

# Modifications of True20 Rules for D&D Style Games

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## Introduction

The basic idea which inspired the creation of the rules present in this book was simple: to allow narrators to run D&D style games and specifically D&D adventures using True20 rules. I wanted to ensure that you could simply convert creatures and characters presented in a D20 3.5 edition adventure and run it using only basic True20 rules, True20 Bestiary and this file, with the character able to defeat monsters of an appropriate challenge rating. Additionally, I wanted to ensure that characters remain balanced at all levels, and that Warriors, Experts and Adepts will be equally useful in combat, even in high-level play. Moreover, it should be possible and even easy to construct different D&D character classes (Barbarian, Fighter, Paladin, Cleric, Wizard, Sorcerer) and they should also be balanced.

In order to differentiate between different kinds of casters I introduced the idea of “class feat”. Adepts by default cannot take any powers. They must first take one of the “class feats”, which decides the key ability and power list the character can take. Some of those feats additionally allow to increase the adept level (serving as the basis for power rank, for save difficulties and for damage in certain powers) by some “virtual” levels, equal eg to half of the number of Warrior levels, or even to take powers without taking any adept levels at all. To balance this, class feats providing most benefits to other roles (eg Ranger and Paladin, which can be taken by pure Warriors) allow to take the lowest number of powers.

I wanted to allow players to play in the “D&D world”, with the classical magic items and powers assumed by published adventures. Accordingly, eg skills are modified to allow to use skill checks provided in the published adventures. I added some powers which model some of the more useful and iconic D&D spells, like Magic Missile, Evard’s Black Tentacles, and wizard cantrips. Since I wanted to keep characters as balanced in combat as possible, I decided that out of combat spells shouldn’t use the same pool of feat/powers. They are presented as rituals, which can be learned by any adept without the need to expend any feat slots. To stop characters from overusing them, I introduced certain penalties, like longer casting time, negative consequences of failure and expensive components.

These rules have been balanced using level-appropriate magical items. In order to ensure balance, each magical item has a minimum character level necessary to use it, and characters have been balanced assuming at least an appropriate weapon and armor or an item providing

armor bonus. In order to make acquisition of necessary items easier I simplified the rules for crafting them, but at the same time removed the price discount. To allow Narrators some control over the items player are going to craft, I introduced the need to find in game the recipes to creating them. At the same time I limited somewhat the number of necessary magic items, removing items providing saving throw bonuses and ability bonuses, except for Strength and Dexterity (since there already exist powers providing bonuses to those abilities).

It can be added that some items have been changed, and others have become much more useful due to differences in rules. Ring of Mind Shielding and Wands of Cure have become very useful items.

Any reader who follows the news about the D&D 4 edition will see some similarities here. This is deliberate; True20 was one of the first simplified versions of D20 3.5 edition and served in some aspects as a precursor of the Fourth Edition. I thought it appropriate to include those innovations which seemed an improvement. Some of the similarities are actually a case of independent but convergent development, since I have began tinkering with those rules even before the announcement of the Fourth Edition.

## Rules Modifications

### Power & Precision Weapons

Weapons are divided into power weapons and precision weapons. All weapons use Strength as bonus to damage and Dexterity as modifier to attack bonus, but when you use a power weapon, your Dexterity bonus to attack cannot be higher than your Strength, and when you use a precision weapon, your Strength bonus to damage cannot be higher than your Dexterity. You cannot use finesse attacks or sneak attacks with power weapons.

As an exception a **longsword**, a **shortsword**, a **kukri knife**, a **rapier**, or an **awl-pike** can serve either as power weapons or as precision weapons. When attacking, you can decide in what manner to use them. You must, however, treat them as belonging to the chosen category in all aspects. Eg you can use a longsword to make a finesse attack, but you then suffer the above-mentioned penalty to damage if your Strength is higher than dexterity.

### Sweeping Attack

Power weapons can be used to make a sweeping attack, deliberately lowering damage to increase the chance to hit. You can lower damage by 1 to gain +2 to hit, or by 2 to gain +4. This option cannot be combined with Accurate Attack, All-Out Attack or Cautious attack.

This is deliberately better than Accurate Attack in order to balance Strength attribute, which is a bit weaker than Dexterity. That way strong characters are still able to hit dexterous ones.

### Defence

You always receive a dodge (Dexterity) bonus to defence. There is no parry defence.

### Natural Weapons

Natural weapons attack by medium and smaller creatures count as precision weapons. A creature attacking with natural weapons can, but doesn't have to, use Finesse Attack. Natural attacks of creatures belonging to Large and higher size categories count as power weapons and can use Sweeping Attack rule.

(When converting, compare Attack Bonus to CR. Attack bonus shouldn't generally be higher than 1.5\*CR, especially if Damage bonus is high. For CR lower than 6, Attack bonus shouldn't be higher than CR+3). If a creature of Large or greater size doesn't

have power attack, it should have a bonus All-Out attack feat.

Damage of creatures attacking with natural weapons shouldn't be generally higher than CR+3.

### Natural Armor

Natural armor equals ½ of D&D natural armor, rounding down. It is treated as the enhancement bonus to armor, and doesn't stack with it (so generally creatures with natural armor don't benefit from wearing magic armor, unless the enhancement bonus is higher than their natural armor bonus).

### Flanking

When you attack an opponent who is in contact with a greater number of your allies (excluding you) than his allies, you gain +2 bonus to attack. Flanking doesn't allow you to make sneak attacks.

Eg – when you attack an opponent who is in contact only with you and your ally, you gain a flanking bonus. When you attack an opponent who is in contact with you, your ally and his ally, you do not gain a flanking bonus.

### Surrounding

A creature is surrounded when in contact with at least 3 enemies. You cannot be surrounded when in contact with any friends or a wall, a tree etc – in other words, when your back is covered by some secure defense, you cannot be surrounded. For each size category the surrounding characters are smaller than creature, you need 1 more character to surround (eg 4 Medium characters to surround 1 Large creature). When the surrounding creatures are of mixed size, the lowest size counts.

Any attack against a surrounded opponent counts as a surprise attack. The target of a surprise attack loses any dodge bonus to Defense against the attack and suffers an additional –2 Defense penalty. In addition he can suffer sneak damage.

It is possible to benefit from flanking and surrounding your enemy at the same time.

## Attacking Unarmed Opponents

Attacks against unarmed opponents count as surprise attacks. The same applies to opponents armed only with ranged weapons, unless those weapons can also be used as improvised melee weapons (such weapons generally cannot be used immediately after as ranged weapons. Narrator decides what damage the ranged weapon suffered and how much time is necessary to put it in order). Opponents possessing Improved Strike feat count as armed. Wands which can be used to cast attack powers count as weapons.

## Medium Armor

When you wear a medium armor with bonus 3, if your Dexterity is higher than your Strength+3, you treat it as equal to your Strength+3 for purposes of Attack and Defence. With armor bonus 4, your Dexterity cannot be higher than Strength +2.

## Heavy Armor

When you wear a heavy armor with bonus 5, if your Dexterity is higher than your Strength, you treat it as equal to your Strength for purposes of Attack and Defence. For armor with bonus 6 the maximum Dexterity equals Strength -1. Additionally, your speed is lowered by 10 feet. When running in heavy armor, you move only triple your speed, not quadruple.

## Opportunity Attack

If you have not yet taken action this round, and someone leaves the area you threaten you can interrupt his turn, and make an immediate attack against him. This counts as your action for this round. Your position in the initiative count doesn't change. Note that a character moving within the area you threaten is not subject to an attack of opportunity. Only a character moving to a place where you will not be able to attack him provokes an attack of opportunity.

If you want to be able to guard area after your turn in initiative count, take Ready action. You can attack someone leaving your threatened area even if you readied some other action. In all other aspects this counts as a normal use of the Ready Action.

## Half Speed

A character moving at full speed through threatened area is treated as surprised when attacked by the opponent which threatened it. This applies to all attacks during the turn of the moving character and later, until the start of its next turn. A character moving at half speed can be attacked, but is not surprised. When

attempting to move between two characters you must stop and finish the move next turn. Otherways you are treated as surprised, even if moving at half speed.

## Stacking Bonuses

Bonuses from powers, magic items and special abilities like Rage generally **don't stack**. Situational bonuses eg for surprise attack, for attacking from higher position etc do stack.

One item can have only one kind of elemental resistance. The resistance bonuses to toughness don't stack together and **don't stack with the armor bonus to Toughness (including enhancement bonuses)**. Accordingly, using items granting resistance makes sense only if their bonus is higher than your total armor bonus.

## Conviction

You can use conviction to reroll failed saves and Toughness save as many times during the round as you wish. Characters should receive a Conviction point for defeating a tough encounter (CR at least 2 above level), in addition to (not instead of ) Conviction for virtues and vices. This is especially important on higher levels, where conviction has to be expended much more often.

## Possession, Mind Control & Conviction

A possessing or mind controlling character cannot use Conviction points belonging to the controlled character. They can be used by the controlled character and are (presumably) used only to defend his body from serious harm or to attempt breaking the mind control. Characters cannot attempt Extra Effort to overcome possession or mind control.

## Feinting

The following replaces the standard rules on feinting, as well as the Quicker than the Eye option in the Sleight of Hand skill. Startle and Acrobatic Bluff feats are removed.

Make a skill check as a **move** action. Your foe opposes your result with an Attack Bonus check; alternatively, if your skill would normally be opposed by another skill or special check, he may roll that instead.

Attack Bonus check equals **1d20+Combat Bonus+Dexterity+Size Modifier**. Traits, feats, class abilities and situational modifiers that apply to attack rolls do not affect Attack Bonus Checks.

You can use this option with the Jump, Acrobatics, Intimidate, Bluff and Sleight of Hand skills. You can also use this with any other skill you have, provided you can come up with a suitably plausible description of its use, and the skill would normally take a standard action to complete. What counts as plausible is left to the Narrator's discretion.

A use of Intimidate, Bluff and Sleight of Hand skills takes place of your move, so you must be already adjacent to your opponent. When using Jump and Acrobatics you move at half speed. You must additionally perform an appropriate maneuver (jumping from a table or tumbling up to your opponent across a stone pavement, for example). The Narrator decides whether your maneuver is appropriate. You cannot start the move adjacent to your opponent, and it never counts as a charge.

Jump and Acrobatics are opposed by the Attack Bonus check (as above) or by Acrobatics. Intimidate is opposed with a modified level check ( $d20 + \text{level} + \text{Wisdom} + \text{save modifiers}$  against fear) or Sense Motive. Bluff can be opposed by Sense Motive or Attack Bonus check. Sleight of Hand is opposed by Notice or Attack Bonus Check. Bluff and Intimidate cannot be used against mindless opponents; Intimidate cannot be used to feint against fearless opponents.

If you win the opposed roll, your foe is surprised by your next attack that targets him, provided it is made before the end of your next turn. The target of a surprise attack loses any dodge bonus to Defense against the attack and suffers an additional  $-2$  Defense penalty. He can also suffer the sneak attack bonus to damage.

If you fail, you suffer a  $-2$  penalty to attack rolls for the next round. You cannot use a fast task completion challenge to make feints as free actions.

## Stealth

When an enemy is engaged in combat with another character, you can use Stealth to sneak up on him in order to make a surprise attack. You don't need cover or concealment. You cannot use this option against opponents with all-round vision. Similarly, you can sneak behind somebody who is distracted (eg reading a book, watching directly in another direction), even if you do not have cover or concealment.

## Skills

When your Intelligence increases, you gain additional skill points retroactively, as if it was that high from the beginning – in other words, for each point of

Intelligence gained, you immediately gain skill points equal to your level+3. (It is new level+2 more than you would get otherwise with the new Intelligence). Bonus skill granted by a background gives an additional starting skill (4 ranks high) at first level and a +1 bonus skill point each following level.

## Saves

All save rolls equal  $d20 + \frac{1}{2} \text{ character level (rounding down)} + \text{ability} + \text{role bonus}$ . Each role gives a +2 starting bonus to one save when taken at 1<sup>st</sup> character level. Warrior role gives bonus to Fortitude save, Adept to Will save, Expert can choose the save. Taking subsequent levels in a different role does not give that bonus again; it can be gained only once, at 1<sup>st</sup> level.

Additionally, at character level 14 all characters receive one-time +1 bonus to all saves. At level 17 this increases to +2, and at 19 to +3.

There are new save feats, which can be taken only by the appropriate role: Warrior Fortitude(Warrior), Adept Will (Adept), Expert Reflexes(Expert). They give +2 bonus to the save but cannot be taken for saves in which you have the starting bonus.

Accordingly, you generally can take those feats only if you multiclass. For example, if you start as an Adept and later take a level in Warrior, you can take Warrior Fortitude to improve your fortitude save.

Level	Bonus
14	+1
17	+2
19	+3

## Undead

Undead cannot be stunned, so they do not suffer the stun effect when they are wounded. According to rules they don't suffer nonlethal damage. I assume, however, that they do suffer it as collateral damage when they suffer lethal damage. Accordingly when wounded they are dazed. They lose one round, but are not treated as surprised – don't lose dex bonus to defense and cannot be sneak attacked. They can also be shaken, and suffer  $-2$  penalty to attack and other rolls and saves.

Undead which are disabled are at the same time staggered. They lose one full-round action after suffering a staggered result. They can take no actions other than reactions, lose their dodge and parry bonuses to Defense, and have a  $-2$  penalty to Defense. Since it is not a stun effect, undead are not immune to it.

Undead don't suffer fatigue. When using powers, however, they lose levels of fatigue, although they don't receive any penalties because of that. When undead are Exhausted they cannot use powers at all.

## Damage Reduction

All magical weapons count as supernatural weapons. Any magical weapon can bypass Damage Reduction/Supernatural, which equals D&D Damage Reduction/magic. Magic weapons don't bypass other kinds of Damage Reduction. For example, skeletons have damage reduction +2/bludgeoning. This means they get a +2 bonus to their Toughness saves, unless hit by a bludgeoning weapon. They don't lose their +2 bonus if hit by a supernatural weapon. No physical attack, even from a magic weapon, can surpass the DR of a creature with DR stated as follows: DR /-. Damage Resistance/area can be bypassed only by area weapons.

Note that all energy attacks and supernatural special abilities bypass all kinds of Damage Reduction, except for Damage Reduction/area (which is bypassed only by area powers). Some weapon qualities cause elemental damage. In that case you add the bonus damage of one of the elemental types to the weapon damage and treat the total damage as elemental. If a creature has Resistance or Immunity to the weapon's elemental damage, you can use the weapon as if it didn't cause the bonus elemental damage. In that case weapon causes normal damage, and the bonus damage is not added to the total. Total elemental damage, which includes basic damage of the weapons, bypasses Damage Reduction.

Additionally, weapons with the Irresistible ability can overcome all kinds of damage reduction. Irresistible ability trumps all other means of overcoming damage reduction, if a creature's damage reduction can be overcome at all, an Irresistible weapon will do so. The only exception is DR /- and DR/area, which can be bypassed only by area weapons.

## Elemental Damage & Resistance to Energy

Some weapons cause elemental damage. In that case you add the bonus damage of one of the elemental types to the weapon damage and treat the total damage as elemental. If a creature has Resistance or Immunity to the weapon's elemental damage, you can use the weapon as if it didn't cause the bonus elemental damage. In that case weapon causes normal damage, and the bonus damage is not added to the total. Remember that elemental damage bypasses Damage Reduction.

Bonuses to Toughness from equipment granting Resistance to Energy or the Adept power Elemental Resistance don't stack together and don't stack with the total armor bonus (including enhancement). Therefore, it only makes sense to apply resistance to energy to an armor if it will be greater than armor bonus.

Resistance to Energy possessed by some creatures does stack with armor bonus. The reason for this difference is simple – creatures were designed with an assumption of resistance stacking with armor and so it must remain. On the other hand, stacking bonuses which can be gained by characters, eg by making armor with resistance to energy, are impossible to balance.

## Vulnerability to Energy

Some creatures have vulnerability to a certain type of energy. Such a creature takes +4 damage from effects that employ that energy, regardless of whether a saving throw is allowed, or if the save is a success or failure.

## Spell Resistance

In D&D Spell Resistance is a Difficulty for a level check, and that means that it is actually calculated as the number people are supposed to roll to penetrate your SR plus your CR. When you have Spell Resistance, and your CR goes up, your Spell Resistance also goes up.

When more than one source gives you SR it stacks in the following way: First, you take your highest SR, then you start adding small numbers to it based on what your other sources of SR would give you. If a secondary source of SR is less than 6 + your CR, having it increases your SR by +1. If a secondary source of SR is 6 + your CR or more, but less than 11 + your CR, your primary SR increases by +2. If a secondary source of SR is between 11 + CR and 15 + CR, it increases the primary SR by +3. And finally, a secondary source of SR that is 16 + CR or more adds +4 to the primary SR.

In True20 you can use that system, or simply take the highest Spell Resistance (relative to CR, remembering that for characters CR=level) and add it to CR.

## Nonfatiguing Powers & "Metamagic" Adept Feats

The "metamagic" feats are: Empower, Quicken Power, Subtle Power, Widen Power. They can be applied to nonfatiguing powers. In that case, instead of fatigue checks, Difficulty of power checks is increased by the amount stated in feat description. If a power does not require a check, then reduce the power's saving throw Difficulty by the stated amount.

You can make a nonfatiguing power fatiguing. This allows you to disregard penalty caused by feats applied to nonfatiguing power, if it isn't higher than 10, or, if the penalty is higher than 10 to reduce it by 10.

### Retraining

You can retrain one feat or power each level.

### Total Cover & Other Abilities that Avoid Damage

Abilities and conditions which give you a chance to avoid damage, such as cover, total cover, blur, phase, blink etc do not stack. You can use only one of them against any given attack.

### Monsters with Multiple Natural Weapons

Such creatures can attack with more than two attacks, but each attack must be directed at a separate target, and all attacks suffer -5 penalty to hit. If a monster has Double Strike feat, the penalty for multiple attacks decreases to -2, and it can attack one target with two weapons. This is resolved similar to two weapon attack: if you attack the same target with both attacks and both hit, increase the damage of the attack with the higher damage bonus by +2, much like a use of combined attack.

When a monster is grappling or pinning an opponent who is at least two size categories smaller, and can make multiple attacks per standard action, it can make a grapple check as one of those attacks, with an appropriate penalty.

### Incorporeality

Incorporeal creatures are not invisible. They are unaffected by the material world, able to pass through solid objects and creatures and move in any direction, including up or down, at their normal movement speed, although they cannot see when their eyes are within solid matter. Any equipment you they wearing or carrying is also incorporeal. Their armor, excluding armor enhancement and natural armor, doesn't work against corporeal threats, including magical effects from a corporeal source. Natural armor, armor enhancement bonuses, Mage Armor power and Ghost Touch armors work normally. Their magical items affect them normally.

Incorporeal creatures cannot touch or affect material world. They can attack corporeal targets only with Ghost Touch weapons and supernatural powers. Some

incorporeal creatures have additionally special powers allowing them to attack corporeal creatures. **Close combat attacks against corporeal enemies (but not supernatural powers) ignore material armor and shields. Natural armor, armor enhancement bonuses, Mage Armor power and Ghost Touch armors work normally.** Similarly, shields with ghost touch enhancement work normally against attacks of incorporeal enemies.

Incorporeal creatures you do not leave footprints, have no scent, and make noise only intentionally. Incorporeal and ethereal creatures can attack each other normally. Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by powers, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when hit by magic powers, or magic weapons, incorporeal creatures have a 50% chance (11 or better on d20) to ignore any damage from a corporeal source (except for supernatural powers that affect the mind or spirit, positive energy, negative energy, force effects, or attacks made with ghost touch weapons). Nondamaging magic effects affect them normally unless they require corporeal targets to function or they create a corporeal effect that incorporeal creatures would normally be unaffected by. (Abilities to avoid attacks, such as the above, or blur, or total concealment, or blink, do not stack. You can roll to avoid getting hit only once.)

### Swarms

Swarms do not receive size bonus (in this case, penalty) to Toughness. Their Toughness equals Constitution plus ½ level (rounding down). They have Damage Resistance 6/Area attacks.

Swarms of Tiny creatures halve damage from slashing and piercing weapons. Bludgeoning weapon, natural weapons, unarmed strikes, weapons which can inflict elemental damage (eg with Elemental Weapon power) and powers inflict full damage, but do not bypass Damage Resistance. Only area attacks bypass damage resistance.

