequisite: Caster level 12th.

Benefit: You can create any staff whose prerequisites you meet.

Crafting a staff takes one day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

CRAFT WAND [ITEM CREATION]

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level x the spell level x 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDROUS ITEM [ITEM CREATION]

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

DECEITFUL [GENERAL]

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

DEFLECT ARROWS [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

DEFT HANDS [GENERAL]

Benefit: You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

DIEHARD [GENERAL]

Prerequisite: Endurance.

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious

and dying.

DILIGENT [GENERAL]

Benefit: You get a +2 bonus on all Appraise checks and Decipher Script checks.

DODGE [GENERAL]

Prerequisite: Dex 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

EMPOWER SPELL [METAMAGIC]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

ENDURANCE [GENERAL]

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

ENLARGE SPELL [METAMAGIC]

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

ESCHEW MATERIALS [GENERAL]

Benefit: You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

EXOTIC WEAPON PROFICIENCY [GENERAL]

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

EXTEND SPELL [METAMAGIC]

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA TURNING [GENERAL]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

Normal: Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special: You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

FAR SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

FORGE RING [ITEM CREATION]

Prerequisite: Caster level 12th.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price.

You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

GREAT CLEAVE [GENERAL]

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

Special: A fighter may select Great Cleave as one of his fighter bonus feats.

GREAT FORTITUDE [GENERAL]

Benefit: You get a +2 bonus on all Fortitude saving throws.

GREATER SPELL FOCUS [GENERAL]

Choose a school of magic to which you already have applied the Spell Focus feat.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

GREATER SPELL PENETRATION [GENERAL]

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

GREATER TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your off-hand weapon, albeit at a -10 penalty.

GREATER WEAPON FOCUS [GENERAL]

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

GREATER WEAPON SPECIALIZATION [GENERAL]

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

HEIGHTEN SPELL [METAMAGIC]

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

IMPROVED BULL RUSH [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

IMPROVED COUNTERSPELL [GENERAL]

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

IMPROVED CRITICAL [GENERAL]

Choose one type of weapon.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

IMPROVED GRAPPLE [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Special: A fighter may select Improved Grapple as one of his fighter bonus feats.

IMPROVED INITIATIVE [GENERAL]

Benefit: You get a +4 bonus on initiative checks.

IMPROVED OVERRUN [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

IMPROVED PRECISE SHOT [GENERAL]

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

IMPROVED SHIELD BASH [GENERAL]

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next action.

IMPROVED SUNDER [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

IMPROVED TURNING [GENERAL]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

IMPROVED TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

IMPROVED UNARMED STRIKE [GENERAL]

Benefit: You are considered to be armed even when unarmed—that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

INVESTIGATOR [GENERAL]

Benefit: You get a +2 bonus on all Gather Information checks and Search checks.

IRON WILL [GENERAL]

Benefit: You get a +2 bonus on all Will saving throws.

LIGHTNING REFLEXES [GENERAL]

Benefit: You get a +2 bonus on all Reflex saving throws.

MAGICAL APTITUDE [GENERAL]

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

MANYSHOT [GENERAL]

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

MARTIAL WEAPON PROFICIENCY [GENERAL]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: Fighters are proficient with all martial weapons.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

MAXIMIZE SPELL [METAMAGIC]

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

MOBILITY [GENERAL]

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

MOUNTED ARCHERY [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: –2 instead of –4 if your mount is taking a double move, and –4 instead of –8 if your mount is running.

MOUNTED COMBAT [GENERAL]

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

NATURAL SPELL [GENERAL]

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

NEGOTIATOR [GENERAL]

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

NIMBLE FINGERS [GENERAL]

Benefit: You get a +2 bonus on all Disable Device checks and Open Lock checks.

PERSUASIVE [GENERAL]

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

POINT BLANK SHOT [GENERAL]

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK [GENERAL]

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number

from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

PRECISE SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

QUICK DRAW [GENERAL]

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

QUICKEN SPELL [METAMAGIC]

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: This feat can't be applied to any spell cast spontaneously since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

RAPID RELOAD [GENERAL]

Choose a type of crossbow (hand, light, or heavy).