Swarms of Diminutive or Fine creatures are immune to weapons damage. Natural weapons, unarmed strikes and weapons which can inflict elemental damage (eg with Elemental Weapon power) inflict half damage. Powers inflict full damage, but do not bypass Damage Resistance. Only area attacks bypass damage resistance.

## Creating Characters

Starting characters get 5 feats + background.

### Abilities

#### Random rolling of abilities

Roll d20. In the corresponding row on the table below you can find ability scores. Assign the numbers to abilities as desired.

D20	A	B	C	D	E	F
1	4	2	1	0	0	0
2	4	3	0	0	-1	-1
3	4	2	0	0	0	0
4	4	2	1	0	-1	-1
5	3	3	2	0	-1	-1
6	3	2	2	1	0	-1
7	3	3	1	0	0	-1
8	4	2	1	0	-1	-1
9	3	2	2	0	0	0
10	4	1	0	0	0	0
11	4	1	0	0	0	-1
12	3	2	1	1	0	-1
13	3	2	1	0	0	0
14	3	1	1	1	0	0
15	2	2	2	2	0	0
16	2	2	2	2	0	-1
17	2	1	1	1	1	1
18	3	2	1	0	0	-1
19	3	1	1	1	0	-1
20	2	2	1	1	0	0

#### Point-buy system:

You have 13 points. Abilities start at -1 and can be increased by spending points. The following table shows the cost of buying abilities:

Point Cost	Ability
0	-1
1	0
2	1
3	2
5	3
8	4

#### Ability Increases:

Those increases are intended to keep characters on equal footing with D&D characters. The ability increases need to account for much lower number of items granting ability bonuses, and a lack of inherent bonuses from wishes and the like.

Level	Number of increased abilities
9	+1 to 2 abilities
15	+1 to 4 abilities
18	+1 to all abilities
20	+1 to all abilities

#### Special Save Bonuses

At higher levels, characters receive a special bonus to all saves. This is to balance the lack of save-increasing items.

Level	Bonus
14	+1
17	+2
19	+3

## Racial Backgrounds

### Favored Feats

The following feats cannot be chosen as favored feats: Smite, Sneak Attack, Tough, Greater Attack Focus, Greater Attack Specialisation, Familiar, Inspire, Mass Suggestion, Suggestion, Slow Fall

The only power which can be chosen as favored power is Psychic Shield. When using it treat character level as adept level. Characters with no Adept level and no prerequisite feat use Charisma as the key ability. Adepts can use their key ability, but in that case have to use their actual Adept level, not total Character level.

### Humans

- *Ability Adjustments:* None.
- *Bonus Feat:* The hero gains one bonus feat at 1st level out of the list of feats available for the hero's role.
- *Bonus Skill:* The hero gains one bonus known skill at 1st level (4 ranks), in addition to those gained for the hero's role and Intelligence score, and 1 extra skill point at each additional level.
- *Favored Feats:* Choose any two feats as the character's favored feats. These feats are available to the hero regardless of role. Favored feats for humans often vary by region and culture, and the Narrator may wish to come up with an appropriate list of favored feats for the human cultures in the setting.

### Dwarves

Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

- *Ability Adjustments:* +1 Constitution, -1 Charisma
- *Bonus Feats:* Great Fortitude, Night Vision, Talented (Craft and Search)
- *Favored Feats:* Diehard, Favored Opponent (goblins or giants)

### Elves

- *Ability Adjustments:* +1 Dexterity, -1 Constitution
- *Bonus Feats:* Night Vision, Weapon Training, Psychic Shield

- *Favored Power:* Psychic Shield. When using it treat character level as adept level. Characters with no Adept level and no prerequisite feat use Charisma as the key ability. Adepts can use their key ability, but in that case have to use their actual Adept level, not total Character level.

### Gnomes

As a Small creature, a gnome gains a +1 to Combat bonus, and a +4 bonus to Stealth checks, but he suffers -1 penalty to Toughness, uses smaller weapons than humans use (-1 to damage), and his lifting and carrying limits are three-quarters of those of a Medium character. Gnome base land speed is 20 feet.

- *Ability Adjustments:* +1 Constitution, -1 Strength
- *Bonus Feats:* Iron Will, Night Vision, Talented (Craft and Notice)
- *Favored Feats:* Fascinate and Favored Opponent (goblins)

### Half-Elves

- *Ability Adjustments:* None
- *Bonus Feats:* Night Vision, Talented (Diplomacy and Gather Information), Talented (Notice and Search)
- *Favored Feats:* Choose two (based on the half-elf's home culture).

### Half-Orcs

- *Ability Adjustments:* +1 Strength, -1 Intelligence
- *Bonus Feats:* Night Vision, Weapon Training
- *Bonus Skill:* Half-orcs have one bonus known skill (this balances out the one that they lose due to their lower natural Intelligence score). The hero gains one bonus known skill at 1st level (4 ranks), in addition to those gained for the hero's role and Intelligence score, and 1 extra skill point at each additional level.
- *Favored Feats:* Cleave, Rage,

### Halfings

Small: See Gnomes.

- *Ability Adjustments:* +1 Dexterity, -1 Strength
- *Bonus Feats:* Iron Will, Talented (Climb and Jump), Talented (Notice and Stealth)
- *Favored Feats:* Evasion, Hide in Plain Sight

## Skills

Generally, skills are used according to True20 rules. The exception are mostly craft and knowledge skills, changes to which are described below. Additionally, there are also suggestions information which skill to substitute for Knowledge skills checks required in D20 adventures. Craft is changed to make crafting items cost more (half of the normal cost), but easier (there is only one Craft skill).

*(based on Sword and Sorcery Saga by John "The Gneech" Robey)*

D20 skill	True20 skill
Appraise (Int)	Craft (Int)
Forgery (Int)	Disguise (Cha)
Knowledge (Local)	Knowledge (Geography)
Knowledge (Arcana)	Knowledge (Supernatural)
Knowledge (Psionics)	Knowledge (Supernatural)
Knowledge (Nobility and royalty)	Knowledge (Bardic)
Knowledge (dungeoneering)	Knowledge (Nature)
Bardic Knowledge	Knowledge (Bardic)
Decipher Script	Knowledge (History)
Spellcraft	Knowledge (Supernatural)

### Craft

#### Intelligence

Unlike D&D, this skill is not broken into separate categories— all craftsmanship falls under the same skill.

You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the Craft skill, however, is to allow you to make items. The Difficulty and the time necessary to make the item depends on the complexity of the item to be created. The item's finished price determines the cost of raw materials.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

**Making Items:** The Difficulty, time, and resources required to make an item depend on its complexity. The necessary raw materials cost half of the item's price. If your Craft check succeeds, you make the item. If the Craft check fails, you do not produce a usable end result, but any raw materials are not wasted and you can try again. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

**Repairing Items:** Generally, you can repair an item by making checks against the same Difficulty that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

**Appraising items:** You can appraise common or well-known objects with a Difficulty 12 Craft check. Appraising a rare or exotic item requires a successful check against Difficulty 15 (good quality item), 20 (rare item), 25 (exotic item) or 30 (unique item). If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value. An appraisal takes about 1 minute. You can accept a challenge (+5 to Difficulty) in order to shorten the time to one round.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

The appraisal of an item doesn't take into account any enchantment which make be put on it. Enchanted items are appraised as masterwork items or items made of special materials.

**Challenges:** You can take the following challenges with Craft:

**Fast Craft:** You may add +5 or +10 to the indicated Difficulty to craft an item. This increase allows you to make the item faster than usual, reducing the time to half or one-quarter normal, respectively.

**Masterwork:** By increasing Difficulty by +5, you can make a masterwork item. These items are especially well made and provide a bonus when used. This increases the cost of materials by 150 gp for a weapon or 75 gp for a suit of armor or a shield and doubles the time needed to make the item.

When you use the Craft skill to make a particular sort of item, the Difficulties for checks involving the creation

of that item are typically as given on the following table.

Craft DC	Item	Time:
15	Acid	1 day
20	Alchemist's fire, smokestick, or tindertwig	1 day
25	Antitoxin, sunrod, tanglefoot bag, or thunderstone	7 days
10 + Armor bonus	Armor, light	7 days
10 + Armor bonus	Armor, medium	14 days
10 + Armor bonus	Armor, heavy	1 month
10 + Defence bonus	Shield	7 days
12	Longbow or shortbow	7 days
15	Composite bow	14 days
15 + (2 × strength rating)	Composite bow or longbow with high strength rating	1 month
15	Crossbow	7 days
12	Simple melee or thrown weapon	1 day
15	Martial melee or thrown weapon	7 days
18	Exotic melee or thrown weapon	14 days
Varies	Mechanical trap	1 hr. – 7 days
5	Very simple item (wooden spoon)	1 hr.
10	Typical item (iron pot)	12 hrs.
15	High-quality item (bell)	7 days - 1 month.

## Disguise

### Charisma

Disguise skill can be used to forge documents.

**Forgery:** requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your

check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The check is made secretly, so that you're not sure how good your forgery is. You don't even need to make a check until someone examines the work. Your Disguise check is opposed by the Notice check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

Reader's Check Modifier	Condition
-2	Type of document unknown to reader
+0	Type of document somewhat known to reader
+2	Type of document well known to reader
-2	Handwriting not known to reader
+0	Handwriting somewhat known to reader
+2	Handwriting intimately known to reader
-2	Reader only casually reviews the document

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Notice check).

## Knowledge

### Intelligence, Trained Only, Requires Specialization

This skill encompasses several specialties, each of them treated as a separate skill. These specialties are defined below.

**Check:** Make a Knowledge check to see if you know something. The Difficulty for answering a question is 10 for easy questions, 15 for basic questions, and 20 to 30 for difficult questions. The Narrator sets the difficulty for a particular question.

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the Difficulty of such a check equals 10 + the monster's level. A successful check allows you to remember a bit of useful information about that

monster. For every 5 points by which your check result exceeds the difficulty, you recall another piece of useful information.

**Special:** An untrained Knowledge check: Without actual training, a character can only answer easy or basic questions about a topic - Difficulty 10 or lower.

**Try Again:** Usually no. The check represents what a character knows; thinking about a topic a second time doesn't let you know something you didn't know before. The Narrator may allow another Knowledge check if a character gets access to a better source of information. For example, a hero who doesn't know the answer to a particular question on his own might get another check with access to a library (and could take 20 on that check, depending on the circumstances).

**Action:** Taking 20 on a Knowledge check requires at least an hour, longer if the Narrator decides the information you're looking for is particularly obscure or otherwise restricted. You can take 10 when making a Knowledge check only if you have training. You can take 20 only if you have access to the appropriate research materials (such as a library).

Knowledge specialties, and the topics each one encompasses, are as follows:

- **Supernatural -Arcana** (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts, speculative alchemy) Includes Spellcraft and Psionics (Body of lore dealing with the phenomena of psionics in all its many manifestations. Psionics covers ancient mysteries, psionic traditions, psychic symbols, cryptic phrases, astral constructs, and psionic races. You can use this skill to identify psionic monsters and their special powers or vulnerabilities.)
- **Architecture**, including engineering and technics (buildings, aqueducts, bridges, fortifications)
- **Geography**, (lands, terrain, climate, people, legends, personalities, inhabitants, laws, customs, traditions, humanoids) includes Knowledge(local)
- **History** (royalty, wars, colonies, migrations, founding of cities) Includes Decipher
- **Nature** (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin, aberrations, caverns, oozes, spelunking) includes Knowledge (dungeoneering)
- **Religion**, including philosophy(gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead, philosophy, mysticism)
- **The Planes**, including sciences (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal

Plane, outsiders, elementals, magic related to the planes, astronomy, astrology, physics)

- **Bardic** (information about notable people, legendary items, or noteworthy places, royalty, lineages, heraldry, family trees, mottoes, personalities) Includes Knowledge (Nobility and royalty)

## Knowledge (History)

Knowledge about history: royalty, wars, colonies, migrations, founding of cities,

**Decipher Script:** Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base Difficulty is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a Difficulty 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.) Both the Decipher Script check and (if necessary) the Wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.

**Action:** Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

**Try Again:** No

## Knowledge (Supernatural)

Knowledge about Arcana: ancient mysteries, magic traditions, arcane symbols, cryptic phrases, dragons, Constructs, magical beasts. Includes knowledge about psionics.

**Spellcraft** Use this skill to identify spells as they are cast or spells already in place.

**Difficulty** 10 + adept level

Identify a spell or power being cast. (You must see or hear the spell's verbal or somatic components or be able to detect arcane energies.) No action required. No retry.

**Difficulty** 15 + adept level

Identify a spell or power that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.

When you use Second Sight power to detect auras, if the items or creatures bearing the auras are in line of sight,

you can make Knowledge(supernatural) skill checks to determine the school of magic involved in each. (Make one check per aura; Difficulty 15 + spell level, or 15 + half caster level for a nonspell effect.) If you exceeds Difficulty on Knowledge(Supernatural) test by 10 or more, you magically divine the item's function, its means of activation and the number of charges remaining.

By tasting a potion, you can make Knowledge(Supernatural) test with Difficulty 25 to identify it. It takes 1 min and cannot be retried.

Knowledge(supernatural) test with Difficulty 30 allows to remember an item or similar ones from studies. Most appropriate to legendary items or items in customary shape. Success gives a hint or even reveals every detail about the item.

**Knowledge (Bardic)**

Legendary knowledge, often learned by druids, bards, storytellers, minstrels and the like. It includes information about notable people, legendary items, or noteworthy places, also nobility and royalty, their lineages, heraldry, family trees, mottoes and personalities.

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. You may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC	Type of Knowledge
10	Common, known by at least a substantial minority; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

## Feats

Only some feats can be favored feats. There are no favored powers, except Psychic Shield. Starting characters receive 5 feats.

Favored Opponent and Critical Strike are Expert/Warrior feats. You cannot use Smite or Sneak Attack when raging; similarly you cannot use Smite together with Sneak attack. In order to inflict sneak damage, you must use finesse attack.

**Defensive Roll** feat is removed. Tough is a general feat, and can be taken only once. Vehicular Combat is called Mounted Combat

There are new save feats, which can be taken only by the appropriate role: Warrior Fortitude(Warrior), Adept Will (Adept), Expert Reflexes(Expert). They give +3 bonus to the save. Those feats cannot be taken for saves in which you have starting bonus. Accordingly, you can use those feats only if you multiclass. For example, if you start as an Adept and later take a level in Warrior, you can take Improved Fortitude to improve your fortitude save.

### Blindsense (General)

**Prerequisites:** Notice rank 13

Using non-visual senses, such as acute smell or hearing, you notice things you cannot see within 30 feet. You usually do not need to make Notice checks to pinpoint the location of a creature within range of your blindsense ability, provided the creature does not have total cover. Any opponent you cannot see normally still has total concealment, and you still have the normal miss chance when attacking foes that have concealment. Visibility still affects your movement. You are still treated as surprised by attacks from creatures you cannot see.

### Crush (Warrior)

If you successfully pin an opponent with a grapple check, you can crush him, dealing bludgeoning damage equal to your natural attack or unarmed damage. This option cannot be used together with Chokehold.

### Chokehold (Warrior)

If you pin an opponent while grappling, you can apply a chokehold, causing your opponent to begin suffocating for as long as you maintain the pin. This can be used only against creatures which need to breathe. When you pin an opponent and use this feat, he must start making

Difficulty 10 Constitution checks on his turn, in order to continue holding his breath. The check must be repeated each round, with the Difficulty increasing by +1 for each previous success. When the opponent fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious. In the following round, he is dying. In the third round, he suffocates and dies. This option cannot be used together with Crush.

### Dodge Focus (General)

Your dodge bonus increases by +1. This additional dodge bonus is lost in the same way as your regular dodge bonus, when you are flat-footed or surprised and so forth. You can acquire this feat multiple times and its benefits stack, up to a maximum +5 bonus to your dodge bonus. You can take the second Dodge Focus feat when you have at least 5 character levels, the third when 9, the fourth when 13 and the fifth when you have at least 17 character levels.

### Lucky (General)

**Prerequisite:** Charisma +1.

The universe just seems to like you. You can add your Charisma score as a bonus to your Fortitude, Reflex, and Will saving throws instead of the appropriate ability. You cannot add both Charisma and other ability to the save; you must chose one of them.

### Warrior Fortitude(Warrior)

You get a +2 bonus to the Fortitude saving throw. You cannot take this feat if you have a role bonus to Fortitude.

### Adept Will (Adept)

You get a +2 bonus to the Will saving throw. You cannot take this feat if you have a role bonus to Will.

### Expert Reflexes (Expert).

You get a +2 bonus to the Reflex saving throw. You cannot take this feat if you have a role bonus to Reflex.

### Intellect Fortress (Adept or Expert)

You have trained and disciplined your mind to resist outside influence. Use your Intelligence score in place of your Wisdom score for determining your Will saving throw bonus.

### Great Fortitude (General)

You get a +2 bonus to the Fortitude saving throw.

### Iron Will (General)

You get a +2 bonus to the Will saving throw.

### Lightning Reflexes (General)

You get a +2 bonus to the Reflex saving throw.

### Favored Opponent (Warrior, Expert)

You have a particular type of opponent you've studied or are especially effective against. You may select a type of creature from among those given on Table: Favored Enemies. When you fail Bluff, Intimidate, Notice, Sense Motive, or Survival check dealing with your favored opponent, you can immediately make another roll and use the better of the two results. Unlike spending a Conviction point, you do not treat rolls below 10 as a result of 10. You cannot re-roll the result again, even using a Conviction point.

You may take this feat multiple times, each time choosing a different favored opponent.

Type (Subtype)	Type (Subtype)
Aberration	Humanoid (human)
Animal	Magical beast
Construct	Outsider (air)
Dragon	Outsider (earth)
Elemental	Outsider (vice)
Fey	Outsider (fire)
Monstrous Humanoid	Outsider (virtue)
Humanoid (aquatic&other)	Outsider (native)
Humanoid (dwarf)	Outsider (water)
Humanoid (elf)	Plant&Ooze
Humanoid (goblinoid&orc)	Undead
Humanoid (halfling&gnome)	Vermin

### Smite Opponent (Warrior)

#### Prerequisite: Favored Opponent.

You can charge a blow with the power of your determination. You can use Smite Opponent once per day at 1st level and an additional time per day for every four warrior levels (twice at 4th level, three times at 8th level, and so on). You can spend a point of Conviction to use Smite an additional time that day.

When you attack a favored opponent in melee, you can activate this feat: add your Charisma score (if positive) to your attack roll and +4 to your damage. (If you have Ranger feat you can add Wisdom instead of Charisma to

your attack). If you smite an opponent who is not actually a favored foe, there is no additional effect, but the smite use is wasted.

You cannot use Smite when raging or sneak attacking.

### Frequent Smiting (Warrior)

#### Prerequisite: Smite Opponent.

Taking the Frequent Smiting feat gives you 3 additional Smite Opponent uses per day. This feat can be taken only once.

### Rage (Warrior)

You can fly into a berserk rage as a free action, gaining +2 Strength, +2 to your Fortitude and Will saves, and a -2 penalty to Defense. While raging, you can't use skills or powers requiring concentration or patience, and you can't take 10 or take 20 on checks. Your rage lasts ten rounds. When the duration runs out, you must make a Difficulty 17 Fortitude saving throw or suffer a level of fatigue (this counts as a Fatigue save for using supernatural powers, with penalties for multiple fatigue saves).

At **character level 8** and higher you gain a +3 bonus to Strength and +3 to your Fortitude and Will saves while raging. The penalty to Defense remains -2. Fortitude Save difficulty equals 20. At character level 16 and higher you gain a +4 bonus to Strength and +4 to your Fortitude and Will saves while raging, with Fortitude Save Difficulty 23.

You can take this feat multiple times. Each time, you extend the duration of your rage by 5 rounds (to a maximum of 20 rounds).

When raging, you cannot benefit from powers: Enhance Self or Enhance Other, from magic items which imitate those powers, or any others ability bonuses. Additionally, you cannot use Smite feat and sneak attack.

The bonuses from Rage and Fortitude save difficulties are summarized in the following table:

Level	Bonus	Fortitude save Difficulty
1	+2	17
8	+3	19
16	+4	21

### Sneak Attack (Expert)

When you make a surprise attack, you do +2 damage. You can sneak attack with a ranged weapon or a melee precision weapon. You cannot sneak attack with power

weapons. Ranged attacks can count as sneak attacks only if the target is within 30 feet. You cannot surprise attack an opponent you cannot perceive (due to concealment or some other effect), and opponents immune to critical hits suffer no additional damage. Opponents who cannot be surprise attacked are also immune. When you have 5 Expert levels your damage bonus increases to +3, at 10 Expert level to +4, and at 15 Expert levels to +5.

### **Tough (General)**

Your Toughness save bonus increases by +1. **This feat can be taken only once.** Monsters can take this feat multiple times and receive +1 to Toughness each time.

### **Two-Weapon Defense (General)**

**Prerequisite: Two-Weapon Fighting.**

Your two-weapon fighting style improves your Defense. When wielding two weapons (but not while unarmed) you gain a +2 bonus to your Defense against melee attacks.

### **Uncanny Dodge (General)**

You are especially attuned to potential danger, whether through training, experience, or some innate supernatural talent. You retain your dodge bonus to Defense when surprise attacked, so long as you are able to react (are not helpless, bound, unconscious, weaponless and the like). You do suffer -2 penalty to defence and can be sneak attacked.

## Adepts & Supernatural Class Feats

If you want to possess powers, you must first take a supernatural class feat (Sorcerer, Wizard, Cleric, Paladin, Ranger, Use Magical Items). The first such feat taken by a character gives some usually some additional benefit. Taking second, third and more class feats allows you to take powers associated with them, but gives no other benefits.

### Cleric (Adept).

The key ability is Wisdom. The “Cleric” feat gives \*Positive Energy Shaping power when taken as the first class feat.

Clerics add ½ of their Warrior levels (rounding down) to their Adept level (only for the purposes of powers on the Cleric list). A Cleric cannot have effective Adept level higher than 1.5 \* their actual Adept levels (rounding down).

Powers: Combat Sense, Cure, Cure Disease, Drain Vitality, Enhance Ability, Enhance Other, Enhance Senses, Harm, Imbue Life, Second Sight, Truth-Reading, Visions, Ward, Ghost Touch, Scrying, Heart Shaping, Elemental Resistance, Heart Reading, Elemental Blast, \*Elemental Ray, \*Positive Energy Shaping, Water Shaping, Wind Shaping, Cold Shaping, Earth Shaping, Fire Shaping, \*Sound Shaping, Weather Shaping, Calm, Sleep, Mind Touch, Pain, Object Reading, Psychic Weapon, Psychic Shield, Shadow Shaping, Severance, Harm, Supernatural Weapon, Beast Link, Wind Walk, Dominate, Psychic Blast

Cleric can use any of those powers he has not learned by expending a Conviction point. He must still fulfil prerequisites.

### Paladin (Warrior)

The key ability for Paladins is Charisma. The “Paladin” feat gives Favoured Enemy (Fiends and Undead) if you haven’t taken any other class feat before.

Paladins can take the following powers, even when not taking Adept levels: Cure, Cure Poison, Cure Disease, Supernatural Weapon, Truth Reading, Body Control, Ghost Touch, \*Positive Energy Shaping, Psychic Shield. Psychic Shield is a favoured power and uses the character level as the adept level. If a Paladin has not learned any of those powers he can still use it by expending a Conviction point. He must still fulfil prerequisites. They can also take feat Familiar (only for their mounts, using their equivalent Adept level minus creature level + 1)

Paladins add ½ of their Warrior levels (rounding down) to their Adept level (only for the purposes of powers on the Paladin list). If a paladin has no Adept levels and only one Warrior level, he is treated as possessing an Adept level 0. In that case the fatigue check difficulty is 10. The Power rank is 3.

Paladins usually take Core Ability Fearless (instead of Determination, like other warriors).

**Fearless:** You are completely immune to effects that cause fear (including supernatural powers like Heart Shaping) and to the effects of the Intimidate skill, unless the user’s total level is at least four greater than yours. You can also eliminate a fear-induced condition from an ally at any time by spending a point of Conviction and standing up to the source of the fear (often with a rousing speech or a simple statement like “We’re not afraid of you!”).

### Ranger (Warrior)

The key ability for Rangers is Wisdom. The “Ranger” feat gives Track if you haven’t taken any other class feat before. When Rangers take Smite feat, they can use Wisdom instead of Charisma to determine the bonus to hit.

Rangers can take the following powers, even when not taking Adept levels: Beast Link, Body Control, Cure, Cure Poison, Cure Disease, Enhance Senses, Nature Reading, Plant Shaping, Psychic Shield. Psychic Shield is a favoured power and uses the character level as the adept level. Ranger can use any of those powers he had not learned by expending a Conviction point. He must still fulfil prerequisites. They can also take feat Familiar (only for their animal companions, using their equivalent Adept level minus creature level + 1)

Rangers add ½ of their Warrior levels (rounding down) to their Adept level (only for the purposes of powers on the Ranger list). If a ranger has no Adept levels and only one Warrior level, he is treated as possessing an Adept level 0. In that case the fatigue check difficulty is 10. The Power rank is 3.

### Sorcerer (Adept)

The key ability is Charisma. The “Sorcerer” feat gives Cantrips power when taken as the first class feat. A sorcerer uses Charisma instead of Wisdom as the modifier for the Will save, but only for fatigue checks when using powers (he has in fact two Will saves, one for fatigue checks and the other for other purposes).

Should you take Lucky feat, you will use only Charisma for all saves, and both Will saves will be identical).

Sorcerers cast spells using Verbal and Somatic Components. They must be able to speak and gesture freely to cast their spells. They suffer Armor check penalty to Power and Fatigue checks. They can cast spells without using verbal components, but this increases Difficulty of Fatigue checks by 2. Sorcerers can take **Still Spell** feat. Still Spell feat allows to cast spell without Somatic Components, so they can eg wear armor without check penalty to power checks and fatigue checks and use powers when restrained.

Powers: All, except healing.

A Sorcerer can use any power from the above list which he had not learned by expending a Conviction point. He must still fulfil prerequisites.

### Use Magical Items (Expert)

The key ability for Use Magical Items is Charisma. This feat gives you a Power Rank, Power Bonus, Adept level and Save Difficulty. You cannot, however, take any actual powers, except Second Sight. You are able to use all magic items (such as wands and scrolls), instead.

You add ½ of your Expert levels (rounding down) to your Adept level for purposes of using magical items.

Each wand or scroll has an equivalent adept level and provides a specific use of a power with a specific power check difficulty and adept level. The power check difficulty cannot be greater than 15+ item level. In case of powers which do not require a power check, use the power as if cast by an adept of a level equal to the level of the item. Casting such power from the wand or scroll still requires a power check. The power check difficulty in that case equals 13+the wand level.

The save difficulty against the wand or scroll is identical to the save difficulties of your powers.

### Ritualist(General)

You can conduct rituals and craft magic items. For those purposes, your total character level counts as Adept level. This feat gives you a Power Rank, Power Bonus, and Save Difficulty. You cannot, however, take any actual powers, except Second Sight. Your key ability is Intelligence. Moreover, you can use magic items (eg wands) with the powers: Cure and Cure Disease (eg Wand of Cure, Wand of Restoration, Wand of Neutralize Potion etc).

### Wizard (Adept)

The key ability is Intelligence. The “Wizard” feat gives Cantrips power when taken as the first class feat. A wizard uses Intelligence instead of Wisdom as the modifier for the Will save, but only for fatigue checks when using powers (he has in fact two Will saves, one for fatigue checks and the other for other purposes. Should you take Intellect Fortress feat both Will saves will use Intelligence and will be identical).

Wizards cast spells using Verbal and Somatic Components. They must be able to speak and gesture freely to cast their spells. They suffer Armor check penalty to Power and Fatigue checks. They can cast spells without using verbal components, but this increases Difficulty of Fatigue checks by 2.

Wizards can take **Still Spell** feat. Still Spell allows to cast spell without Somatic Components, so they can eg wear armor without check penalty to power checks and fatigue checks, and use powers when restrained.

Powers: All, except healing

Wizards cannot spend Conviction to use powers they have not learned. When they take a power, however, they can inscribe a second power in their spellbook (reserve powers). They can spend an hour meditating in order to ready powers from spellbook (regardless of the number of powers being readied, it always takes 1 hour). For each reserve power readied, they must move one of their own powers to reserve, so the total number of powers they can cast remains constant. The readied reserve powers are treated in all aspects as other powers of wizard. In other words, a wizard possess a pool of powers (twice as much as he took power feats) from which he can select half as his readied powers. If a power requires another power as a prerequisite, it is enough that the Wizard has the prerequisite power in his spellbook. The prerequisite power needs not be prepared.

A wizard can spend a Conviction point to shorten the necessary meditation to full round per each exchanged power.

## Heroic Paths

### Barbarian

Role: Warrior  
 Skills: Climb, Handle Animal, Intimidate, Jump, Notice, Ride, Survival, Swim  
 Suggested Human Bonus Feat: Improved Strike

Level	Feats
1	Armor Training (light), Rage(10 rounds), Weapon Training, Dodge, Shield Training
2	Uncanny dodge
3	Second Chance (trigger traps)
4	Improved Speed
5	Dodge(2)
6	Endurance
7	Tireless
8	Cleave,
9	Dodge(3)
10	Tough
11	Rage(15 rounds)
12	Great Fortitude
13	Dodge(4)
14	Blind Fight
15	Iron Will
16	Greater Cleave
17	Dodge(5)
18	Prone Fighting
19	Move-by Action
20	Rage(20 rounds)

(bolded feats are typical for Barbarians)

### Cleric

Role: Adept, ev. Warrior Core Ability: Talent  
 Skills: Concentration, Diplomacy, Knowledge (supernatural/history/religion/the planes), Medicine, Notice, Ride, Sense Motive  
 Suggested Human Bonus Feat: Connected

Level	Role	Feats
1	Adept	Armor Training (light, heavy), Shield Training, Cleric, Cure
2	Adept	(Element) Shaping
3	Warrior	Warrior Fortitude
4	Warrior	Dodge Focus
5	Adept	Elemental Ray
6	Adept	Cure Disease
7	Warrior	Dodge(2)
8	Warrior	Iron Will
9	Adept	Imbue Life
10	Adept	Empower
11	Warrior	Dodge(3)
12	Warrior	Precise Shot
13	Adept	Enhance Ability
14	Adept	Combat Sense
15	Warrior	Dodge(4)
16	Warrior	Tough
17	Adept	Widen Power
18	Adept	Enhance Other
19	Warrior	Dodge(5)
20	Warrior	Great Fortitude

## Rogue

Role: Expert

Skills: Acrobatics, Bluff, Climb, Disable Device, Disguise, Escape Artist, Gather Information, Jump, Language, Notice, Search, Sense Motive, Sleight of Hand, Stealth, Swim

Suggested Human Bonus Feat: Improved Strike

Level	Feats
1	Armor Training (light), Dodge, Sneak Attack, Use Magical Device, Weapon Training
2	Evasion
3	Move by Action
4	Uncanny dodge
5	Dodge(2)
6	Crippling Strike
7	Favourite Enemy (Undead)
8	Critical Strike
9	Dodge(3)
10	Hide in Plain Sight
11	Tough
12	Iron Will
13	Dodge(4)
14	Second Chance (mind control)
15	Improved Evasion
16	Precise Shot
17	Dodge(5)
18	Quick Draw
19	Point Blank Shot
20	Slow Fall

(bolded feats are typical for Rogues)

## Paladin

Role: Warrior Core Ability: Fearless

Skills: Diplomacy, Handle Animal, Intimidate, Knowledge (religion), Medicine, Notice, Ride, Sense Motive

Suggested Human Bonus Feat: Dedicated

Level	Feats
1	Armor Training (light, heavy), Weapon Training, Shield Training, Paladin
2	Lucky
3	Smite
4	Dodge Focus
5	Dodge(2)
6	Cure
7	Supernatural Weapon
8	Iron Will
9	Dodge(3)
10	Tough
11	Body Control
12	Truth Reading
13	Dodge(4)
14	Positive Energy Shaping
15	Psychic Shield
16	Ghost Touch
17	Dodge(5)
18	Familiar
19	Mounted Combat
20	Spirited Charge

(bolded feats are typical for Paladins; unbolded feats are only suggestions)

## Sorcerer

Role: Adept  
 Skills: Concentration, Knowledge(supernatural), Bluff, Intimidate,  
 Suggested Human Bonus Feat: Familiar

Level	Feats
1	<b>Sorcerer, Mage Armor, Iron Will, Psychic Shield, Fire Shaping,</b>
2	<b>Energy Blast</b>
3	<b>Widen Power</b>
4	<b>Second Sight</b>
5	<b>Ward</b>
6	<b>Light Shaping</b>
7	<b>Enhance Senses</b>
8	<b>Wind Shaping</b>
9	<b>Wind Walk</b>
10	<b>Tough</b>
11	<b>Imp Mage Armor</b>
12	<b>Enhance Ability</b>
13	<b>Arcane Sight</b>
14	<b>Teleport</b>
15	<b>Blink</b>
16	<b>Phase</b>
17	<b>Water Shaping</b>
18	<b>Elemental Resistance</b>
19	<b>Psychic Blast</b>
20	<b>Earth Shaping</b>

(bolded feats are typical for Sorcerers; unbolded feats are only suggestions)

## Wizard

Role: Adept  
 Skills: Concentration, Knowledge(supernatural, other), Craft,  
 Suggested Human Bonus Feat: Familiar

Level	Feats	Reserve Powers
1	<b>Wizard, Iron Will, Mage Armor, Mind Touch, Sleep</b>	<b>Force Shaping, Fire Shaping, Energy Blast</b>
2	<b>Conjuration</b>	<b>Blink</b>
3	<b>Second Sight</b>	<b>Drain Vitality</b>
4	<b>Widen Power</b>	
5	<b>Ward</b>	<b>Light Shaping</b>
6	<b>Empower</b>	
7	<b>Psychic Shield</b>	<b>Enhance Senses</b>
8	<b>Wind Shaping</b>	<b>Black Tentacles</b>
9	<b>Wind Walk</b>	<b>Cloud the Mind</b>
10	<b>Imp Mage Armor</b>	<b>Water Shaping</b>
11	<b>Tough</b>	
12	<b>Enhance Ability</b>	<b>Arcane Sight</b>
13	<b>Psychic Shield</b>	<b>Move Object</b>
14	<b>Psychic Blast</b>	<b>Scrying</b>
15	<b>Phase</b>	<b>Enhance Other</b>
16	<b>Illusion</b>	<b>Manipulate Object</b>
17	<b>Teleport</b>	<b>Mind Reading,</b>
18	<b>Pain</b>	<b>Telekinetic Sphere</b>
19	<b>Dominate</b>	<b>Elemental Resistance</b>
20	<b>Severance</b>	<b>Earth Shaping</b>

(bolded feats are typical for Wizards; unbolded feats are only suggestions)

## Converting D&D NPCs

### Conviction

Important NPC's should have  $\frac{3}{4}$  conviction of a PC of the same level

### Abilities and Characteristics

Use all abilities as they are, but remove bonuses to abilities from items. Increase the abilities by the same amount. The only exception are the Gloves of Dexterity and the Gauntlets and Belt of Strength – use the converted version of them. Use the D20 saving throws, including bonuses from items.

Calculate attack bonus: base attack bonus + Dex + size modifier + other bonuses. Calculate Defence based on base attack bonus (called combat bonus in D&D), Dexterity, feats and items (eg shields).  
**Defence=combat bonus+Dex+size modifier + other modifiers.**

Calculate armor bonus to toughness based on the armor used, enhancements etc.

When converting warrior and rogue-types, assume that they have taken maximum amount of Dodge Focus feats: All characters should take the Tough feat as quickly as possible

You can either recalculate skills, or simply convert existing skills to True20. In that latter case, all characters will have less skill point compared to characters build with True20, and fighters much less . You can give them eg maxed Notice skill and such skills as ride, swim, jump, acrobatics

Level - Number of Dodge Focus feats

1	1
5	2
9	3
13	4
17	5

### Converting D20 NPC Clerics

Combat Progression: Medium (3 points)  
 Skill Progression: 2 + Int (0,5 points)  
 Save Progression: Good Fortitude and Will, Normal Reflex (0,25 points)  
 Power Progression: Adept level equal to  $\frac{3}{4}$  of Cleric level (as Medium combat progression).  
 Feat Access: Adept  
 Core Ability: Talent

NPC Cleric		
Level	Combat Medium	Adept level
1	0	0
2	1	1
3	2	2
4	3	3
5	3	3
6	4	4
7	5	5
8	6	6
9	6	6
10	7	7
11	8	8
12	9	9
13	9	9
14	10	10
15	11	11
16	12	12
17	12	12
18	13	13
19	14	14
20	15	15

### Alternative Method of Converting Spellcasters

Use D&D saves and base attack bonus. Calculate Toughness. Calculate defence. Assume no dodge feats were taken. Calculate power rank etc. Use the D&D spell per level table.

Don't use D&D "buffing" and defence spells, instead use True20 powers, such as Combat Sense, Enhance Ability and Elemental Resistance. Don't roll fatigue saves when using them; all powers cost instead one spell of the second highest level the character can cast, or two spells of the lower level, 3 of the next etc.

Use D&D spells when they give non-numerical bonuses, such as seeing invisible, true sight etc. Don't use D&D spells which give defensive bonuses (eg Mirror images), except for those which have True20 equivalent (eg Blur).

Use D&D attack spells with D&D save difficulties, converting damage according to the following rules:

Spell damage equals generally caster level. If D&D spell uses a die other than d6, calculate the maximum possible damage and divide it by 6, rounding down. This is True20 damage.

## Converting Monsters

### Dragons

Dragons use powers as Adepts of half their level. (Generally the adept level of monsters shouldn't be higher than their CR.) Dragons receive bonus powers (in addition to powers provided in True20 Bestiary): 1<sup>st</sup> and 2<sup>nd</sup> at 13 level, and one each next 3 levels (at levels 16, 19, 22, 25, 28, 31, and 34). Remember that natural attacks of dragons with Damage Resistance/magic count as magic attacks.

level	power
13	Mind Touch, *Cantrips
16	Ward
19	Psychic Shield
22	Light Shaping
25	Ghost Touch
28	Enhance Senses
31	Teleport
34	Combat Sense
37	Enhance Ability

### Minions

Weak monsters in numerous groups (more than PCs) should be minions. In easy encounters double their number. Monsters in groups approximately equal in number to the PCs, of a bit lower level or equal level with worse stats or equipment should be normal monsters without Conviction.

In more difficult encounters at least one leader should have Conviction. All singular monsters intended to offer some resistance should have Conviction. Also, in more difficult encounters you can use up to double number of standard monsters without conviction, and triple number of minions.

At higher levels you need more standard monsters and minions to challenge PCs. At high levels you could put four times as many minions compared to D&D.

### Conviction

Important mosters have conviction – up to ¾ conviction of a PC of the same level, treating 20 level as maximum. No monster can have more than 9 points of Conviction.

### Natural armor and weapons

Convert damage from natural weapons according to the damage conversion rules in the appendix to True20 rulebook. Divide the natural armor bonus by 2 and treat it as the armor bonus to Toughness.

Natural weapons generally count as precision weapons and use Dexterity as a modifier to Attack Bonus. A creature attacking with natural weapons can, but doesn't have to, use Finesse Attack.

Slams and similar natural attacks, especially of large creatures, can also count as power weapons. Compare Attack Bonus to CR. Attack bonus shouldn't generally be higher than 1.5\*CR, especially if Damage bonus is high. For the creatures with CR 6 or less, Attack bonus shouldn't be higher than CR+3.

Creatures with low attack bonus for its CR should receive Accurate Attack or All-Out Attack as bonus feats.

Damage of natural weapons shouldn't be generally higher than CR+3.

### Toughness

Constitution score +Size Feats + Armor and Natural Armor+Other

#### Size Bonuses to Combat and Toughness

	Combat	Toughness
Colossal	-8	8
Gargantuan	-4	6
Huge	-2	4
Large	-1	2
Medium	0	0
Small	1	-1
Tiny	2	-2
Diminutive	4	-4
Fine	8	-8

Construct: Add +1 to toughness

Undead: Add +½ level to Toughness (rounding down)

### Monsters with character levels

When monsters have only one power of limited importance (similar to favored power) it increases in power with additional adept levels, but does not grant additional adept levels to other powers. Dragons, undead and outsiders add their creature levels (in case of dragons, half of their creature level) to Adept levels.

### Swarms

Swarms do not receive size bonus (in this case, penalty) to Toughness. Their Toughness equals Constitution plus ½ level (rounding down). They have Damage Resistance 6/Area attacks.