Prerequisite: Weapon Proficiency (crossbow type chosen).

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

RAPID SHOT [GENERAL]

Prerequisites: Dex 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

RIDE-BY ATTACK [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

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

RUN [GENERAL]

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or

carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

SCRIBE SCROLL [ITEM CREATION]

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level x its caster level x 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

SELF-SUFFICIENT [GENERAL]

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

SHIELD PROFICIENCY [GENERAL]

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special: Clerics and fighters, automatically have Shield Proficiency as a bonus feat. They need not select it.

SHOT ON THE RUN [GENERAL]

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

SILENT SPELL [METAMAGIC]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

SIMPLE WEAPON PROFICIENCY [GENERAL]

Benefit: You make attack rolls with simple weapons normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for wizards are automatically proficient with all simple weapons.

SKILL FOCUS [GENERAL]

Choose a skill.

Benefit: You get a +3 bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

SNATCH ARROWS [GENERAL]

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

SPELL FOCUS [GENERAL]

Choose a school of magic.

Benefit: Add +1 to the Difficulty Class for all saving throws of the spells you cast.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

SPELL MASTERY [SPECIAL]

Prerequisite: Wizard level 1st.

Benefit: Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.

Normal: Without this feat, you must use a spellbook to prepare all your spells.

SPELL PENETRATION [GENERAL]

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

SPIRITED CHARGE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SPRING ATTACK [GENERAL]

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

STEALTHY [GENERAL]

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

STILL SPELL [METAMAGIC]

Benefit: A stilled spell can be cast with no somatic components.

Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

STUNNING FIST [GENERAL]

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

TOUGHNESS [GENERAL]

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TOWER SHIELD PROFICIENCY [GENERAL]

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

TRACK [General]

Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check. The character must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge. The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most stream beds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

Condition	Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
*For a group of mixed sizes, apply only the modifier for the largest size category.	
**Apply only the largest modifier from this category.	

If the character fails a Survival check, the character can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

TRAMPLE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

TWO-WEAPON DEFENSE [GENERAL]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

TWO-WEAPON FIGHTING [GENERAL]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

WEAPON FINESSE [GENERAL]

Prerequisite: Base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are always considered light weapons.

WEAPON FOCUS [GENERAL]

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

WEAPON SPECIALIZATION [GENERAL]

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

WIDEN SPELL [METAMAGIC]

Benefit: You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.

Spells that do not have an area of one of these four sorts are not affected by this feat.

EQUIPMENT

Each character starts with 3d6 gold pieces to purchase weapons, armor and equipment from the tables below.

WEAPON DESCRIPTIONS

Weapons found on Table: Weapons that have special options for the wielder are described below. Splash weapons are described under Combat.