Swarms of Tiny creatures halve damage from slashing and piercing weapons. Bludgeoning weapon, natural weapons, unarmed strikes, weapons which can inflict

elemental damage (eg with Elemental Weapon power) and powers inflict full damage, but do not bypass Damage Resistance. Only area attacks bypass damage resistance.

Swarms of Diminutive or Fine creatures are immune to weapons damage. Natural weapons, unarmed strikes and weapons which can inflict elemental damage (eg with Elemental Weapon power) inflict half damage. Powers inflict full damage, but do not bypass Damage Resistance. Only area attacks bypass damage resistance.

#### Improvised methods of dealing with Swarms

It can be easily seen that swarms are extremely difficult to fight with physical attacks. However, there is a few home-brew methods of dealing with them (if you don't have an Adept who is able to throw Widened Elemental Blasts), as follows:

A lit torch swung as an improvised weapon (-4 to hit) deals fire damage equal to strength per hit.

A lit lantern can be used as a thrown weapon (10 feet range increment), dealing +1 fire damage to all creatures in 5 feet radius. This counts as an area attack.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals +1 fire damage to each creature in the area. This is also an area attack.

### **Converting D&D Spells, spell-like and supernatural abilities**

Use D&D spells and save difficulties, converting damage according to the following rules.

Spell damage equals caster level. If D&D spell uses a die other than d6, calculate the maximum possible damage and divide it by 6, rounding down. This is True20 damage.

Generally the adept level of monsters shouldn't be higher than their CR. Dragons use powers as Adepts of half their level. (Generally the adept level of monsters shouldn't be higher than their CR.)

Save Difficulty should never be much higher than CR/2 (rounding up)+15. If it much higher than that in D&D, lower it accordingly.

Ranges:

**Close:** 25 feet +5 feet for every two full adept levels.

**Medium:** 100 feet + 10 feet per adept level.

**Long:** 400 feet + 40 feet per adept level.

## Powers

You cannot select a favourite power. Powers taken by characters with no Adept levels, which is allowed by some class feats, count as 0 adept level, power rank 3 etc. Psychic Shield treats character level as adept level. Characters with no Adept level and no prerequisite feat use Charisma as the key ability, both for favourite powers and for powers gained from items. Actual Adepts can use their key ability, but in that case have to use their actual Adept level, not total Character level.

### Converting D&D Spells

a single power should grant effects of a few related spells. As an exception, very powerful spells can be converted into a separate power. Converted spells are Fatiguing,

For powers with fixed effects power check difficulty is equal to minimal level of spellcaster able to cast it plus maximal bonus from key ability (4 up to 8 level, 5 up to 9 level, 6 up to 14 level, 7 at 15 level, 8 up to 17 level, 9 at 18 level, 10 at 19 level and 11 at 20 level), plus a balancing modifier (from 10 to 12).

Damage-dealing powers generally don't require power check. Powers cause damage equals to caster level. If D&D spell uses a die other than d6, calculate the maximum possible damage and divide it by 6, rounding down. This is True20 damage.

### Removed Powers

Bliss (too weak, use Calm, Pain or mental grapple instead), Cure Blindness/Deafness, Cure Poison (removed as separate powers, can be used as part of the Cure Disease power – in order to strengthen the Cleric archetype), Plane Shift (replaced with a ritual).

### Opposed Power Checks

In some circumstances, an adept is called to make an opposed power check. Both adepts roll d20, adding their power bonus. The one with lower result fails, although the user of the failed powers still suffer fatigue, if any. (As with all opposed checks, when a tie happens, the character with the higher power bonus wins. If the power bonuses are the same, re-roll.) Adepts can choose to suffer a fatigue result, in addition to the normal fatigue of the power used, to gain a +5 bonus to their check. If both sides choose to suffer fatigue, no one receives this bonus. This takes no actual time; it happens as part of the check.

A reminder: Enhance Ability, Enhance Other and Combat Senses don't require maintenance and cannot be dispelled by Ward.

### List of New powers

Black Tentacles, Cantrips, Charm, Confusion, Conjuraton, Elemental Ray, Force Shaping, Mage Armor, Improved Mage Armor, Necromancy, Positive Energy Shaping, Arcane Sight, Sound Shaping, Telekinetic Sphere,

List of revised powers: Blink, Cloud the Mind, Elemental Blast, Enhanced Senses, Phase, Second Sight, Teleport, Wind Walk,

### Smaller Revisions

Apport only works on object and willing subjects. They can be apported only to locations within 400 feet of you. Invisibility (Light Shaping) cannot be maintained longer than 3 minutes.

The following rules replace the whole of the original text of powers.

### Cure Disease

**Lesser Restoration:** This use dispels any magical effects reducing one of the subject's ability scores (without an opposed power check). It can alternatively cure 1 point of temporary ability damage or restore 1 point permanently drained from a single ability score (your choice if more than one is drained or damaged).

Difficulty 18

Time – 3 full round actions

Range: Touch

Try Again: If you fail, you must suffer a level of fatigue to try again to restore the same subject during the same day. You can try to restore other subjects or the same subject next day freely.

**Remove Paralysis:** You can free a creature from the effects of any temporary paralysis or related magic, including a ghoul's touch or a slow effect.

The spell does not restore ability scores reduced by penalties, damage, or drain.

Time: full action

Range: Close

Difficulty: The effect's saving throw difficulty, and if it has none, an opposed power check

Try Again: Yes

**Remove Curse:** You instantaneously remove all curses from an object or a creature. This does not remove the curse from a cursed shield, weapon, or suit of armor, although it enables the creature afflicted with any such cursed item to remove and get rid of it.

Time: Full action  
Difficulty: 20

Try Again: You get only one attempt to remove curses from one subject each day. If you fail, you must suffer a level of fatigue to try again that day.

Range: Touch, when widened all objects and creatures within a radius around you.

**Break Enchantment:** This use frees subject from enchantments and transmutations, although this requires an opposed power check against the caster of the effect. Break enchantment can reverse even an instantaneous effect.

Time: Full action  
Difficulty: Opposed power check against the caster of the effect

Try Again: You get only one attempt to break enchantment on a particular subject each day. If you fail, you must suffer a level of fatigue to try again that day.

Range: Touch, when widened all within a radius around you.

**Cure Blindness/Deafness :** If a subject is both blind and deaf, curing both requires two checks.

Time: a full action.  
Difficulty 15 power check.

Try Again: You get one attempt to cure a subject's blindness or deafness. If it fails, you cannot try again until your power rank improves.

**Cure Poison:** You can cure a subject of poison. The Difficulty of the power check is the poison's saving throw Difficulty.

Fatiguing

Time: Cure Poison is a full action.

Try Again: You get only one attempt to cure any given patient of a particular poison. If you fail, you must suffer a level of fatigue to try again.

## Enhance Ability

**Centering, Meditation, Prerequisite: Power Rank 13**

After a 15 minute long meditation, you receive + 1 bonus to your key ability (Intelligence, Wisdom or Charisma). The bonus is permanent and similarly to other bonuses from Enhance Ability doesn't requires maintenance, but as long as you benefit from it, you cannot benefit from any other ability bonus. Bonus to Intelligence doesn't grant additional skills, although it increases skills based on Intelligence. You cannot use Enhance Ability, benefit from Enhance Other or from items with similar effects. You can end the effect as a free action. At power rank 19 your ability bonus increases to +2.

## Imbue Life

**Fatiguing (See below), Prerequisite: Cure rank 12**

Fatigue save Difficulty equals 20 + half your power rank.

**Heal:** You channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, insanity, nauseated, sickened, stunned, and poisoned. It removes all lethal and nonlethal damage.

This use of power does not remove fatigue or restore permanently drained ability score points.

Difficulty 25

Time – standard action  
Range: Touch, when widened all selected creatures within a circle centered on you

**Regenerate**

Difficulty 25  
Time: 3 full rounds  
Range: Touch

Duration: Instantaneous  
Try Again: You get only one attempt to cure any given patient in a day. If you fail, you must suffer a level of fatigue to try again during the same day.

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes d20 rounds otherwise.

Regenerate also cures one lethal damage condition and

eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Duration: Maintenance  
Power Check Difficulty: 20

## Ward

**Dispel:** Ward generally does not dispell existing powers. You can, however, focus it against an existing power. When you use this option, Ward ceases to interfere with spellcasting of your opponents until your next turn.

You can focus your ward on one power, or on all powers affecting a single creature or object. If you are targeting specific power, make an opposed power check against the user. If you win, the targeted power turns off, although the user can re-activate it normally. If you are targeting a creature or an object that is the subject of multiple powers, make a single power check and compare the result against the opposed power checks for all powers affecting your target.

You can dispell only powers which need to be maintained or concentrated upon, or in the description of which it is specifically mentioned that they can be dispelled.

## Wind Shaping

**Gaseous Form:** The subject and all its gear become insubstantial, misty, and translucent. Its material armor (except natural armor) becomes worthless, though its size, Dexterity, natural armor, armor enhancement bonuses, and armor bonuses from force effects (eg Mage Armor) still apply. The subject gains **damage reduction 4/magic** and becomes immune to poison and critical hits. It can't attack or use other powers while in gaseous form. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: Maintenance, max 20 min

Power Check Difficulty: 20

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

## Water Shaping

### Fatiguing, Maintenance

**Water Breathing:** The transmuted creature can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Range: Touch

Target: Living creatures touched

Duration: 2 hour/rank; no maintenance; see text

Power Check Difficulty: 20

**Water Walk:** The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature

## Arcane Sight

**Prerequisites:** Second sight, power rank 13

**See Invisibility:** You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Naturally invisible or ethereal creatures, and also creatures affected by the Invisibility effect of Light Shaping power are seen automatically. Cloud the Mind power requires an opposed power check. Creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

This power does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see. It also does not allow you to avoid the miss chance caused by Blur.

**Darkvision:** You can see up to 60 feet even in total darkness. Darkvision does not grant one the ability to see in magical darkness.

## Black Tentacles

**Prerequisites:** Conjuration, power rank 10, Fatiguing

This power conjures rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine the target creature, holding it fast and crushing it with great strength. The tentacles are immune to all types of damage.

The targeted creature must make a Fortitude save immediately and on its each next turn. If it fails save, it is entangled. If it already had been entangled by tentacles, it additionally suffers lethal bludgeoning damage equal to 2+1/2 rank (rounding down). If it makes the save, it is free from entanglement. The targeted creatures can also free themselves from entanglement by making an opposed grapple check or escape artist check against caster's power check during their turn, as a standard action.

When the spell is widened, any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't entangled may move through the area at only half normal speed.

*Casting Time:* 1 standard action  
*Range:* 100 feet + 10 feet per adept level.  
*Duration:* Maintenance, max 3 min  
*Save:* Fortitude  
*Power check difficulty:* 22

## Blink

**Fatiguing, Maintenance**

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random. Attacks have a 50% miss chance against you and you only suffer half damage from area attacks. You can make surprise attacks while blinking, negating your opponent's dodge and parry bonuses to Defense. You can renew your Blink power's duration when it expires by making a new fatigue saving throw (with the cumulative modifier for successive fatigue saves).

*Time:* until the adept stops maintaining it, but no longer than 30 rounds  
*Power check difficulty:* 20 (standard action), 25 (free action, reaction),

## Cantrips

**Not Fatiguing**

This power allows you to cause a number of different simple, although useful, magical effect. Those simple spells are taught to all students of magic.

**Deal Damage**

Range: 5 feet per power rank

Saving Throw: None

You must succeed at a ranged attack throw to hit your opponent. If you do, you inflict one of the following kinds of damage with no save. The damage depends on your power rank.

Rank	Damage
1	1
5	2
10	3
15	4
20	5
25	6

**Acid Splash:** You fire a small orb of acid at the target. The orb deals acid damage.

**Ray of Frost:** A ray of freezing air and ice projects from your pointing finger. The ray deals cold damage.

**Disrupt Undead:** You direct a ray of positive energy. You must make a ranged attack to hit, and if the ray hits an undead creature, it deals damage to it. Ghosts and other immaterial creatures do not have the 50% chance to avoid this attack.

**Mage Hand:** You throw a small object at your opponent. It deals bludgeoning damage.

**Daze**

Range: 5 feet per power rank

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Power check difficulty=12 + target's level

This enchantment clouds the mind of a creature so that it takes no actions. The creature must make a Will saving throw or be dazed for 1 round, taking no action, but defending normally. A dazed subject is not stunned, so attackers get no special advantage against it.

**Flare**

Range: 5 feet per power rank

Duration: Instantaneous

Saving Throw: Fortitude negates

Power check difficulty= 12 + target's level

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that

creature is blinded for 1 round, unless it makes a successful Fortitude save.

**Dancing Lights**

Duration: maintenance  
Range: Medium (100 ft. + 10 ft./level)

Depending on the version selected, you create lights that resemble lanterns or torches (and cast that amount of light, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius), or glowing spheres of light (which look like will-o'-wisps), or a faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Effect	Power Check Difficulty
One light	5
2 lights	10
3 lights	15
4 lights	20
Humanoid shape	25
Humanoid shape and four lights	30
Two humanoid shapes	35
to vary the shape of lights or to give a specific shape to the humanoid figure	+5 to difficulty

**Ventriloquism**

Range: 5 feet per power rank  
Effect: Intelligible sound, usually speech  
Duration: Concentration or Maintenance  
Saving Throw: Will disbelief  
Power check difficulty= 12 (Concentration) or 15 (Maintenance)

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. Anyone who hears the sound and makes a successful save knows you are making it. You can try to use the ventriloquism without concentration. This requires Power check with Difficulty 15.

**Mage Hand**

Range: 5 feet per power rank  
Target: One nonmagical, unattended object weighing up to 5 lb.  
Duration: Concentration  
Power check difficulty= 12  
You point your finger at an object and can lift it and move it at will from a distance. As a move action, you

can propel the object a distance of 5 feet times your power rank.

**Prestidigitation**

Range: 10 ft.  
Target, Effect, or Area: See text  
Duration: 1 hour  
Power check difficulty 15 or more at Narrator's discretion

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

**Mending**

Range: 10 ft.  
Target: One object of up to 1 lb.  
Duration: Instantaneous  
Power check difficulty 12

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a warp wood spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell cannot affect creatures (including constructs).

**Charm**

**Fatiguing, Mental Contact, Maintenance**

*Target: One creature*  
*Duration: Maintenance*  
*Power Check Difficulty= 12+Target's Level. If the target isn't a humanoid, Difficulty is never less than 20.*  
*Saving Throw: Will negates. If the creature is currently being threatened or attacked by you or your allies, it receives a +5 bonus on its saving throw.*  
This power makes a creature regard you as its trusted friend and ally (treat the target's attitude as friendly). The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do (Retries are not allowed.) It won't do anything which conflicts with its An affected

creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

## Cloud the Mind

*Target:* You, when widened an area with radius equal to twice your level.

*Duration:* maintenance, max 1 hour

*Saving Throw:* Will negates

*Prerequisites:* power rank 8

You make yourself completely undetectable to other creatures (no matter what sense they are using) by erasing all awareness of your presence from their minds. They see you physically but remain unaware of you mentally. This supernatural power has the following effects:

First, you can use Stealth skill even if you do not have cover or concealment. Only the creatures which succeed on the Notice check are entitled to the Will save. All other creatures do not notice you and are not affected by the magic. Only subjects observing an area are entitled to the Notice check. In case of a compact body of people, only the sentries or nearest members are considered to be observing the particular spot on which you stand. You are invisible and inaudible to any subjects failing a Will save. They cannot detect your presence by any means. (Some supernatural powers may allow to make an opposed power check to see you.) You can move safely in a crowd. Since the members of it see you physically, they will subconsciously avoid stumbling on you.

The subjects remain unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subjects' environment. If you take an action creating a sustained and obvious change in the subject's environment—for example moving a large or attended object the subject can see—the subject immediately gains a new saving throw. An ally of the subject able to see or perceive you can use an aid another action (a standard action) to warn the subject, granting an immediate new saving throw.

Alternatively, by Widening the power, you can affect the sphere with the radius equal to twice your level. This confers invisibility and inaudibility upon all allied creatures within radius, including you. Those affected can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the radius

around you (note that this area moves together with you) becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

## Confusion

**Prerequisites:** Mind Touch, power rank 10, Fatiguing, Mental Contact, Maintenance

*Casting Time:* 1 standard action

*Target:* One creature

*Range:* Medium (100 ft. + 10 ft./level)

*Duration:* Maintenance, 3 min max

*Saving Throw:* Will negates

This spell causes the target to become confused, making it unable to independently determine what it will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

*d20/Behavior*

1-2/Attack caster with melee or ranged weapons (or move toward caster if attack is not possible).  
3-5/Act normally.

6-10/Do nothing but babble incoherently.

11-14/Flee from user at top possible speed.

15-20/Attack nearest creature (for this purpose, a familiar does not count).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

## Conjuration

**Fatiguing, Maintenance**

You can manipulate reality to create a simulated magical matter, which you can use to confuse and obstruct your enemies. Magic holds the creation together, and when the spell ends, the conjured matter vanishes without a trace.

**Grease**

*Range:* 100 feet + 10 feet per adept level.

*Target or Area:* One object or circle with a radius of 2x Adept level in feet.

*Duration:* Maintenance, max 3 min.

*Saving Throw:* Reflex, See text

*Power check difficulty:* 15

A grease spell covers a solid surface with a layer of salve of slipperiness (superlubricant), which completely negates friction. Any creature in the area when the spell

is cast must make a successful Reflex save or fall.

Any creature which wants to stand up, move through the area of spell or take a standard action while standing must make Reflex save at the beginning of each turn. Failure means it cannot move or take a standard action (actually losing the rest of actions during the turn) and falls if it is standing. Success means it can move at half normal speed and take a standard action. Taking an action while prone doesn't require a Reflex save. Moving through the area of the spell 5 feet per move action doesn't require Reflex save. No matter what the result of the check, the affected creature doesn't lose dodge bonus to defence.

Instead of Reflex save creature can make Acrobatics check opposed by caster's power check, with the same consequences of success and failure.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and to Grapple Defence.

**Web**

Range: 100 feet + 10 feet per adept level.  
 Effect: Web with radius of 2x Adept level  
 Duration: Maintenance, max 3 min.  
 Saving Throw: Reflex negates; see text  
 Power check difficulty: 18

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become entangled among the gluey fibers. Attacking a creature in a web won't cause you to become entangled. The web has a diameter of 2x Adept level feet.

Anyone in the effect's area when the spell is cast must make a Reflex save. On a failed save, the target is entangled, suffering a -2 penalty to effective Dexterity. The entangled creature cannot move. The entangled creature can break loose by spending 1 full round and making a Strength check (Difficulty equal to save difficulty) or an Escape Artist check opposed by a power check of the caster. Even if the save succeeds, the web counts as very heavy obstruction to movement -

divide speed by 4 while in the web.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a web spell are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight, burning a square (5 feet) from the starting point each round. All creatures within flaming webs take damage 2 from the flames.

**Glitterdust**

Range: 100 feet + 10 feet per adept level.  
 Area: a circle with radius of 2x Adept level in feet  
 Duration: Maintenance, max 3 min  
 Saving Throw: Will negates (blinding only)  
 Power check difficulty: 20

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Naturally invisible and creatures affected by the Invisibility effect of Light Shaping power are seen automatically. Cloud the Mind power requires an opposed power check. Ethereal creatures are not affected. Blinded creatures can make a Will save each turn to regain sight as a free action. Any creature covered by the dust takes a -40 penalty on Hide checks.

**Elemental Blast**

**Fatiguing**

Time: Standard action.  
 Range: 100 feet + 10 feet per adept level.

You can strike a foe with a focused blast of elemental force. The kind of elemental damage depends on which Shaping power you possess. If you don't have any of the indicated powers, you cannot use Elemental Blast; if you have several, you can select the effect you want. Positive Energy blast can target only an undead creature or a supernatural creature with the vice subtype. Ghosts and other immaterial creatures do not have the 50% chance to avoid this attack.

Shaping power	type of energy damage
Cold Shaping	Cold
Energy Shaping, Weather Shaping	Electric
Fire Shaping	Fire
Water Shaping	Acid
Wind Shaping, Sound	Sonic

Shaping	
Positive Energy Shaping	Positive Energy

An Elemental Blast has a damage bonus equal to your adept level. Targets of a Elemental Blast can make a Reflex saving throw. If successful, the blast only inflicts half damage on that target.

## Elemental Ray

### Fatiguing

*Time: Standard action.*

A ray of elemental energy springs from your hand. Your Elemental Ray is a normal ranged attack with a range increment of adept level x 10 feet and a maximum range of ten increments (adept level x 100 feet). and a damage bonus equal to your power rank (Adept level+3).