Table: Weapons						
Weapon	Dmg	Cost	Crit	Range	Weight₁	Type²
Arrows (20)	—	1 gp	—	—	3 lb.	—
Axe, orc double ⁵	1d8/1d8	60 gp	x3	—	15 lb.	Slashing, Exotic
Axe, throwing	1d6	8 gp	x2	10 ft.	2 lb.	Slashing, Martial
Battleaxe	1d8	10 gp	x3	—	6 lb.	Slashing, Martial
Bolas	1d4 ³	5 gp	x2	10 ft.	2 lb.	Bludgeoning, Exotic
Bolts, crossbow (10)	—	1 gp	—	—	1 lb.	—
Bullets, sling (10)	—	1 sp	—	—	5 lb.	—
Chain, spiked ⁴	2d4	25 gp	x2	—	10 lb.	Piercing, Exotic
Club	1d6	—	x2	10 ft.	3 lb.	Bludgeoning, Simple
Crossbow, hand	1d4	100 gp	19–20/x2	30 ft.	2 lb.	Piercing, Exotic
Crossbow, heavy	1d10	50 gp	19–20/x2	120 ft.	8 lb.	Piercing, Ranged, Simple
Crossbow, light	1d8	35 gp	19–20/x2	80 ft.	4 lb.	Piercing, Ranged, Simple
Dagger	1d4	2 gp	19–20/x2	10 ft.	1 lb.	Piercing or Slashing, Simple
Dagger, punching	1d4	2 gp	x3	—	1 lb.	Piercing, Simple
Dart	1d4	5 sp	x2	20 ft.	1/2 lb.	Piercing, Ranged
Falchion	2d4	75 gp	18–20/x2	—	8 lb.	Slashing, Martial
Flail	1d8	8 gp	x2	—	5 lb.	Bludgeoning, Martial
Flail, dire ⁵	1d8/1d8	90 gp	x2	—	10 lb.	Bludgeoning, Exotic
Flail, heavy	1d10	15 gp	19–20/x2	—	10 lb.	Bludgeoning, Martial
Gauntlet	1d3	2 gp	x2	—	1 lb.	Bludgeoning, Simple
Gauntlet, spiked	1d4	5 gp	x2	—	1 lb.	Piercing, Simple
Glaive ⁴	1d10	8 gp	x3	—	10 lb.	Slashing, Martial
Greataxe	1d12	20 gp	x3	—	12 lb.	Slashing, Martial
Greatclub	1d10	5 gp	x2	—	8 lb.	Bludgeoning, Martial
Guisarme ⁴	2d4	9 gp	x3	—	12 lb.	Slashing, Martial
Halberd	1d10	10 gp	x3	—	12 lb.	Piercing or Slashing, Martial
Hammer, gnome hooked ⁵	1d8/1d6	20 gp	x3/x4	—	6 lb.	Bludgeoning and piercing, Exotic
Hammer, light	1d4	1 gp	x2	20 ft.	2 lb.	Bludgeoning, Martial
Handaxe	1d6	6 gp	x3	—	3 lb.	Slashing, Martial
Javelin	1d6	1 gp	x2	30 ft.	2 lb.	Piercing, Ranged

Table: Weapons						
Lance ⁴	1d8	10 gp	x3	—	10 lb.	Piercing, Martial
Longbow	1d8	75 gp	x3	100 ft.	3 lb.	Piercing, Simple
Longbow, composite	1d8	100 gp	x3	110 ft.	3 lb.	Piercing, Simple
Longspear ⁴	1d8	5 gp	x3	—	9 lb.	Piercing, Simple
Mace, heavy	1d8	12 gp	x2	—	8 lb.	Bludgeoning, Simple
Mace, light	1d6	5 gp	x2	—	4 lb.	Bludgeoning, Simple
Morningstar	1d8	8 gp	x2	—	6 lb.	Bludgeoning and Piercing
Net	—	20 gp	—	6 lb.	—	Exotic
Pick, heavy	1d6	8 gp	x4	—	6 lb.	Piercing, Martial
Pick, light	1d4	4 gp	x4	—	3 lb.	Piercing, Martial
Quarterstaff ⁵	1d6/1d6	—	x2	—	4 lb.	Bludgeoning, Simple
Ranseur ⁴	2d4	10 gp	x3	—	12 lb.	Piercing, Martial
Rapier	1d6	20 gp	18–20/x2	—	2 lb.	Piercing, Martial
Sap	1d6 ³	1 gp	x2	—	2 lb.	Bludgeoning, Martial
Scimitar	1d6	15 gp	18–20/x2	—	4 lb.	Slashing, Martial
Scythe	2d4	18 gp	x4	—	10 lb.	Piercing or Slashing, Martial
Shield, heavy	1d4	special	x2	—	special	Bludgeoning, Simple
Shield, light	1d3	special	x2	—	special	Bludgeoning, Simple
Shortbow	1d6	30 gp	x3	60 ft.	2 lb.	Piercing, Simple
Shortbow, composite	1d6	75 gp	x3	70 ft.	2 lb.	Piercing, Simple
Shortspear	1d6	1 gp	x2	20 ft.	3 lb.	Piercing, Simple
Sickle	1d6	6 gp	x2	—	2 lb.	Slashing, Simple
Sling	1d4	—	x2	50 ft.	0 lb.	Bludgeoning, Light
Spear	1d8	2 gp	x3	20 ft.	6 lb.	Piercing, Simple
Spiked armor	1d6	special	x2	—	special	Piercing, Simple
Spiked shield, heavy	1d6	special	x2	—	special	Piercing, Simple
Spiked shield, light	1d4	special	x2	—	special	Piercing, Simple
Sword, bastard	1d10	35 gp	19–20/x2	—	6 lb.	Slashing, Exotic
Sword, long	1d8	15 gp	19–20/x2	—	4 lb.	Slashing, Martial
Sword, short	1d6	10 gp	19–20/x2	—	2 lb.	Piercing, Martial
Sword, two-bladed ⁵	1d8/1d8	100 gp	19–20/x2	—	10 lb.	Slashing, Exotic
Sword, two-handed	1d12	50 gp	19–20/x2	—	8 lb.	Slashing, Martial
Trident	1d8	15 gp	x2	10 ft.	4 lb.	Piercing, Martial
Unarmed strike	1d3 ³	—	x2	—	—	Bludgeoning, Simple
Urgrosh, dwarven ⁵	1d8/1d6	50 gp	x3	—	12 lb.	Slashing or piercing, Exotic
Warhammer	1d8	12 gp	x3	—	5 lb.	Bludgeoning, Martial