The kind of elemental damage depends on which Shaping power you possess. If you don't have any of the indicated powers, you cannot use Elemental Ray; if you have several, you can select the effect you want. Positive Energy ray can target only an undead creature or a supernatural creature with the vice subtype. Ghosts and other immaterial creatures do not have the 50% chance to avoid Positive Energy Ray.

You cannot apply the Widen Power feat to the elemental ray.

Shaping power	type of energy damage
Cold Shaping	Cold
Energy Shaping, Weather Shaping	Electric
Fire Shaping	Fire
Water Shaping	Acid
Wind Shaping, Sound Shaping	Sonic
Positive Energy Shaping	Positive Energy

## Enhance Senses

### Fatiguing

*Target: Creature touched*

*Time: Standard action*

*Applications:*

### Darkvision

Power check Difficulty 17.

Duration: maintenance, max 1 hour

The subject gains the ability to see 60 feet even in total darkness. Darkvision does not grant one the ability to see in magical darkness.

### Tremorsense

Power check Difficulty 22.

Duration: maintenance, max 1 hour

The subject gains the ability to automatically pinpoint the location of any object or creature within 30 that is in

contact with the ground. The subject must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for the subject to detect them. The subject cannot be an incorporeal or ethereal creature, and cannot detect incorporeal and ethereal creatures.

### True Seeing

required rank 14

Power check Difficulty 27.

Duration: maintenance, max 10 min.

The subject sees through normal and magical darkness, sees the exact locations of creatures or objects under blur or displacement effects, see invisible creatures or objects normally, and can see into the Ethereal Plane (but not into extradimensional spaces). It can additionally notice secret doors hidden by magic, see through illusions, see through powers that stop it from noticing a creatures (such as Cloud the Mind) and see the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate natural concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

## Force Shaping

### Fatiguing

You can manipulate the raw magical force. This force affects equally immaterial or ethereal creatures.

### Magic Missile

*Range: 100 feet + 10 feet per adept level.*

*Targets: On or more creatures no two of which can be more than 20 ft. apart*

*Save: Reflex*

*Fatiguing*

A missile of magical energy darts forth from your fingertip and strikes its target, dealing damage equal to 2+1/2 rank (rounding down). You can instead send out a salvo of missiles, each dealing damage 4. Number of missiles equals 1/2 rank - 1 (rounding down). Each missile must be directed at a different creatures, no two of which can be more than 20 ft. apart. This power

cannot be Widened. Inanimate objects are not damaged by the spell. Ghosts and other immaterial or ethereal creatures do not have the 50% chance to avoid this attack.

### Resilient Sphere

*Casting Time: 1 standard action*

*Range: 5 feet per power rank*

*Effect: 1-ft.-diameter/rank sphere, centered around a creature*

*Duration: maintenance, max 3 min*

*Saving Throw: Reflex negates*

*Power check difficulty: 22*

*Fatiguing*

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation or a rod of negation. It can also be dispelled by focused Ward power. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within. This sphere is effective against immaterial or ethereal creatures, which cannot pass in or out of it. Any magical effects cannot pass from outside into, or from inside out of the sphere.

### Wall of Force

*Casting Time: 1 standard action*

*Range: 5 feet per power rank*

*Effect: an invisible wall of force*

*Duration: Maintenance, max 3 min*

*Saving Throw: None*

*Power check difficulty: 25+1 per each additional 10-foot square of wall*

*Fatiguing*

A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most powers. However a rod of cancellation, rod of negation and a sphere of annihilation immediately destroy it. It can also be dispelled by focused Ward power. Breath weapons, powers and spells cannot pass through the wall in either direction, although teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a wall of force.

The caster can form the wall into a flat, **not necessarily vertical plane** whose area is up to ten 10-foot squares.

You can get more squares by increasing the power check difficulty. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

## Mage Armor

You learn to surround yourself with an invisible but tangible field of force. You receive +2 toughness bonus as long as you don't wear armor. The bonus does not apply if you are unable to take free actions. You automatically restore Mage Armor as a free action as soon as you can take free actions. This bonus is treated as armor bonus, except that it doesn't cause armor check penalty. You can still benefit from items granting armor enhancement bonus (Amulet of Natural Armor, Bracers of Defence). This power precludes the use of the Canny Dodge feat.

## Mage Armor, Improved

*Prerequisites: Mage Armor, power rank 13*

Your Mage Armor bonus to Toughness increases to **4**.

## Necromancy

You can communicate with and command undead.

### Mental Contact

You can establish mental contact with undead. Mental Contact requires a move action to establish. The base Difficulty is 10, modified by familiarity. If the subject has a Psychic Shield, you have to make a separate Mind Touch check to overcome it. Intelligent undead also gets a Will saving throw to avoid contact. If the save is successful, no contact is made. While you are in mental contact with another being, the two of you can communicate at the rate of normal speech, hearing each other's thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other mentally, not reading each other's thoughts. Mental Contact is two-way, meaning you are in mental contact with the subject for purposes of her powers and vice versa.

Mental Contact allows you to use certain mind-affecting powers against undead, although not those which are dependent on emotions. You can use following powers: Pain, Dominate, Illusion, Mind Probe, Mind Reading, Mind Shaping, Suggestion

### Command Undead

Fatiguing, Mental Contact

Targets: One undead creature

Duration: Permanent (Dismissable)

Saving Throw: Will negates; see text

Power Check Difficulty= 18+the number of undead already under your control

If an undead is under the control of another adept, you must additionally win opposed power check.

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. An intelligent undead gets a new saving throw to end the spell each day, usually before dawn.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

You need a mental contact only to establish your control, not to maintain it. This power cannot be Widened.

## Phase

**Fatiguing, Maintenance, Prerequisites: Blink, power rank 18**

*Casting Time: 1 standard action*

*Duration: Maintenance, max 3 min*

*Power check difficulty: 30*

You can shift yourself "out of phase" with the material world, becoming incorporeal. You are not invisible. You are unaffected by the material world, able to pass through solid objects and creatures and move in any direction, including up or down, at your normal movement speed, although you cannot see when your eyes are within solid matter. Any equipment you are wearing or carrying is also incorporeal. Your armor, with exception of natural armor and armor enhancement, doesn't work against corporeal threats, including magical effects from a corporeal source. Natural armor, armor enhancement bonus, Mage Armor power and Ghost Touch armors work normally. Your magical items affect you normally.

You can be harmed only by other incorporeal creatures, by magic weapons, or by powers, spell-like effects, or supernatural effects. You are immune to all nonmagical attack forms. You are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when hit by magic powers, or magic weapons, you have a 50% chance (11 or better on d20) to ignore any damage from a corporeal source (except for supernatural powers that affect the mind or spirit, positive energy, negative energy, force effects, or attacks made with ghost touch weapons). Nondamaging magic effects affect you normally unless they require corporeal targets to function or they create a corporeal effect that incorporeal creatures would normally be unaffected by. (Abilities to avoid attacks, such as the above, or blur, or total concealment, or blink, do not stack. You can roll to avoid getting hit only once.)

Incorporeal and ethereal creatures can attack you normally. Similarly, when you can attack incorporeal and ethereal creatures they don't get a chance to ignore damage.

You cannot touch or affect material world. You can attack corporeal targets only with Ghost Touch weapons and supernatural powers. As an incorporeal creature you do not leave footprints, have no scent, and make noise only intentionally.

If the power's duration ends while you are inside a material object, you are shunted into the nearest open space and must make a Toughness saving throw against +1 damage per 5 feet you travel in this manner. You can also renew your power's duration with a new fatigue save (including the modifier for repeated power use).

## Positive Energy Shaping

**Fatiguing, Concentration (only if maintaining)**

This power allow the clerics and priests to wield positive energy.

### Turn Undead

*Casting Time: A standard action*

*Range: 60 feet, when widened a circle centered on you within a radius equal to twice your level.*

*Duration: 3 min*

As a standard action, you can channel positive energy, which can drive off, damage or destroy undead and supernatural creatures with the vice subtype (fiends).

You can target one creature in the 60 feet range. If you widen the power, it affects all undead or fiends in the radius equal to twice your Adept level. Affected undead or fiends must make a Will save. Regardless whether the save succeeds or fail, the creature cannot be turned again in the same encounter, and succeeds all following

saves automatically. If the targeted creature fails the save, it suffers a hurt. If it fails by 5 or more, it suffers a wound. If it fails save by 10, it is disabled, and if by 15, it is immediately destroyed.

Additionally, if the creature fails the save, it flees from you by the best and fastest means available to it for about 3 minutes. If the affected creature cannot flee, it cowers, unable to act. Any attack against it counts as a surprise attack, but instantly ends the effect. Creature freed in that manner cannot be turned again during the same encounter.

#### **Bless Water**

Difficulty:15

Casting Time: 10 minutes

Duration: Instantaneous (cannot be dispelled)

You imbue all water in a container (no more than one flask or pint) with positive energy, turning it into holy water.

#### **Bless Weapon**

Difficulty:17

Casting Time: A standard action

A touched weapon or up to 50 projectiles count as virtue-aligned for the purposes of bypassing damage reduction. The effect lasts 10 minutes.

## **Second Sight**

### **Not fatiguing**

#### **Sense Powers**

Whenever supernatural powers are used in your line of sight, or you are in mental contact with the caster or the target, you can identify the powers used. Make Knowledge(supernatural) check with Difficulty 10 + adept level to identify the power used.

#### **Sense Mind Touch**

You make a Second Sight check against the other adept's Mind Touch check to know when someone is trying to secretly get into mental contact with you. If you win the check, you sense the attempt, but you might not be able to avoid it (depending on the results of your Psychic Shield check and Will save).

#### **Detect Auras**

You can sense magical auras at range of 120 feet. 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks your ability to detect magic. If the items or creatures bearing the auras are in line of sight, you can make Knowledge(supernatural) skill checks to determine the school of magic involved in each magic item. (Make one check per aura; Difficulty 15 + spell level, or 15 + half adept level.) If you exceeds Difficulty on Knowledge(Supernatural) test by 10 or more, you magically divine the item's function, its means of activation and the number of charges

remaining.

If the items, areas or creatures affected by an ongoing power are in line of sight, you can make Knowledge(supernatural) skill check with Difficulty 15+ adept level to identify the power. You can pin-point invisible creatures by detecting the aura of powers affecting them (if they gained invisibility from item or spell), although even a pin-pointed invisible creature has total cover, which gives it 50% miss chance and can make surprise attacks.

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine its adept level.

#### **Detect Poison**

Time: Standard action

Range: Close

Power check Difficulty 15

You determine whether a creature, object, or area has been poisoned or is poisonous. If you fail, your all subsequent attempts to check the same target will fail automatically until next day. You can determine the exact type of poison with a Difficulty 20 Wisdom check. A character with the Craft skill may try a Difficulty 20 Craft check if the Wisdom check fails, or may try the Craft check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## **Sound Shaping**

### **Fatiguing**

You can mentally control sound and sonic energy. You can make a Sound Shaping check to deafen opponents, make an area of silence around yourself, or mimic nearly any sound imaginable. You can deal sonic damage when using the Elemental Blast power in conjunction with Sound Shaping.

#### **Deafening Burst**

Difficulty 20;

Time: Standard action

You create a burst of sound that can deafen any living creature within 5 feet times your Adept level. Opponents are allowed a Fortitude save to resist, and are deafened for 10 levels on a failure. A failure on the Fortitude save by more than 10 deafens the victim permanently or until the victim can be healed.

#### **Silence Aura**

Difficulty 15; Maintenance.

Time: Standard action

You create an area around yourself with a radius in feet equal to 10 + 5 feet for every 2 adept levels you possess. Anything within this radius makes no sound and automatically succeeds at any Stealth check related to moving silently. This use of the Sound Shaping power requires maintenance.

**Ghost sound**

Time: Standard action; Maintenance

You can mimic any sound you can imagine. Producing intelligible speech requires Difficulty 16 power check. Listeners must succeed on a Notice check opposed by your Sound Shaping check to detect the fact that sound seems unnatural and artificial. You can use Ghost Sound to enhance illusions created by Light Shaping spell.

**Supernatural Weapon**

**Prerequisite: Weapon Training or Combat +3 or greater**

You can imbue any weapon you wield with supernatural power. The weapon is considered magical or supernatural for overcoming the defenses of creatures vulnerable to such weapons. You must personally wield the weapon for it to gain this benefit. You can receive additional benefits based on your power rank. At higher power ranks you receive all benefit of lower ranks. All benefits of this power are permanent and last as long as you wield the weapon.

Power rank	Bonus
1	weapon counts as magical/supernatural weapon
6	ignores damage resistance due to the specific kind of damage (piercing, slashing, bludgeoning)
8	Adaptable (ignores damage resistance due to material or kind of damage)
10	Irresistible (ignores damage resistance, except for DR/- or DR/area)

**Telekinetic Sphere**

**Prerequisites: Force Shaping, power rank 18**

*Casting Time: 1 standard action*

*Range: Close (25 ft. + 5 ft./2 levels)*

*Effect: 1-ft.-diameter/level sphere, centered around creatures or objects*

*Duration: maintenance, max 3 min*

*Power check difficulty: 32*

*Saving Throw: Reflex negates (object)*

This spell functions like resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless.

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation or a rod of negation. It can also be dispelled by focused Ward power. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within. This sphere is effective against immaterial or ethereal creatures, which cannot pass in or out of it. Any magical effects cannot pass from outside into, or from inside out of the sphere.

Anything contained within an telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

**Teleport**

**Prerequisites: Power rank 10, Fatiguing,**

*Casting Time: 1 standard action*

### Dimension Door

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Power Check Difficulty: 24+3 for each additional Medium creature.

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring two additional willing Medium or smaller creatures (carrying gear or objects up to its maximum load) or equivalent. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. You can transport more creatures, increasing Difficulty by 3 for each medium creature.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take damage 2 (ignoring armor) and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet you all take instead damage 10 (ignoring armor) and the spell simply fails.

### Dimensional Anchor

Power Check Difficulty: 15+target's level

Range: Medium (100 ft. + 10 ft./level)

Save: Will

Duration: maintenance, max 10 min

A green ray springs from your outstretched hand and strikes the target without the need for an attack roll. Any affected creature is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include blink, teleport, dimension door, phase, and similar abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

### Word of Recall

Target: You and touched objects or other willing creatures

Duration: Instantaneous

Power Check Difficulty: 24+3 for each additional Medium creature

Word of Recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary before you use this power, and it must be a very familiar place. You can designate a place only when you are physically present in it, so you can never use Word of Recall to journey to any new location. Designating a place takes at least 10 minutes. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring two additional willing Medium or smaller creatures (carrying gear or objects up to its maximum load) or equivalent. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. You can transport this limit causes the spell to fail. An unwilling creature can't be teleported by word of recall.

### Wind Walk

**Fatiguing, Maintenance, Prerequisites: Wind Shaping, power rank 8**

Casting Time: 1 standard action

Duration: *Maintenance, max 10 min.*

*Power check difficulty: 20*

You can "walk" on air with perfect maneuverability at a speed of 5 feet times your power rank. You can charge but not run, and you cannot carry aloft more weight than your maximum load, plus any armor you wear. The effect ends when your feet touch the ground.

Should the power expire while you are still aloft, the magic fails slowly. You float downward 60 feet per round for 4 rounds. If you reach the ground in that amount of time, you land safely. If not, you fall the rest of the distance, taking damage. Since dispelling a spell effectively ends it, you also descend in this way if the spell is dispelled, but not if it is negated by an antimagic field.

## Magic Rituals

A ritual always requires some form of spoken incantation, usually accompanied by gestures. Most also require certain material components such as incense, a circle containing mystic symbols, or expensive jewels. Magic rituals are different from normal rituals since they must be cast by an adept and require power checks. Each ritual has a required **character level** (not adept level). Characters of lower level cannot use the ritual. As an exception, Narrator can allow characters of lower level to use this ritual, due to special one-time beneficent astrological configuration of stars and planets, a unique spell component found as a result of a quest, one-time help from some supernatural creature, miracle etc.

Rituals must be inscribed in a spellbook. Researching and inscribing the ritual costs 50 gp plus 50 gp per level (or 100 gp per spell level). Once you researched the ritual you can transcribe it to a new spellbook for 10 gp plus 10 per level. If the ritualist doesn't have the ritual inscribed in his spellbook, he must decipher and understand it before each use. This takes at least 15 minutes and requires a successful Knowledge (Supernatural) check against the Difficulty for casting the ritual. Taking 20 on this check requires at least 5 hours.

The Narrator makes a power check with a given Difficulty for a ritualist, keeping the results hidden (because of that, you cannot use Conviction for that check). The ritualist must make a fatigue check. After the ritual, you know whether it succeeded or failed – except when the power check was failed by the amount specified in the ritual description and a special result happened.

The ritualist may use Empower feat to increase his power bonus, at the same time increasing fatigue difficulty. A ritualist can also take longer to cast a ritual in order to lower the Difficulty. By taking five times as long, the ritualist can lower Difficulty by 5. This requires 4 additional fatigue checks (5 in total). By taking ten times as long, he can lower Difficulty by 10. This requires nine additional fatigue checks (10 in total). A ritualist can also take 20 to power check by taking 20 times as long. This requires 20 fatigue checks in total.

If the ritualist falls unconscious during the ritual, the worst possible outcome happens.

If the ritualist is attacked or disturbed during ritual, he must make a Concentration check. Failure means that

the ritual has been disrupted. Unless it is wound down safely, the worst possible outcome happens.

When you want to wind down safely a ritual, (because it has been disrupted or because you don't have time to finish it) you must take a standard action. You make a fatigue check. The Narrator makes for you a power check against an unmodified power check difficulty (you can use Empower feat). If the power check fails, the results are identical to the failure of ritual. If the check succeeds, you manage to wind down ritual safely.

## Arcane Lock

*Level: 3 (spell level 2)*

*Casting Time: 1 min*

*Range: Touch*

*Target: The door, chest, or portal touched,*

*Duration: Permanent (can be dispelled by Ward)*

*Material Component: Gold dust worth 25 gp. The gold dust is consumed regardless whether the ritual succeeds or fails.*

*Difficulty: 17*

*Success:* An arcane lock spell cast upon a door, chest, or portal magically locks it. It can be opened with Disable Device skill, Difficulty being equal to 10 + your power bonus (if the check fails, it cannot be tried again unless the skill increases). You can freely pass your own arcane lock without affecting it. Add 10 to the normal Difficulty to break open a door or portal affected by this spell. (A knock spell does not remove an arcane lock; it only suppresses the effect for ten minutes.) If arcane lock is cast on a door that already has a conventional lock, add +5 to the Disable Device Difficulty of the existing lock or use the arcane lock Difficulty, whichever is higher. Add 10 to the normal Difficulty to break open a door or portal affected by this spell.

*Failure:* If you fail by 5 or more, you cannot use that or any other spell, power or ritual which allows opening or closing for a full day.

## Knock

*Level: 3 (spell level 2)*

*Range: Medium (100 ft. + 10 ft./level)*

*Target: One door, box, or chest*

*Casting Time: 1 min*

*Power check difficulty: Difficulty of Disable Device check.*

*Success:* The knock spell opens stuck, barred, locked, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an arcane locked door,

the spell does not remove the arcane lock but simply suspends its functioning for ten minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

When the doors are closed with non-magical locks, and the Difficulty to force them open is lower than the Difficulty to unlock them, the spell attempt to force them open. You must make a power check against the Difficulty to force open the door using strength. Doors open or shatter with a tremendous thunderclap. A notice check to hear it has the difficulty lower than zero: -10 Difficulty.

*Failure:* If you fail by 5 or more, you will fail automatically at all later attempts to open that door until it is opened by someone else.

## Rope Trick

*Level:* 3 (spell level 2)

*Casting Time:* 10 minutes

*Target:* One touched piece of rope from 5 ft. to 30 ft. long

*Difficulty:* 15+the number of hours Rope Trick lasts+the number of extra medium creatures

*Success:* When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of medium size). Creatures of small size and smaller count as half, of large size as two medium creatures; huge creatures count as four and so on. You can increase the space, but this increases the power check difficulty. Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

*Failure:* If the ritualist fails the ritual check by 10 or more, it seems to function, but each creature entering the extradimensional space falls out of it after a round as a heap of dismembered parts. If the ritualist falls unconscious during the ritual or the ritual is disrupted, his body climbs the rope with the above-mentioned result.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot by 5-foot window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

*Note:* It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

## Magic Circle

*Level:* Adept level 5 (spell level 3)

*Casting Time:* 20 minutes

*Area:* marked circle, max 20 feet diameter

*Duration:* Maintenance

*Saving Throw:* Will (see below)

*Difficulty:* 20

*Arcane Material Component:* A little powdered silver with which you trace a circle on the floor (or ground).