Table: Weapons						
Whip ⁴	1d3 ³	1 gp	x2	—	2 lb.	Slashing, Exotic
1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.						
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."						
3 The weapon deals nonlethal damage rather than lethal damage.						
4 Reach weapon.						
5 Double weapon.						

Axe, Orc Double: An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons

Bolas: You can use this weapon to make a ranged attack against an opponent. If the attack is successful, the opponent is held.

Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

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

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

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

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes.

Gauntlet, Spiked: Your opponent can not use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

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

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4).

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted.

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

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

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

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted.

Shortbow, Composite: See Longbow, Composite above. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

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

Sling: You can fire, but not load, a sling with one hand.

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

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack.

See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons.

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

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Whip: A whip deals nonlethal damage. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). This weapon can be used to do either damage or entanglement. The wielder must declare the type of attack before making the attack roll. If you hit, the target either is damaged or is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and can not charge or run. You can maintain control of the whip by succeeding on an opposed Strength check while holding it.

ARMOR DESCRIPTIONS

Any special benefits or accessories to the types of armor found on Table: Armor and Shields are described below. Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table: Weapons) on a successful grapple attack.

Banded Mail: The suit includes gauntlets.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm.

Chain Shirt: A chain shirt comes with a steel cap.

Chainmail: The suit includes gauntlets.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

Table: Armor and Shields				
Armor	Cost	Armor or Shield Bonus	Armor Check Penalty	Weight
Light armor				
Padded	5 gp	+1	0	10 lb.
Leather	10 gp	+2	0	15 lb.
Studded leather	25 gp	+3	-1	20 lb.
Chain shirt	100 gp	+4	-2	25 lb.
Medium armor				
Hide	15 gp	+3	-3	25 lb.
Scale mail	50 gp	+4	-4	30 lb.
Chainmail	150 gp	+5	-5	40 lb.
Breastplate	200 gp	+5	-4	30 lb.
Heavy armor				
Splint mail	200 gp	+6	-7	45 lb.
Banded mail	250 gp	+6	-6	35 lb.
Half-plate	600 gp	+7	-7	50 lb.
Full plate	1,500 gp	+8	-6	50 lb.
Shields				
Buckler	15 gp	+1	-1	5 lb.
Shield, light wooden	3 gp	+1	-1	5 lb.
Shield, light steel	9 gp	+1	-1	6 lb.
Shield, heavy wooden	7 gp	+2	-1	10 lb.
Shield, heavy steel	20 gp	+2	-2	15 lb.
Shield, tower	30 gp	+4	-10	45 lb.
Extras				
Armor spikes	+50 gp	—	—	+10 lb.
Gauntlet, locked	8 gp	—	—	+5 lb.
Shield spikes	+10 gp	—	—	+5 lb.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it can not be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you can not use weapons with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a light shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round).

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so.

Shield Spikes: When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield.

Splint Mail: The suit includes gauntlets.

ADVENTURING GEAR TABLE

Item	Cost
Backpack	2 gp
Belt	2 sp
Boots, plain	1 gp
Boots, riding	5 gp
Cloak, short	5sp
Cloak, long	1 gp
Clothes, plain	5 sp
Clothes, middle-class	5 gp
Clothes, fine	20 gp
Clothes, extravagant	50+ gp
Garlic 5 gp	5 sp
Grappling hook	1 gp
Hammer, Small	5 sp
Hat or cap	2 sp
Holy symbol	25 gp
Holy water (Breakable vial)	25 gp
Iron spike 1 sp	1sp
Lantern (Hooded or Bullseye)	10 gp
Mirror Hand-sized, steel	10 gp
Oil	1 sp
Pole Wooden, 10' long	2 sp
Pouch, belt	5 sp
Quiver For arrows or quarrels	1 gp
Rations, iron	15 gp
Rations, standard	5 gp
Rope	1 gp
Sack, small	1 sp
Sack, large	2 sp

Item	Cost
Shoes	5 sp
Stakes (3) and mallet	3 gp
Rogues' tools	25 gp
Tinder box	3 gp
Torch	1 sp
Waterskin/wineskin	1 gp
Wolfsbane	10 gp

THE ADVENTURE

BEGINING THE ADVENTURE

When players have rolled up their characters and bought their equipment, the GM will describe the background of the adventure. This might include information about the place where the the the characters start and some rumors about the adventure.

The best size for an adventure party is 4-6 characters, enough to handle the challenges which will be faced, but not too many to become disorganized. Before starting the adventure, the players should arrange their characters in a marching order This is the order position in which the characters in a party will explore their environment; who's scouting in front, searching the middle, and guarding the rear.

MOVEMENT

While moving at the different movement scales, characters generally walk, hustle, or run. Walking is a relaxed state of movement. Generally, characters move at walking speed when searching a dungeon. Hustle is used when a character does a double movement in a single round. Running is either 3x or 4x a character's base land speed (see Races above) and depends on encumbrance of the character. Dwarves can only run at 3x their base land speed.

Table: Movement		
Race	No Armor or Light Armor	Medium or Heavy Armor
Human, Half-Orc or Elf	30 ft.	20 ft.
Dwarf or Gnome	20 ft.	20 ft.
Halfling	20 ft.	15 ft.

TACTICAL MOVEMENT

Use tactical movement for combat. Characters generally don't walk during combat—they hustle or run. A character who moves his speed and takes some action is hustling for about half the round and doing something else the other half.

How Far Can Your Character Move?

Your speed is determined by your race and your armor. Your speed while unarmored is your base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in a round and still do something (take a

move action and a standard action). If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed. If you spend the entire round running, you can move quadruple your speed. If you are encumbered, you can only move triple your speed when running. If you do something that requires a full round you can only take a 5-foot step.

ARMOR CLASS

Armor Class represents how hard it is for your enemy to hit you in combat. All characters start with a base AC of 10. For example, Dresla is wearing Scale Mail Armor and has a Dexterity of 13. Her Armor Class in normal combat is a 14 for the Scale Mail and a +1 for the Dexterity adjustment for a total Armor Class of 15. See Table: Armor and Shields for the various armor types and armor classes.