You draw a special diagram with silver (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to prepare the magic circle.

*Success:* After casting the ritual all creatures within the circle are protected against spells, and summoned creatures, undead, and creatures with vice and virtue subtypes cannot enter the area. When you, or your ally within the barrier, are a target of any power, make a power check. You receive +5 bonus. The attacker must make an opposed power check using the attacking power. If your check result is higher, the power fails. If the attacker's result is higher, the power affects you normally, but you still get a normal saving throw. Normal rules for opposed power checks apply.

*Failure:* If you fail the ritual check by 5 or more, the ritual seems to work. It is impossible to ascertain that the ritual didn't work until a creature not under your control attempts to cross the circle. Otherways you immediately know whether the ritual failed. If you fall unconscious during casting you can attract a spirit or a fiend which can attack or try to possess you.

The ritual prevents entering the circle by summoned creatures, undead, and creatures with vice and virtue subtypes. Any such creature must make a Will save against the result of your power check (not against save difficulty) to pass the barrier. Spell resistance cannot be

used. A creature that fails the save cannot cross the boundary so long as the protection is maintained, nor can it make melee attacks against anything within the bounds of the barrier. Ranged attacks or use of powers don't require making the Will save.

If you or any of your allies protected by the ritual crosses the circle it is immediately broken. You can use your powers against any creature or attack it with melee or ranged weapons from within a circle without breaking it.

The circle is immediately nullified if anything disturbs the diagram—even a straw laid across it. However, creatures affected by magic circle must make the Will save against the result of the power check to disturb the diagram either directly or indirectly. The diagram can be disturbed as a free action by an adjacent creature, or by a ranged attack with Difficulty 13 (Fine size). It cannot be disturbed by magic, with the exception of object thrown using magic, eg power Move Object.

This spell has an alternative version that you may choose when casting it. A magic circle can be focused inward rather than outward. When focused inward, the spell binds a called creature (such as those called by the lesser planar binding, planar binding, and greater planar binding spells), provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell fails.

A magic circle leaves much to be desired as a trap. A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a dimensional anchor on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does.

You can cast a dimensional anchor on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures as long as the magic circle last. A creature cannot use its spell resistance against a magic circle, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the lesser planar binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself must make the Will save against the result of the power check to disturb the diagram either directly or indirectly, as noted above.

## Nondetection

*Abjuration*

*Level: 5 (spell level 3)*

*Power Check Difficulty= 20 for a day, 25 for a week, 30 for a month, 35 for a year, 40 for 100 years.*

*Special: If other nondetection effects cast by the ritualist are active, he receives +1 penalty to Difficulty for each.*

*Casting Time-30 minutes*

*Duration – depending on Difficulty*

*Success:* The warded creature or object becomes difficult to detect by divination spells and powers, such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on an opposed power check against the spellcaster who cast nondetection. This applies even if the divination was attempted originally against some other target, but it focused also on the item or person in question. Eg if someone scried someone in a crowd with you (under your Nondetection) in the background, he would not need to make opposed power check. If he, however, noticed you and tried to focus on you, he would need to win an opposed power check.

If you cast nondetection on yourself or on an item currently in your possession, you gain +5 bonus to power check. If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

*Failure:* If you fail the ritual power check by 5 or more, all who attempt to use divination powers to locate object in question in the time period for which you attempted to cast Nondetection will succeed automatically and receive the greatest possible knowledge about the object. Any adept who possesses Visions power or similar will receive that information as a spontaneous vision if he would be interested in it. Other forms of divination will also inform spontaneously about the object, if possible.

Assume each high level principal opponent (10 level or more) is under Nondetection cast by the opponent himself, a likely allied adept or by a hired specialist. In particular, all dragons of sufficiently high level cast nondetection on themselves and their hoards.

## Clairaudience/Clairvoyance

*Divination (Scrying)*

*Level: 5 (spell level 3)*

*Casting Time: 10 minutes*

*Effect: Magical sensor*

*Duration: Concentration, max 10 min.*

*Difficulty: 18+ Distance penalty*

**Failure:** If you fail by 5 or more, you cannot use that or any other spells, powers or rituals which allows scrying, remote viewing, or similar for a full day.

**Success:** Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one (the other side of a door, a window or a wall) . Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Distance Penalty

Penalty	RANGE
0	100 feet
2	1,000 feet
4	1 mile
6	5 miles
8	20 miles
10	200 miles
12	2,000 miles Same continent
14	Same planet
26	Same solar system
36	other solar system/other plane

The vision lasts for as long as you concentrate, but your ordinary senses are overridden, so you are unaware of what is happening near you while you are observing events elsewhere. A subject observed is considered present in terms of familiarity, but not in your actual line of sight.

Any creature able to sense magical effects can make opposed power check to detect your divination. If successful, it sees a glowing or shadowy image of you. You also have a present familiarity for any creature that senses you for the purposes of that creature's powers, meaning they may affect you in return.

## Hallow

*Difficulty: 21*

*Casting Time: 24 hours*

*Area: 40-ft. radius from the touched point*

*Duration: Instantaneous (cannot be dispelled)*

*Level: 9 (spell level 5)*

*Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 500 gp per rank of the power to be included in the hallowed area.*

**Special requirement:** Only a virtue-aligned priest (which generally means an Adept with the Positive Energy Shaping power) can hallow an area.

**Failure:** If you fail by 5 or more, you have displeased your patron. You cannot use Positive Energy Shaping and powers or rituals depending on it (including Hallow) for a year or until you atone.

**Success:** Hallowing makes a particular site, building, or structure a holy site. Hallowing an area has three major effects:

First, the site or structure is permanently affected as if by the Shining Ward (Positive Energy Shaping), except that the undead or vice-aligned creatures fail the save automatically. Spell resistance applies as normal.

Second, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you may choose to fix a single power effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith, creatures who adhere to another faith or vice-aligned creatures (effect for vice-aligned applies also to undead). At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.

Powers that may be tied to a hallowed site include heart shaping, truth-reading, second sight, enhance senses, light shaping, shadow shaping, sound shaping, elemental resistance, dimensional anchor (from \*Teleport). A popular effect connected with hallowed sites is an invisibility purge, non-functioning of all forms of invisibility in the hallowed site. Anything invisible becomes visible while in the area. Invisibility returns as soon as you move out of the hallowed site.

An area can receive only one hallow spell (and its associated spell effect) at a time. The hallow effects is removed when the area is desecrated, which usually requires a ritual involving a human sacrifice. Hallow cannot be dispelled using the Ward power.

## Phantom Steed

*Level: 5 (spell level 3)*  
*Casting Time: 10 minutes*  
*Range: Touch*  
*Effect: One mount*  
*Duration: Maintenance*  
*Difficulty 20*

**Failure:** If you fail by 5 or more, you are attacked by a Nightmare.

**Success:** You conjure a phantom steed - a large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has a Defence of 8 and Toughness 5. If it suffers Disabled result the phantom steed disappears. A phantom steed has a speed of 100 feet. It can bear its rider's weight plus up to 50 pounds.

You can give certain powers to those mounts by increasing the check difficulty. A mount's abilities include those of lower difficulties.

Power check	Effect
23	A phantom steed has a speed of 140 feet. It can bear its rider's weight plus up to 70 pounds. The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.
25	The mount has a speed of 200 feet. It can bear its rider's weight plus up to 100 pounds. It can ride over water without difficulty or decrease in speed.
27	The mount has a speed of 240 feet. It can bear its rider's weight plus up to 120 pounds. It can ride in the air for a round, after which it falls to the ground.
30	The mount has a speed of 300 feet. It can bear its rider's weight plus up to 150 pounds. It can fly at its speed (average maneuverability).

## Speak with Dead

*Level: 5 (spell level 3)*  
*Casting Time: 10 minutes*  
*Range: 10 ft.*  
*Target: One dead creature*  
*Duration: Maintenance, no longer than 10 minutes*  
*Saving Throw:*  
*Difficulty 20+2 per additional question*

**Failure:** If you fail by 5 or more, the body animates as an undead and attacks you.

**Success:** You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask three questions; each additional question you wish to ask increases difficulty by 2. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature was or would be hostile or unfriendly to you, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

## Augury

*Level: 3 (spell level 2)*  
*Casting Time: 1 minute*  
*Power check difficulty: 20*  
*Material Component: Incense worth at least 25 gp. It is consumed regardless of the success of the spell.*

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. If the question is straightforward you receive a

bonus to roll, and if it is vague a penalty. You cannot take 20 on an augury.

Failure: If you fail by 5 or more, your question is answered by a hostile entity.

Success: If the augury succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the “nothing” result. A caster who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting.

## Commune

*Level: 9 (spell level 5)*

*Casting Time: 30 minutes*

*Difficulty: 23*

*Special requirement: you must be a priest*

*Material Component: Incense worth at least 50 gp. It is consumed regardless of the success of the spell.*

Failure: If you fail by 5 or more, your question is answered by a hostile entity.

Success: You contact your deity—or agents thereof—and ask one question that can be answered by a simple yes or no. The answer given are correct within the limits of the entity's knowledge. “Unclear” is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes.

## Magic Jar

*Level: 9 (Spell level 5)*

*Casting Time: 1 hour*

*Range: 300 feet*

*Duration: 1 hour/level, starting from the moment your soul moves to the jar, or until you return to your body*

*Saving Throw: Will negates; see text*

*Special requirement: you must be an arcane caster (sorcerer or wizard)*

*Difficulty: 26*

*Focus: A gem or crystal worth at least 100 gp.*

Failure: If you fail by 5 or more, your soul is lost forever.

Success: By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Alternatively, you can prepare the crystal without transferring your soul to it. After finishing the ritual you must concentrate on contact with the crystal (treat it as concentrating on a power, crystal must remain within range) and at a later moment you can move your soul to it as a standard action.

The magic jar must be within range of 300 feet and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more levels between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly. Then you can attempt to take control of its body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

Attempting to possess a body is a full-round action. It is blocked by the Psychic Shield or Ward powers – you must win opposed power check to affect protected creature. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, combat bonus, base save

bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, toughness, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or at the host's location.

## Stone to Flesh

*Level: 11 (spell level 6)*

*Casting Time: 10 minutes*

*Range: Medium (100 ft. + 10 ft./level)*

*Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long*

*Difficulty: 25*

*Material Component:* Rare unguents worth at least 100 gp. They are consumed regardless of the success of the spell.

*Failure:* If you fail by 5 or more you are petrified yourself.

*Success:* This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a Difficulty 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a

cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

## Forbiddance

*Level: 11 (spell level 6)*

*Casting Time: 10 minutes*

*Area: Ten 60-ft. cubes*

*Duration: Permanent (can be dispelled by Ward)*

*Difficulty: 25+2 for each Forbiddance cast by caster still in effect+1 for each additional 60 feet cube.*

*Material Component:* A sprinkling of holy water and rare incenses worth at least 1,500 gp. They are consumed regardless whether the ritual is successful.

*Failure:* If you fail by 5 or more you cannot cast Forbiddance again for a year.

*Success:* Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

You can increase the area affected by the ritual. For each additional 60 feet cube add +1 to power check difficulty. Maintaining multiple Forbiddances at the same time is difficult. For each Forbiddance you cast which is still in effect increase the difficulty by 2. Ward does not dispel a forbiddance effect unless the dispeller's adept level is at least as high as your adept level. Only focused ward can dispel forbiddance.

Assume that the base, lair etc of any high level opponent is under Forbiddance cast by the opponent himself, a likely allied adept or by a hired specialist. In particular, all dragons of sufficiently high level cast Forbiddance on their lairs.

## Greater Teleport

*Level: 9 (spell level 5)*

*Casting Time: 10 min*

*Power check difficulty: 20 +3 per additional creature+Familiarity modifier+energy penalty*

*Failure:* If you fail by 5 or more you teleport into the ground or wall. You and all characters teleporting with you are slain instantly. If your failure is caused solely by the energy penalty or other special penalties, you may be shifted instead to an area not affected by them and arrive more or less safely.

*Success:* This spell instantly transports you to a designated destination, which may be as distant as 2000 miles. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed

your maximum load. You may also bring three additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

You can take an additional medium creatures; for each additional medium creature increase power check difficulty by 3.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. For the purpose of the Teleport ritual, you treat any area you studied carefully as familiar (+10 Familiarity modifier). “Studied carefully” is a place you know well, eg. because you have used scrying or similar technique to study it for at least one hour, or studied it carefully when you were there personally.

When you attempt to teleport to areas associated with powerful personalities without their permission, you suffer a special energy penalty. This applies when you teleport directly inside their tower, castle, home, lair, personal dungeon etc. This area must be directly associated with them and strongly barred against entrance. Publicly accessible areas can usually be teleported to without penalty. The energy penalty equals the level of the personality minus 10. (It follows that personalities below 11 level are too weak to cause any difficulties.)

When you teleport to a false destination, you and others teleporting with you generally receive damage 4 and return to the starting area. “False destination” is a place that does not truly exist or that no longer exists as such or has been so completely altered as to no longer be familiar to you. Sometimes you can travel instead to an area that’s visually or thematically similar to the target area.

## Find the Path

Level: 11 (spell level 6)

Casting Time: 10 minutes

Duration: Maintenance,

Power check difficulty: 25

Material Component: Rare incenses worth at least 100 gp. They are consumed regardless whether the ritual is successful.

Failure: If you fail by 5 or more you are led towards the most dangerous foes instead of the specified destination.

Success: You can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. The ritual does not warn you of any dangers in your way, provided that they can be avoided, nor show the ways to avoid them. Accordingly, you will be shown secret door and its trigger or the codes or phrases necessary to open it, but will not be warned that the door is trapped. The spell will not lead you into unavoidable danger, because if you are unavoidably destroyed on the path, it is not be the correct direction to reach the destination. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians). If your target is shielded against divinations, you must win an opposed power check to be able to find it.

## Plane Shift

Level: 13 (spell level 7)

Casting Time: 10 minutes

Range: Touch

Power Check Difficulty: 25+Familiarity penalty

Material Component: A gem or crystal worth at least 300 gp. It is consumed regardless whether the ritual is successful.

You move yourself to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. If you possess the focus of ritual, a small, forked metal rod, tuned to the plane of existence or alternate dimension you want to visit, your destination is treated as Very Familiar (+5 penalty). You can treat the destination as Present when you are in the mental contact with someone on the other plane.

## Modifications of True20 Rules for D&D Style Games

Failure: If you fail by 5 or more you shift into some dismal and deadly dimension. You and all characters shifting with you are never heard from again.

Success: You can reach any other plane, but precise accuracy as to a particular arrival location on the intended plane is nigh impossible. You appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

## Nonmagical Items

**Bandolier:** A shoulder-belt with small steel cases or pockets, each containing one potion. This item makes it possible to retrieve a potion as a free action. 50 gold (including steel containers for vials with potions).

All creatures within 5 feet are covered in flour. An invisible creature is automatically pinpointed, but still benefits from partial cover (20%, or 17 or more on d20). Flour can be brushed off as a full action.

**Bag of flour:** You can throw it at an invisible creature (thrown weapon with the ranged increment of 10 feet). If the creature is standing on the ground, you can aim at its feet - the Difficulty to hit an approximate area is 5.

Bag of flour cannot be used against incorporeal creatures. Cloud the Mind power is not affected, because it causes the targets to disregard what they see.

### Weapons:

Simple Weapons							
Weapon	Damage Bonus	Critical	Descriptor	Range Increment	Size	Cost	Weight
Club	+2	20/+3	Bludgeoning, Power		Medium	—	3 lb.
Dagger	+1, (+2 Sneak damage)	19-20/+3	Piercing, Precision, Thrown	10	Tiny	2 gp	1 lb.
Punching Dagger	+2	19-20/+3	Piercing, Precision,		Tiny	2 gp	
Gauntlet	+0	20/+3	Bludgeoning, Precision	—	Tiny	2 gp	1 lb.
Gauntlet, spiked	+1	20/+3	Piercing, Precision	—	Tiny	2 gp	1 lb.
Long Spear	+2 (one-handed) +3 (two-handed)	19-20/+4	Piercing, Power	Reach	Large	5 gp	9 lb.
Spear (short)	+2 (one-handed)	19-20/+4	Piercing, Power	20 ft.	Large	1 gp	3 lb.
Mace, heavy	+3	20/+3	Bludgeoning, Power	—	Medium	12 gp	8 lb.
Morningstar	+3	20/+3	Bludgeoning and Piercing, Power	—	Medium	8 gp	6 lb.
Quarterstaff	+3 (two-handed)	20/+3	Bludgeoning, Power	reach	Large	—	4 lb.
Mace, light, Sap	+2	20/+3	Bludgeoning, Power	—	Small	1 gp	2 lb.
Sickle	+2	20/+3	Slashing, Precision	—	Small	6 gp	2 lb.
Cutlass, Falchion, Machete	+3	20/+3	Slashing, Power	—	Medium	15 gp	4 lb.
Unarmed Attack	+0	20/+3	Bludgeoning, Precision, nonlethal	—	—	—	—

Modifications of True20 Rules for D&D Style Games

Martial Weapons							
Weapon	Damage Bonus	Critical	Descriptor	Range Incr	Size	Cost	Wt
Axe, throwing	+2	20/+3	S, Pr	10 ft.	S	8 gp	2 lb.
Hammer, throwing	+1	20/+3	B, Po	10 ft.	S	1 gp	2 lb.
Battleaxe	+3 +4 (two-handed)	20/+4	S, Po	—	M	10 gp	6 lb.
Flail	+3	20/+4	B, Po	—	L	15 gp	5 lb.
Pick	+2	19-20/+5	Pi or B, Po	—	M	8 gp	3 lb.
Greataxe	+5 (two-handed)	20/+3	S, Po	—	L	20 gp	12 lb.
Maul, Great Club	+4 (two-handed)	20/+4	B, Po	—	L	5 gp	8 lb.
Lance	+3 (one-handed mounted) +6 (mounted and charging) +4 (two-handed on foot)	20/+4	Pi, Po	Reach	L	20 gp	10 lb.
Trident	+3	20/+3	Pi, Po	10 ft.	M	15 gp	4 lb.
Halberd, Pole-arm	+4 (two-handed on foot)	20/+4	S or Pi, Po	Reach	L	8 gp	12 lb.
Awl-pike (Ahlspiess)	+4 (two-handed)	19-20/+4	Pi, Po or Pr	Reach	L	10 gp	12 lb.
Kukri	+1 (+2 Sneak damage)	18-20/+3	S, Po or Pr	—	S	8 gp	2 lb.
Main-Gauche +1 to Melee Defence	+1	19-20/+3	Pi, Pr	—	S	8 gp	2 lb.
Warhammer	+2	19-20/+5	B, Po	—	M	8 gp	3 lb.
Rapier (Sidesword)	+2	18-20/+4	Pi, Pr	—	M	20 gp	2 lb.
Scimitar or Sabre (cannot use finesse and sneak attack)	+3	18-20/+3	S, Pr	—	M	15 gp	4 lb.
Sword, short	+2	18-20/+3	Pi, Pr or Po	—	S	10 gp	2 lb.
Arming sword	+3	19-20/+3	S or Pi, Po or Pr	—	M	15 gp	4 lb.
Bastard Sword (Warsword),	+3 (one-handed) +4 (two-handed)	19-20/+3	S or Pi, Po	—	M	35 gp	4 lb.
Two-handed sabre, katana	+3 (one-handed) +4 (two-handed)	19-20/+3	S, Po	—	M	35 gp	4 lb.

Exotic							
Weapon	Damage Bonus	Critical	Descriptor	Range Incr	Size	Cost	Wt
Falx	+5 (two-handed)	20/+4	Slashing, Power	—	L	30 gp	8 lb.
Greatsword	+5 (two-handed)	19-20/+3	Slashing, Power	—	L	50 gp	8 lb.
Chain	+2	20/+3	Bludgeoning	10 ft.	L	25 gp	10 lb.
Whip	+0	20/+3	Bludgeoning	15 ft.	S	1 gp	2 lb.
Flexible Sword	+3	20/+3	Slashing	10 ft.	M	30 gp	4 lb.