ENCUMBRANCE

A back pack or sack will hold weight which equals approximately 300 gold pieces. For game purposes all forms of coins weigh the same. A character carrying 300 gold pieces would not be considered to be heavily loaded — assuming that the other equipment he carried was not excessive — for 300 gold pieces are assumed to weigh about 30 pounds. A character with 600 gold pieces is likely to be considered as being heavily loaded, as the weight of the other equipment normally carried will make the character's load in the neighborhood of 75 pounds minimum (a warrior will be far more loaded down, but it is assumed that such individuals are trained to be stronger and so able to carry more weight).

In order to give players a better idea of just how encumbered they are by equipment and subsequent additions of treasure to their load, it is suggested that they note on a sheet of paper just where or how each item they have with them is stored or carried. Example: a character is about to set off on a dungeon exploring expedition. In addition to his normal garb of boots, loin cloth, robe, girdle, and pointy hat he notes that he is bringing the following equipment with him:

- 2 daggers (1 in girdle, other in boot)
- 1 back pack
- 1 large sack (in pack)
- 1 50' coil of rope (in pack)
- 1 standard rations (in pack)
- 1 small sack (in pack)
- 12 iron spikes (in small sack in pack)
- 1 quart wine (in pack)
- 1 small sack, shoulder slung, left side
- 2 flasks of oil (shoulder sack)
- 2 vials holy water (shoulder sack)
- 1 garlic bud (shoulder sack)
- 1 wolfsbane bunch (shoulder sack)
- 20 gold pieces (in purse hidden under robe)
- 1 water skin, shoulder slung, right side
- 1 tinder box (tucked in girdle)
- 1 lantern, filled with oil (left hand)
- 1 10' pole (right hand)

LIGHT

Most dungeons are dark. dwarves, and half-orcs have darkvision and elves have low light vision, as do some monsters, but humans, gnomes and halflings will need artificial light or be reduced to half speed or less. Some magic swords and staves shed light, but the party may have to resort to torches or lanterns. A good torch will burn for 60 minutes, while a flask of oil in a lantern will last 4 hours. Either allow the bearer to see 30 feet. Artificial light, of course, will attract monsters who live in the dark and will also warn them that the party is approaching.

Note that dwarves, elves and gnomes lose their special vision abilities if there is light within 30 feet of them.

TRAPS, DOORS, SECRET DOORS, AND WANDERING MONSTERS

Many dungeons contain traps, such as trap doors in the floor. If a character passes over one, the GM will determine if the trap was sprung and what effect it has on the character.

Doors are usually closed and often stuck or locked. They have to have the locks picked by a rogue or be smashed open. A Strength check is used to force a door open. Of course, if the party has to hit the door several times, there is no possibility of surprising any occupants in the room.

When the characters come to a door they may listen to detect any sound within. Rogues have listen as a class skill. The "Undead" — skeletons, zombies, ghouls, wights, wraiths, mummies, spectres and vampires — generally make no noise unless they wish to. The party gets one try at listening to any door, wall, panel, etc.

If an elf passes by a secret door or passage, the GM will roll a six-sided die and a 1 or 2 means they sense something there. If the party is searching for a secret door then an elf will locate it on a roll of 1 to 4, other characters on a roll of 1 or 2.

COMBAT

ROUNDS, TIME AND MOVEMENT

Time is given in rounds of six seconds each. A round used in encounters and combat situations otherwise time is in minutes, hours or days. Movement (if any) is usually at a sprint; an unarmored man can move 30 feet per melee round (see Movement above), a fully armored man only 20 feet. Each round consists of an exchange of blows with ordinary weapons and a movement. Unless otherwise specified, monsters can strike, bite, claw, jab, etc. as fast as a man can strike with a hand weapon. Remember that spells and missiles fired into a melee could strike members of one's own party as well as the enemy and that spell casting time will have an affect on when the character may act again.

INITIATIVE

When two figures are brought into position 10 scale feet (or less) apart they may engage in melee.