**Reach Weapons** You can use such weapons against opponents who are up to 10 feet away from you. You can also use them against an opponent when there is another character between you, provided that you don't belong to a size category smaller than the intervening character. You can use reach weapons against opponents who are near you, but you cannot use them when you are flanked or surrounded. You also cannot use them in cramped passages, dense forest etc.

**Weapons for Large characters** Damage of weapons increases by 1 for each size category.

**Ahlspiess** or **awl pike** was a thrusting spear developed and used primarily in Germany and Austria from the 15th to 16th centuries. The ahlspiess consisted of a long thin spike of square cross section measuring a meter (39 inches) or more in length, mounted to a round wooden shaft and secured with a pair of langets extending from the socket. The length of the shaft ranged from 1.6 to 1.8 m. (5 - 6 feet), and located at the base of the spike was a rondel guard (a circular metal plate) to protect the hands. The ahlspiess was used in other countries as well, including England, and was a popular weapon along with the pollaxe in tournament foot combat among armoured knights. Note that it has little in common with the true pike, which is a very long spear useful only in formation combat.

As it is maneuverable piercing weapon, specially designed to pierce and bypass armor, it is the only polearm which can be used as a precision weapon. You can add your Dexterity to Combat bonus and use finesse attacks and sneak attacks when fighting with awl pike.

**Bastard Sword, Warsword:** The so-called "hand-and-a-half swords" could be used either onehanded or twohanded. They were called bastard swords, warswords or simply longsword. That type of European sword was used during the late medieval and Renaissance periods, approximately 1350 to 1550. They have lengthy cruciform hilts with grips over some 15 cm (6 in) in length (providing room for two hands), straight double-edged blades often over 90 cm (35 in) in length, and weigh typically between 1.2 and 1.4 kg (21 to 3 lb), with light specimens just below 1 kg (2 lb), and heavy specimens just above 2 kg (41 lb).

The warsword or longsword was a quick, effective, and versatile weapon capable of deadly thrusts, slices, and cuts. The blade was generally used with both hands on the hilt, one resting close to or on the pommel. However, in some circumstances, the weapon may be used only with one hand, with shield held in the other. A technique called halfswording was used when fighting a heavily armored opponent, Half-swording

consisted in holding the sword in both hands, one on the hilt and one in the middle of the blade, to better control the weapon in thrusts and jabs. A combatant could also use a warsword to strike an opponent with the pommel, or grab it by the tip and use to strike with crossguard like a pick.

Bastard sword, or contemporary *espée bastarde* belonged to that class of weapons. It dates from roughly the early 15th century. The grips of bastard swords often feature a "waisted" appearance. The length of the weapon is roughly between 45 to 55 inches (115-140cm).

**Dagger:** That kind of blade is mostly useless in open combat, but can be deadly when used in a surprise attack. The sneak damage bonus +2 applies when you make a surprise attack with a dagger. In that case the total damage of weapon equals 3. This bonus stacks with sneak damage bonus granted by Sneak Attack feat.

**Falchion** (from Old French *fauchon*, ultimately from Latin *falx* "sickle") is a one-handed, single-edged sword of European origin. (Note that the two-handed "falchion" of D&D is a very different weapon, influenced mostly by Arabian Nights films. For an equivalent, use the stats of a two-handed sabre or falx). Falchion combined the weight and power of an axe with the versatility of a sword. Falchions are found in different forms from around the 11th century up to and including the sixteenth century.

The blade designs of falchions varied wildly across the continent and through the ages. They almost always included a single edge with a slight curve on the blade towards the point on the end; they also were affixed with a quilloned crossguard for the hilt in the manner of the contemporary long-swords. While one of the few surviving falchions is shaped very much like a large meat cleaver, or large bladed machete the majority of the depictions in art reflect a design similar to an enlarged knife. A surviving example from England's thirteenth century was just under two pounds in weight. Of its 37.5 inches (95.25 cm) in length, 31.5 inches (80cm) are the straight blade broadening towards the sharp tip

Unlike the double-edged swords of Europe, few actual swords of this type have survived to the present day; fewer than a dozen specimens are currently known. It is presumed that these swords had a lower average quality and status than the longer, more expensive swords. It is also possible that falchions were used as tools when they were not pressed into service as weapons. Although it is commonly thought that falchions were

primarily a peasant's weapon, some were very ornate and used by nobility.

Falchions were simple weapons, not requiring elaborate fencing techniques. They were used to hack at an opponent at close distance, using brutal strength.

Falx is a Latin word originally meaning sickle, but was later used to mean any of a number of tools that had a curved blade that was sharp on the inside edge such as a scythe. Falx was also used to mean a weapon, particularly that of the Thracians and Dacians. The two-handed falx was a pole-arm. It consisted of a three-foot long wooden shaft with a long curved iron blade of nearly-equal length attached to the end. The blade was sharpened only on the inside, and was reputed to be devastatingly effective. However, it left its user vulnerable because, being a two-handed weapon, the warrior could not also make use of a shield. The length of the two-handed falx allowed it to be wielded with great force, the point piercing helmets and the blade splitting shields - it was said to be capable of splitting a shield in two at a single blow. Alternatively, it might be used as a hook, pulling away shields and cutting at vulnerable limbs. The time of the conquest of Dacia by Trajan is the only known instance of the Roman army adapting personal equipment while on campaign, it seems likely that this was a response to this deadly weapon. Roman legionaries had reinforcing iron straps applied to their helmets - it is clear that these are late modifications because they are roughly applied across existing embossed decoration. Roman armour of the time left limbs unprotected; Trajan introduced the use of leg and arm protectors (greaves and manica).

**Greatsword:** The above statistics describe Zweihänder (German for "two hander", also called Bidenhänder or Bihänder), two-handed sword primarily used during the Renaissance. For any earlier greatsword or "grete swerde" use the stats of a bastard sword.

Zweihänder gained renown during the 16th century as the hallmark weapon of the German Landsknechts from the time of Maximilian I. The Zweihänder could be up to 1.8 m (6 ft) long from the base of the pommel to the tip of the blade, with a 1.2–1.5 m (4–5 ft) blade and 30–45 cm (1–1.1 ft) hilt. The weight could range between 2 kg and 3.2 kg (4 1/2 lbs to 7 lbs).

Guards could be plain or ornate, while hilts usually ended with heart or pear shaped heavy pommels. Occasionally a blunted portion of the forte, the ricasso or Fehlschärfe (meaning "missing sharpness") at the base of the blade allowed a hand to be placed below the lower guard to "shorten the grip" and make the handle like a polearm. The swords have hilt-mounted side-rings

and enlarged cross-guards of up to 35 cm (14 in) across. Along the blade, some 10–20 cm (4–8 in) from the upper guard, Parierhaken ("parrying hooks") shaped like lugs or flanges acted as a guard for the ricasso to prevent other weapons from sliding down the blade.

It is a specialist infantry weapon, used by honor guards, guards of standards or by captains. It requires a very different fighting style compared to other swords, and is in many respects more similar to a polearm. It cannot be used mounted.

**Arming sword:** (Use this weapon for D&D longsword). The arming sword (also sometimes called a knight's or knightly sword) is the single handed cruciform sword of the High Middle Ages, in common use between ca. 1000 and 1350,

Typically used with a shield or buckler, the arming sword was the standard military sword of the knight (merely called a "war sword", an ambiguous title given to many types of swords carried for battle) until technological changes led to the rise of the longsword in the late 13th century. In the absence of a shield the empty (normally left) hand could be used for grabbing or grappling opponents. The arming sword was overall a light, versatile weapon capable of both cut and thrust combat; and normally boasts excellent balance. Although a variety of designs fall under the heading of 'arming sword', they are most commonly recognized as single-handed double-edged swords that were designed more for cutting than thrusting. Possessing wider and heavier blades than the Victorian smallsword, modern scholars have often erroneously classified them as broadswords.

**Rapier or sidesword:** those stats do not reflect the true rapier, which was a specialised duelling weapon useless for soldiers or adventurers. Those are rather Renaissance swords with rapier-like guard, but with shorter and stronger blades, useful on the chaotic battlefield or against armored opponents. Those swords are now called early rapiers, side-swords, cut-and-thrust swords, or incorrectly sword rapiers or cutting rapiers.

A side-sword was a type of war sword used by infantry during the Renaissance of Europe. This sword was a direct descendant of the arming sword. Quite popular between the 16th and 17th centuries, they were ideal for handling the mix of armored and unarmored opponents of that time. Early versions look very much like an arming sword with an ornate hilt and ricasso. A new technique of placing one's finger on the ricasso to improve the grip (a practice that would continue in the rapier) led to the production of hilts with a guard for the finger. The term is a recently-coined calque of the

## Modifications of True20 Rules for D&D Style Games

Italian spada da lato and will not be found in any actual sources from the 16th or 17th centuries.

This sword design eventually led to the development of the civilian rapier, but it was not replaced by it. While correct to call it an early rapier since it gave birth to the true rapier, it continued to be used during the rapier's lifetime. As it could be used for both cutting and thrusting, the term cut and thrust sword is sometimes used interchangeably with side-sword. Also of note,

side-swords used in conjunction with bucklers became so popular that it caused the term swashbuckler to be coined. This word stems from the new fighting style of the side-sword and buckler which was filled with much "swashing and making a noise on the buckler".

**Main-Gauche:** adds +1 to the melee defence, but only if used as a second weapon together with a sword or a rapier. This does not stack with the bonus given by a Defending weapon property.

### Ranged Weapons

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Incr	Size	Cost	Wt
<b>Simple Weapons</b>							
Blowgun	+0	20/+1	Piercing	20 ft.	Medium	1 gp	2 lb.
Crossbow, heavy	+4	19– 20/+3	Piercing	60 ft.	Medium	50 gp	8 lb. +1 lb./10 bolts
Crossbow, light	+3	19– 20/+3	Piercing	50 ft.	Medium	35 gp	4 lb. +1 lb./10 bolts
Crossbow, hand	+2	19– 20/+3	Piercing	30 ft.	Small	100 gp	2 lb. +1 lb./10 bolts
Dart	+1	20/+3	Piercing	20 ft.	Tiny	5 sp	1/2 lb.
Javelin	+2	20/+3	Piercing	30 ft.	Medium	1 gp	2 lb.
Sling	+1	20/+3	Bludgeoning	50 ft.	Small	5 sp	0 lb. +5 lb./stone
<b>Martial Weapons</b>							
Longbow, composite bow	2 + Strength	20/+4	Piercing	120 ft.	Large	100 gp	3 lb. +3 lb./20 arrows
Bow, short	+2	20/+4	Piercing	60 ft.	Medium	30 gp	2 lb. +3 lb./20 arrows
<b>Exotic Weapons</b>							
Shuriken(5)	+1	20/+3	Piercing, Autofire	10 ft.	Tiny	1 gp	1/10 lb.
Boomerang	+2	20/+4	Bludgeoning	20 ft.	Small	1 gp	1 lb.
Chakram	+2	20/+4	Slashing	30 ft.	Small	10 gp	1 lb.
Crossbow, repeating	+3	19– 20/+3	Piercing,	50 ft.	Med	400 gp	12 lb. +1 lb./10 bolts
Net	—	—	—	10 ft.	Med	20 gp	6 lb.

**Shortbow:** You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite bow or longbow (see below) but not a regular shortbow. You do not need to use a separate action to load the bow. Reaching for the arrow, nocking it etc is part of the standard attack action.

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

You do not need to use a separate action to load the bow. Reaching for the arrow etc is part of the standard attack action.

**Crossbow, Hand:** You can draw a hand crossbow by hand. Loading a hand crossbow is a move action.

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

**Crossbow, Heavy:** You draw a heavy crossbow by hooking the string to your belt, putting your foot into a special stirrup mounted on the crossbow and straightening your leg. Loading a heavy crossbow is a full-round action. (Move Action with Quick Draw feat). Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls.

**Crossbow, Light:** You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action. (Free Action with Quick Draw feat). Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.

**Crossbow, Repeating:** The repeating crossbow holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action. You can fire a repeating crossbow with one hand in the same manner as you would a heavy crossbow. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

**Net:** A net is used to entangle enemies. When you throw a net, you make a ranged attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. Additionally, when you make grapple attacks against entangled creature, you can grab them without making an attack roll.

If the entangled creature attempts to use a power, it must make a Difficulty 15 Concentration check. An entangled creature can escape with a Difficulty 20 Escape Artist check (a full-round action). The net can be burst with a Difficulty 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you. An invisible creature entangled in a net is automatically pin-pointed and has only partial concealment (17 on d20 to avoid being hit).

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you can reroll your attack roll, but you must accept the second result. After the net is unfolded that bonus is lost.

**Masterwork weapons:** Masterwork weapons add +1 to attack bonus. Their cost is higher by 300 gp.

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Armor	Toughness Bonus	Cost	Weight	Max Dexterity
Buff-coat or leather (light)	1	10 gp	15 lb.	
chain shirt or glued linen armor or padded armor or hide armor (light)	2	100 gp	25 lb.	
Chainmail hauberk or scale mail or splint mail, all with helmet and at most greaves (medium)	3	150 gp	40 lb	Str+3
Breastplate and backplate, with pauldrons and helmet, without cuisses (medium)	4	200 gp	40 lb	Str+2
Banded armor with full protection for legs and arms (eg anima armor) or field plate with helmet (heavy)	5	250 gp	45 lb	Str+0
Full Plate with helmet (heavy)	6	1,500 gp	50 lb.	Str-1

**Shield** 7 gp, 10 lb, +3 bonus to Defence, armor check penalty 3

**Buckler** 15 gp, 5 lb, +2 bonus to Defence (only against melee attacks), no armor check penalty, can be readied in the same move action with the weapon.

**Medium Armor**

When you wear a medium armor with bonus 3, if your Dexterity is higher than your Strength+3, you treat it as equal to your Strength+3 for purposes of Attack and Defence. With armor bonus 4, your Dexterity cannot be higher than Strength +2.

**Heavy Armor.**

When you wear a heavy armor with bonus 5, if your Dexterity is higher than your Strength, you treat it as equal to your Strength for purposes of Attack and Defence. For armor with bonus 6 the maximum Dexterity equals Strength -1. Additionally, your speed is lowered by 10 feet. When running in heavy armor, you move only triple your speed, not quadruple.

**Masterwork armor and shield:** Masterwork armor and shield costs 150 gp more than usual. Armor check penalty is reduced by 1.

## Magical Weapons

A masterwork weapon can be imbued with supernatural power, making it a magical weapon. Magical weapons have the usual properties of masterwork weapons. Magic weapons have enhancement bonuses ranging from +1 to +5, increasing Damage but not Attack bonus. For the purposes of attack bonus, magic weapons don't differ from masterwork weapons. Enhancement bonus of a weapon cannot be higher than half of its total enhancement, rounding up. Each magical weapon must first be a masterwork weapon, which costs 300 gp.

In addition to an enhancement bonus, weapons may have special abilities. Special abilities count as additional enhancement for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a total enhancement (enhancement bonus plus special ability bonus equivalents) higher than +10. Additionally, enhancement bonus of a weapon cannot be higher than half of its total enhancement, rounding up.

All magical weapons count as supernatural weapons. Any magical weapon can bypass Damage Reduction/Supernatural, which equals D&D Damage Reduction/magic.

Some magic weapons shed light equivalent to a light spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

To calculate the weapon bonus for a given weapon, add the bonuses noted by each of its special enhancements. To create a new weapon, choose a weapon bonus and then select enhancements with equivalent sum of bonuses.

Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect functions against creatures not subject to critical hits, such as undead, elementals, and constructs. When fighting against such creatures, roll for critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not add the weapon's critical damage.

Some weapon qualities cause elemental damage. In that case you add the bonus damage of one of the elemental

types to the weapon damage and treat the total damage as elemental. If a creature has Resistance or Immunity to the weapon's elemental damage, you can use the weapon as if it didn't cause the bonus elemental damage. In that case weapon causes normal damage, and the bonus damage is not added to the total. Remember that elemental damage bypasses Damage Reduction, even DR/-, but not DR/area.

**Table: MELEE WEAPON BONUSSES**

Weapon Bonus	Base Price	Min Character Level
+1	2,000 gp	3
+2	8,000 gp	6
+3	18,000 gp	9
+4	32,000 gp	11
+5	50,000 gp	13
+6	72,000 gp	14
+7	98,000 gp	16
+8	128,000 gp	17
+9	162,000 gp	18
+10	200,000 gp	19

**Table: MELEE WEAPON SPECIAL ABILITIES**

Special Ability	Price Modifier
Bane	+1 bonus
Defending	+1 bonus
Flaming	+1 bonus
Frost	+1 bonus
Shock	+1 bonus
Sonic	+1 bonus
Ghost touch	+1 bonus
Keen or Impact	+1 bonus
Merciful	+1 bonus
Mighty cleaving	+1 bonus
Spell storing	+1 bonus
Throwing	+1 bonus
Thundering	+1 bonus
Undead Striking	+1 bonus
Disruption <sup>3</sup>	+2 bonus
Flaming burst	+2 bonus
Adaptable	+2 bonus
Icy burst	+2 bonus
Holy	+2 bonus
Sonic burst	+2 bonus
Shocking burst	+2 bonus
Unholy	+2 bonus
Speed	+3 bonus
Irresistible	+3 bonus
Dancing	+4 bonus
Vorpal <sup>4</sup>	+5 bonus

<sup>3</sup> Bludgeoning weapons only.

<sup>4</sup> Slashing weapons only.

**Table: RANGED WEAPON SPECIAL ABILITIES**

Special Ability	Base Price Modifier <sup>1</sup>
Bane	+1 bonus
Distance	+1 bonus
Flaming	+1 bonus
Frost	+1 bonus
Merciful	+1 bonus
Returning	+1 bonus
Shock	+1 bonus
Sonic	+1 bonus
Seeking	+1 bonus
Thundering	+1 bonus
Adaptable	+2 bonus
Flaming burst	+2 bonus
Holy	+2 bonus
Icy burst	+2 bonus
Shocking burst	+2 bonus
Sonic burst	+2 bonus
Unholy	+2 bonus
Irresistible	+3 bonus
Speed	+3 bonus

### Magic Weapon Special Ability Descriptions

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

**Adamantine:** This ultrahard metal adds to the quality of a weapon. Weapons fashioned from adamantine are particularly hard. They deal damage increased by 5 when sundering weapons or attacking objects. They receive +5 bonus to toughness against sunder attempts. *They can inflict critical damage on constructs.* Adamantine is so costly that weapons made from it are always of masterwork quality; the masterwork cost is included in the price given below.  
Price 3000 gp.

**Adaptable:** If the damage resistance of a creature can be bypassed by a weapon made from a specific material (eg adamantine, cold iron or silver) the weapon is treated as if made of that material. If the damage resistance can be bypassed by a weapon causing specific damage (piercing, slashing, bludgeoning) the weapon causes that kind of damage.  
Price +2 bonus.

**Bane:** A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, it deals an extra 2 points of damage. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, summon monster I; Price +1 bonus.

**Cold Iron:** Specially forged iron, effective against fey creatures and demons. Can bypass damage reduction of certain creatures.  
Price 2000 gp

**Dancing:** As a standard action, a dancing weapon can be loosed to attack on its own. It makes melee attacks, with exactly the same Attack Bonus and Damage as if wielded by its possessor, and immediately returns to his hand. It can attack up to 2 opponents per standard action. They cannot be further away than 30 feet from the possessor of the Dancing weapon and from each other.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, animate objects; Price +4 bonus.

**Defending:** A defending weapon gives +1 bonus to defence against melee attacks to the wielder. If the wielder has two weapons with this ability, the bonuses do not stack.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, shield or shield of faith; Price +1 bonus.

**Disruption:** A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon.  
Strong conjuration; CL 14th; Craft Magic Arms and Armor, heal; Price +2 bonus.

**Distance:** This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.  
Moderate divination; CL 6th; Craft Magic Arms and Armor, clairaudience/clairvoyance; Price +1 bonus.

**Flaming:** Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1 point of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.  
Moderate evocation; CL 10th; Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Price +1 bonus.

**Flaming Burst:** A flaming burst weapon explodes with flame upon striking a successful hit. The fire does not harm the wielder. The weapon deals an extra 2 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Strong evocation; CL 12th; Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Price +2 bonus.

**Force:** Projectile weapons turn shot ammunition into force effect. Attack counts as force attack, ignores damage reduction and affects normally incorporeal creatures. Weapons doesn't damage creatures immune to force.

Moderate evocation, CL 9<sup>th</sup>, Price +2 bonus

**Frost:** Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. The weapon deals an extra 1 point of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, chill metal or ice storm; Price +1 bonus.