The Initiative is determined by each player rolling a d10 and subtracting their character's Dexterity bonus. This number represents the which second in the round the character acts. Negative numbers are possible and a zero (0) is a zero and never a ten. Any rolls that result in a number greater than 9 are treated as a 9. Negative numbers represent action at the end of the previous round but are not be considered as part of the previous round. So if a character is held by a *Hold Person* spell for 3 rounds and on the 4th round they roll a -3, it is not held against the character. The *Hold Person* spell just wore off a little bit sooner than the caster thought that it would. All monsters have an Initiative too. It is suggested for large battles to group the monsters under 1 or 2 initiatives as per the type of monster in question.

Attackers who surprise an opponent always get the first blow. Characters who are wounded continue to strike valiantly until they are killed or the melee ends in their favor, unless they choose to break off the combat and flee. If combat is broken off, the fleeing party must accept an attack without any return on his part, and the armor class of the fleeing party cannot include a shield.

Combat results are based on the attacker's ability (indicated by his "level") and the defender's abilities (indicated by his "armor class"). In a melee the attacker strikes a blow or "takes a swing." The probability of a hit is converted into a random number of 1 to 20.

The attacking player rolls, and if the number indicated on the d20 die is equal to or greater than the opponent's Armor Class, a hit has been made. He then makes another die roll, with a die as per the weapon used, to see how many points of damage were done by the hit. These are subtracted from the defender's "hit points." If hit points are reduced to zero or below, the combatant is dead (or dying, see INJURY AND DEATH below). If he survives he gets to swing at his attacker; they may use the process above to return the attack. If he makes a hit on the Armor Class, or greater, damage points are rolled and subtracted. If he does not make his die roll the attack was a miss, glanced off his opponent's shield or armor, etc. and the first opponent strikes again.

Melee is the most exciting part of the game, but it must be imagined as if it were occurring in slow motion so that the effect of each blow can be worked out. When the party of adventurers is attacked by several monsters, all may be involved in melee, but the hand-to-hand battles must be fought one at a time and then the result imagined as if all were going on simultaneously.

The "Armor Class" of humanoid monsters is literally the armor they are wearing (or possibly their skin/hide!). For non-human creatures, however, it is assigned partly on this basis, with strong armor class for scales and shells, and partly on the basis of difficulty to hit. Thus a small fast creature, like a vampire bat, might be hard to hit with a sword and could be assigned "armor class: plate mail" (AC 17) to indicate this, although its own skin would make it seem more like "armor class: none" on first thought. All the monsters in the monster section given later have an armor class assigned, and the GM can make up an appropriate armor class for any new ones he invents.

If a creature is struck directly with oil (whether or not it is immediately set aflame) damage will be 1d8 points of damage on the first melee round it is afire, and in the second melee round 2d8 points of damage will be sustained; thereafter no further damage will be taken, as it is assumed that the oil has run off, been wiped off, burned away, etc.

Flasks of oil can be used as missiles, with characters hurling them at adversaries. Naturally, even if such missiles strike they will not burst into flame by themselves, and some form of ignition is necessary in most cases. To hit a target with such a missile assume that a base score of 11 or better is required. Adjust this score according to dexterity (-1 , 0, or +1 according to the dexterity of the individual). If the target is smaller than man sized add to the number required to hit as follows: target about 4' tall add 1, about 2' tall add 2, about rat sized or smaller add 3. In like manner lower the score required to hit if the target is larger than man-sized, i.e., target about 8' tall subtract 1 , about 18' tall subtract 2.

BASE ATTACK BONUS

All characters become better at attacking their enemies over time. This is reflected in the base attack bonus. See the character class table for the increment per level. This column in the table also shows when the character gains multiple attacks per round.

MELEE RESOLUTION

A character in melee may withdraw from combat if there is space beside or behind him to withdraw into. His opponent gets an Attack of Opportunity (see below). A losing combatant may offer to surrender. His opponent does not have to accept the offer, of course. Non-human monsters are often too unintelligent to consider such an offer.

If an opposing figure is killed or withdraws, the attacker may advance or pursue immediately — if the player desires — or he may take some other action.

MISSILE FIRE

All missile weapons have a range increment on the weapons chart. Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

COVER

When an enemy figure is only partially exposed behind a wall, rocks, etc., the archer must subtract 2 (-2) from his die roll. Note that an enemy archer would not have to expose himself beyond partial cover to fire back. Figures behind high walls, firing through arrow slits or concealed in woods are very hard to hit. Subtract 4 from the die roll for missiles fired against such targets.

MAGIC WEAPONS

Magic weapons are usually designated as +1, + 2, +3, etc. This means that they give the wielder that many points to add to his roll for a hit. They may have other powers, do additional damage, etc., and

some monsters can only be injured by magic weapons, being impervious to ordinary attack. Magic armor and shields subtract from the combat die roll of anyone striking at them, and the armor and shield bonuses are simply added together to determine the subtraction. Certain cursed armor and shields actually increase the probability of being hit by the indicated amount.

FIRE

Flasks of oil can be spread on the floor of the dungeon and ignited. The pool will be 5 feet across, if circular, and the flames do 1d8 points of damage to anything caught within the conflagration. The fire burns out in 10 rounds.

Huge targets, such as large dragons, add +3 "to hit." If the target is stationary, or nearly so, the chance "to hit" is at +4 against an AC10. Treat the oil flask missile as a handhurled axe.

To ignite oil once the flask has struck, some flaming object must also be hurled at the target. A torch, a lantern, or any similar flaming missile will do. Probability to hit is the same as the oil flask missile, with an additional bonus of +2 to ignite the oil as the latter substance is assumed to have spread over a fairly large area.

Flaming oil will not harm such non-corporeal monsters as wraiths and spectres. It will harm skeletons, zombies, ghouls, wights and mummies — although it will do only half normal damage to wights and mummies. Similarly, monsters which normally use fire weapons — such as red dragons, fire giants, and hell hounds — are not harmed by flaming oil.

Items that are in the conflagration have a 5% plus 1% per point of damage to ignite. Flammable items automatically burn. Items, such as clothes, that have ignited do 1d4 points of damage.

HOLY WATER

The effects of a vial of holy water on the undead are the equivalent of a flask of burning oil on other creatures. Other monsters are not affected by holy water.

ATTACKS OF OPPORTUNITY

Sometimes a combatant in a melee lets his guard down. In this case, combatants near him can take advantage of his lapse in defense to attack him for free. These free attacks are called attacks of opportunity.

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally).

Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and you can only make one per round. An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity.

INJURY AND DEATH

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

HIT POINTS

The most common way that your character gets hurt is to take lethal damage and lose hit points.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower.

Massive Damage: If you ever sustain a single attack that deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points.

DISABLED (0 HIT POINTS)

When your current hit points drop to exactly 0, you're disabled. You can only take a single move or standard action each turn but not both. You can take move actions without further injuring yourself, but if you perform any standard action, you take 1 point of damage after the completing the act and are now dying.

DYING (-1 TO -9 HIT POINTS)

When your character's current hit points drop to between -1 and -9 inclusive, he's dying. A dying character immediately falls unconscious and can take no actions. A dying character loses 1 hit point every round. This continues until the character dies or becomes stable. On the next round after a character is reduced to between -1 and -9 hit points, he has a 10% chance of becoming stable. If he doesn't, he loses another hit point.

DEAD (-10 HIT POINTS OR LOWER)

When your character's current hit points drop to -10 or lower, or if he takes massive damage (see above), he is dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

HEALING

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1d6 hit points. Any significant interruption during your rest prevents you from healing that night.

Magical Healing: Various abilities and spells can restore hit points (as well as nonlethal damage).

Healing Limits: You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

TEMPORARY HIT POINTS

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total or less if the character has taken more damage than temporary hit points.

NONLETHAL DAMAGE

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. *Do not deduct the nonlethal damage number from your current hit points.* It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious.

Nonlethal Damage with a Weapon that Deals Lethal Damage and vice versa: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a -4 penalty on your attack roll.

Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action. You cease being staggered when your current hit points once again exceed your nonlethal damage. When your nonlethal damage exceeds your current hit points, you fall unconscious.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level.

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