**Ghost Touch:** A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder. It cannot bypass armor, however.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, plane shift; Price +1 bonus.

**Holy:** A holy weapon is imbued with holy power. This power makes the weapon virtue-aligned and thus bypasses the corresponding damage reduction. Damage dealt against fiends and undead is increased by 3. It bestows – 1 penalty to all checks, saves and Defence on any such creature attempting to wield it. The effect remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition. This cannot be combined with the Bane ability.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, holy smite, creator must be good; Price +2 bonus.

**Icy Burst** An icy burst weapon explodes with frost upon striking a successful hit. The frost does not harm the wielder. The weapon deals an extra 2 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, chill metal or ice storm; Price +2 bonus.

**Irresistible:** Unresistable weapons can overcome all kinds of damage reduction. Since Irresistible ability trumps all other means of overcoming damage reduction, if a creature's damage reduction can be overcome by a weapon at all, a Irresistible weapon will do so. The only exception is DR/- and DR/area, which can be bypassed only by area weapons.

Price +3 bonus.

**Keen or Impact:** This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen, and only blunt weapons can be Impact. This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the keen edge spell or the Improved Critical feat).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, keen edge; Price +1 bonus.

**Maiming:** The weapon deals +2 damage on critical hit. Faint transmutation; CL 5<sup>th</sup>, Price +1 bonus.

**Merciful:** The weapon deals an extra +1 damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, cure light wounds; Price +1 bonus.

**Mighty Cleaving:** A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, divine power; Price +1 bonus.

**Returning:** This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, telekinesis; Price +1 bonus.

**Seeking:** Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Strong divination; CL 12th; Craft Magic Arms and Armor, true seeing; Price +1 bonus.

**Shining:** The weapon sheds bright light in a 20-foot radius, and dim light for an additional 20 feet beyond that. Some weapons can glow only when in combat, and other can be turned on and off as a free action.

Faint evocation, Price 500 gp.

**Shock:** Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. The weapon deals an extra 1 point of electrical damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, call lightning or lightning bolt; Price +1 bonus.

**Shocking Burst:** An shocking burst weapon explodes with electricity upon striking a successful hit. The electricity does not harm the wielder. The weapon deals an extra 2 point of electrical damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electric energy upon their ammunition.

Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition

Moderate evocation; CL 10th; Craft Magic Arms and Armor, call lightning or lightning bolt; Price +2 bonus.

**Sonic:** Upon command, a sonic weapon begins to vibrate. The effect remains until another command is given. A sonic weapon deals an extra 1 point of sonic damage on a successful hit. Bows, crossbows, and slings so crafted bestow the property upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms Price +1 bonus.

**Sonic Burst:** A sonic burst weapon emits a blast of sound upon striking a successful hit. The sound does not harm the wielder. The weapon deals an extra 2 points of sonic damage on a successful hit. Bows, crossbows, and slings so crafted bestow the property upon their ammunition.

Strong evocation; CL 12th; Craft Magic Arms and Armor; Price +2 bonus.

**Silvered:** The weapons is plated with silver in an alchemical process. It bypasses the damage reduction of certain creatures such as lycanthropes. Adamantine, cold iron, and mithral weapons cannot be silvered.

Price: 500 gold.

**Speed:** The wielder of a speed weapon may make one extra attack with it. If you attack one target with both

attacks and both hit, increase the damage of one attack by 2 and disregard the other (similarly to the use of a combined attack). This benefit is not cumulative with similar effects giving additional attacks.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, haste; Price +3 bonus.

**Spell Storing:** A spell storing weapon allows an adept to use a power targeting one creature on it. The adept level cannot be greater than 5. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately use the power on that creature as a free action if the wielder desires. If the power requires an attack roll, it succeeds automatically. Once the power has been cast from the weapon, it can be again filled. The weapon magically imparts to the wielder the name of the power currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); CL 12th; Price +1 bonus.

**Throwing:** This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, magic stone; Price +1 bonus

**Thundering:** A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. A thundering weapon deals on a successful critical hit nonlethal sonic damage 4 in addition to normal damage. The sonic energy does not harm the wielder. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, blindness/deafness; Price +1 bonus.

**Undead Striking:** This weapon can inflict critical hits and sneak attacks on undead creatures.

Moderate Conjuraton, CL 11<sup>th</sup>, Price +1 bonus

**Unholy:** An unholy weapon is imbued with unholy power. This power makes the weapon vice-aligned and thus bypasses the corresponding damage reduction. Damage dealt against all virtue aligned creatures is increased by 3. It bestows – 2 penalty to all checks, saves and Defence to any such creature attempting to wield it. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.

Moderate evocation [evil]; CL 7th; Craft Magic Arms and Armor, unholy blight, creator must be evil; Price +2 bonus.

**Vorpal:** This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon.  
Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, circle of death, keen edge; Price +5 bonus.  
Moderate evocation; CL 10th; Craft Magic Arms and Armor, mage's sword; Price +2 bonus.

## Magical Armor

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor enhancement bonuses cannot be greater than +5. They increase armor bonus to Toughness by 1 for each +1 bonus. The enhancement bonus of an armor cannot be higher than half of its total enhancement, rounding up. (Eg an armor enhance to +3 cannot have the armor enhancement greater than 2. The remaining +1 bonus must be used to gain some other special ability, eg Agile. Each magic armor is also masterwork armor, reducing armor check penalties by 1.

In addition to an enhancement bonus, armor may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve Armor bonus. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10.

Shields cannot have enhancement bonus, but can have special abilities.

A character cannot use an armor or shield with an enhancement greater that indicated on the table below. In regard to abilities with the price designated in gp, not in equivalent enhancement bonus, use the table showing character levels required to use wondrous items. (Check each individual property separately, do not add their prices together.)

One item can have only one kind of elemental resistance. Bonuses to Toughness from equipment granting Resistance to Energy or the Adept power Elemental Resistance don't stack together and don't stack with the total armor bonus (including enhancement). Therefore, it only makes sense to apply resistance to energy to an armor if it will be greater than armor bonus. Resistance to Energy possessed by some creatures does stack with armor bonus. Each magical armor or shield must be a masterwork item, which costs 150 gp.

**Acid Resistance:** A suit of armor or a shield with this property normally has a dull gray appearance. The armor gives a +12 bonus to Toughness against acid damage. One item can have only one kind of elemental resistance.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist energy; Price 18,000 gp

Table: ARMOR AND SHIELDS

Item	Base Price	Minimum character level to use item
+1 armor/shield	1,000 gp	3
+2 armor/shield	4,000 gp	6
+3 armor/shield	9,000 gp	9
+4 armor/shield	16,000 gp	11
+5 armor/shield	25,000 gp	13
+6 armor/shield	36,000 gp	14
+7 armor/shield	49,000 gp	16
+8 armor/shield	64,000 gp	17
+9 armor/shield	81,000 gp	18
+10 armor/shield	100,000 gp	19

Table: SHIELD SPECIAL ABILITIES

Special Ability	Base Price Modifier
Arrow catching	+1 bonus
Bashing	+1 bonus
Blinding	+1 bonus
Arrow deflection	+2 bonus
Animated	+2 bonus
Acid resistance	+18,000 gp (min. level 14)
Cold resistance	+18,000 gp (min. level 14)
Electricity resistance	+18,000 gp (min. level 14)
Fire resistance	+18,000 gp (min. level 14)
Sonic resistance	+18,000 gp (min. level 14)
Ghost touch	+3 bonus
Acid resistance, improved	+42,000 gp (min. level 17)
Cold resistance, improved	+42,000 gp (min. level 17)
Electricity resistance, improved	+42,000 gp (min. level 17)
Fire resistance, improved	+42,000 gp (min. level 17)
Sonic resistance, improved	+42,000 gp (min. level 17)
Acid resistance, greater	+66,000 gp (min. level 19)
Cold resistance, greater	+66,000 gp (min. level 19)
Electricity resistance, greater	+66,000 gp (min. level 19)
Fire resistance, greater	+66,000 gp (min. level 19)
Sonic resistance, greater	+66,000 gp (min. level 19)

**Acid Resistance, Improved:** As acid resistance, except it gives +14 bonus to Toughness against acid damage. Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist energy; Price 42,000 gp.

**Acid Resistance, Greater:** As acid resistance, except it except it gives +16 bonus to Toughness against acid damage. Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist energy; Price 66,000 gp.

**Adamantine:** Shield made from adamantine has +5 bonus to toughness against sunder attempts. Armor or shield made from adamantine is always a masterwork item (cost already included). The armor check penalty is reduced by 1 because of masterwork bonus. Armor bonus of adamantine armor is Impenetrable. The characters wearing such an armor cannot be damaged by attacks with damage lesser than armor bonus, including enhancement. Finesse attacks which bypass armor are not subject to this limitation.

Price 15,000 gp (heavy) or 10,000 gp (medium armor), or +3,000 gp (shields)

**Agile:** This suit of armor has armor check penalty reduced by 2 (together with masterwork this makes 3). Moderate Transmutation. CL 8<sup>th</sup>, Price +1 bonus

**Animated:** This shield does not cause armor check penalty and can be readied or loosed as a free action. Strong transmutation; CL 12<sup>th</sup>; Craft Magic Arms and Armor, animate objects; Price +2 bonus.

**Arrow Catching:** A shield with this ability attracts ranged weapons to it. It has a +1 bonus to defence against ranged weapons because projectiles and thrown weapons veer toward it. Moderate abjuration; CL 8<sup>th</sup>; Craft Magic Arms and Armor, entropic shield; Price +1 bonus.

**Arrow Deflection:** A shield with this ability protects the wielder from ranged attacks. It has a +2 bonus to defence against ranged weapons. Faint abjuration; CL 5<sup>th</sup>; Craft Magic Arms and Armor, shield; Price +2 bonus.

**Bashing:** A shield with this special ability is designed to perform a shield bash. A bashing shield deals bludgeoning damage as if it were a weapon of two size categories larger (a buckler deals 2 points of damage and a shield deals 3 points of damage). The shield acts as a magic masterwork weapon when used to bash. (Tower shields cannot have this ability.) Moderate transmutation; CL 8<sup>th</sup>; Craft Magic Arms and Armor, bull's strength; Price +1 bonus.

**Blinding:** A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a Difficulty 14 Reflex save or be blinded for 3 rounds. Moderate evocation; CL 7<sup>th</sup>; Craft Magic Arms and Armor, searing light; Price +1 bonus.

**Blur:** You can activate your armor as standard action. This enables the blur effect, giving all attacks against you 50% miss chance. This effect persists for 3 minutes.

After that time, you must make Fortitude Save with difficulty 16 or lose one level of fatigue (this counts as a Fatigue save for using supernatural powers, with penalties for multiple fatigue saves).

Price: +2 bonus.

Table: ARMOR SPECIAL ABILITIES

Special Ability	Base Price Modifier
Glamered	+2,700 gp (min. level 7)
Comfortable	+1 bonus
Elemental Aura	+1 bonus
Impenetrable	+1 bonus
Slick	+3,750 gp (min. level 8)
Agile	+1 bonus
Blur	+2 bonus
Shadow	+7,500 gp (min. level 11)
Slick, improved	+15,000 gp (min. level 14)
Acid resistance	+18,000 gp (min. level 14)
Cold resistance	+18,000 gp (min. level 14)
Electricity resistance	+18,000 gp (min. level 14)
Fire resistance	+18,000 gp (min. level 14)
Sonic resistance	+18,000 gp (min. level 14)
Ghost touch	+3 bonus
Acid resistance, improved	+42,000 gp (min. level 17)
Cold resistance, improved	+42,000 gp (min. level 17)
Electricity resistance, improved	+42,000 gp (min. level 17)
Fire resistance, improved	+42,000 gp (min. level 17)
Sonic resistance, improved	+42,000 gp (min. level 17)
Etherealness	+49,000 gp (min. level 18)
Fortification	+5 bonus
Acid resistance, greater	+66,000 gp (min. level 19)
Cold resistance, greater	+66,000 gp (min. level 19)
Electricity resistance, greater	+66,000 gp (min. level 19)
Fire resistance, greater	+66,000 gp (min. level 19)
Sonic resistance, greater	+66,000 gp (min. level 19)

**Comfortable:** You can sleep in this armor without fatigue. Additionally, you never receive any penalties due to wearing that armor in hot environment.  
Price: +1 bonus.

**Cold Resistance:** A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. It gives a +10 bonus to Toughness against cold damage. One item can have only one kind of elemental resistance. The resistance bonuses to toughness don't stack together and don't stack with the armor bonus.  
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist energy; Price 18,000 gp

**Cold Resistance, Improved:** As cold resistance, except it gives a +13 bonus to Toughness against cold damage.  
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist energy; Price 42,000 gp

**Cold Resistance, Greater:** As cold resistance, except it gives a +16 bonus to Toughness against cold damage.  
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist energy; Price 66,000 gp.

**Electricity Resistance:** A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. It gives a +10 bonus to Toughness against electrical damage. One item can have only one kind of elemental resistance. The resistance bonuses to toughness don't stack together and don't stack with the armor bonus.  
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist energy; Price 18,000 gp

**Electricity Resistance, Improved:** As electricity resistance, except it gives a +13 bonus to Toughness against electrical damage.  
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist energy; Price 42,000 gp

**Electricity Resistance, Greater:** As electricity resistance, except it gives a +16 bonus to Toughness against electrical damage.  
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist energy; Price 66,000 gp.

**Elemental Aura:** Anyone grappling you or remaining in contact for a full round suffers +2 damage from the chosen element (fire, cold, electricity, sonic, acid).  
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, Price +1 bonus.

**Etherealness:** On command, this ability allows the wearer of the armor to become ethereal (as the ethereal jaunt spell) once per day. The character can remain

ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.  
Strong transmutation; CL 13th; Craft Magic Arms and Armor, ethereal jaunt; Price +42,000 gp.

**Fire Resistance:** A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. It gives a +10 bonus to Toughness against fire damage. One item can have only one kind of elemental resistance. The resistance bonuses to toughness don't stack together and don't stack with the armor bonus.  
Faint abjuration; CL 3rd; Craft Magic Arms and Armor, resist energy; Price 18,000 gp

**Fire Resistance, Improved:** As fire resistance, except it gives a +13 bonus to Toughness against fire damage.  
Moderate abjuration; CL 7th; Craft Magic Arms and Armor, resist energy; Price 42,000 gp.

**Fire Resistance, Greater:** As fire resistance, except it gives a +16 bonus to Toughness against fire damage.  
Moderate abjuration; CL 11th; Craft Magic Arms and Armor, resist energy; Price 66,000 gp.

**Fortification:** This suit of armor produces a magical force that protects vital areas of the wearer more effectively. The wearer is immune to critical hits and sneak attacks.  
Strong abjuration; CL 13th; Craft Magic Arms and Armor, limited wish or miracle; Price +5 bonus

**Ghost Touch:** This armor or shield seems almost translucent. Its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.  
Strong transmutation; CL 15th; Craft Magic Arms and Armor, etherealness; Price +3 bonus.

**Glamered:** A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a true seeing spell or similar magic reveals the true nature of the armor when disguised.  
Moderate illusion; CL 10th; Craft Magic Arms and Armor, disguise self; Price +2,700 gp.

**Impenetrable:** This armor is especially precisely constructed, with well fitting joints. It provides Damage Reduction 3 against swarm attacks, and a bonus to

Concentration checks and saves caused by swarms equal to armor bonus.

Moderate Abjuration CL 7<sup>th</sup> level, Price + 1 bonus,

**Mithril:** Mithril is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. An item made from mithril weighs half as much as the same item made from other metals. Weapons or armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. An armor or shield made of mithril has its armor penalty check reduced by 2 (together with masterwork bonus by 3).

- Light armor +1,000 gp
- Medium armor +4,000 gp
- Heavy armor +9,000 gp
- Shield +1,000 gp

**Shadow:** This armor is jet black and blurs the wearer whenever she tries to hide, additionally dampening sound around her. The armor grants a +5 competence bonus on Stealth checks. (The armor's check penalty still applies normally.)

Faint illusion; CL 5<sup>th</sup>; Craft Magic Arms and Armor, invisibility; Price +7,500 gp.

**Slick:** Slick armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Faint conjuration; CL 4<sup>th</sup>; Craft Magic Arms and Armor, grease; Price +3,750 gp.

**Slick, Improved:** As slick, except it grants a +10 competence bonus on Escape Artist checks and +5 to Grapple Defense not based on Escape Artist skill.

Moderate conjuration; CL 10<sup>th</sup>; Craft Magic Arms and Armor, grease; Price +15,000 gpbonus.

**Sonic Resistance:** A suit of armor or a shield with this property normally has a glistening appearance. It gives a +10 bonus to Toughness against sonic damage. One item can have only one kind of elemental resistance. The resistance bonuses to toughness don't stack together and don't stack with the armor bonus.

Faint abjuration; CL 3<sup>rd</sup>; Craft Magic Arms and Armor, resist energy; Price 18,000 gp

**Sonic Resistance, Improved:** As sonic resistance, except it gives a +13 bonus to Toughness against sonic damage.

Moderate abjuration; CL 7<sup>th</sup>; Craft Magic Arms and Armor, resist energy; Price 42,000 gp.

**Sonic Resistance, Greater:** As sonic resistance, except it gives a +16 bonus to Toughness against sonic damage.

Moderate abjuration; CL 11<sup>th</sup>; Craft Magic Arms and Armor, resist energy; Price 66,000 gp.

**Variable:** This shield can assume any size (from buckler to tower shield). You give it orders mentally, as a swift action.

Faint transmutation, CL 5<sup>th</sup>, Price +1 bonus

## Wondrous Items

Price	Minimum character level to use item
150	1
400	2
800	3
1 300	4
1 800	5
2 300	6
3 000	7
4 000	8
5 000	9
6 500	10
8 000	11
10 000	12
13 000	13
18 000	14
25 000	15
35 000	16
48 000	17
64 000	18
80 000	19
100 000	20

**Amulet of Natural Armor:** This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement armor bonus to Toughness of from +1 to +5, depending on the kind of amulet. This bonus does not stack with the enhancement armor bonus, eg from a magic armor. This bonus does not forbid the use of the Cunning Dodge feat.

Faint transmutation; Price 2,000 gp (+1)-level 6, 8,000 gp (+2)- level 11, 18,000 gp (+3)-level 14, 32,000 gp (+4) – level 16, or 50,000 gp (+5) – level 18.

**Ring of Protection:** This ring offers continual magical protection in the form of an enhancement armor bonus to Toughness from +1 to +5, just as though the user were wearing the Amulet of Natural Armor. This bonus does not stack with the enhancement armor bonus, eg from a magical armor or the Amulet of Natural Armor. This bonus does not forbid the use of the Cunning Dodge feat.

Faint abjuration; Price 2,000 gp (ring +1) level 6; 8,000 gp (ring +2) level 11; 18,000 gp (ring +3) level 14; 32,000 gp (ring +4) level 16; 50,000 gp (ring +5) level 18.

**Bracers of Armor:** These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, which give him an enhancement armor bonus to Toughness from +1 to +5, just as though he were wearing the Amulet of Natural

Armor. Both bracers must be worn for the magic to be effective. This bonus does not stack with the enhancement armor bonus, eg from a magical armor or the Amulet of Natural Armor. This bonus does not forbid the use of the Cunning Dodge feat.

Moderate conjuration; Price 2,000 gp (+1)-level 6, 8,000 gp (+2)- level 11, 18,000 gp (+3)-level 14, 32,000 gp (+4) – level 16, or 50,000 gp (+5) – level 18.

**Cloak or Vest of Resistance:** These garments offer magic protection in the form of a +4 to +12 Resistance to all energy types. Resistance from different sources does not stack. Resistance bonus does not stack with armor bonus to toughness nor magic armor enhancement (so it makes sense to wear the cloak only when its Resistance bonus is greater than your total armor bonus to Toughness).

Price 1,000 gp (+4) -level 4, 4,000 gp (+6) – level 8, 9,000 gp (+8) –level 12, 16,000 gp (+10) level 14, 25,000 gp (+12) – level 15; Weight 1 lb.

**Gloves of Dexterity:** These thin leather gloves are very flexible and allow for delicate manipulation. As a free action they can add to the wearer's Dexterity score an enhancement bonus of +1, +2, or +3 for 10 rounds. Both gloves must be worn for the magic to be effective. Treat this as an application of Enhance Other power. They cannot be used together with Enhance Self, Enhance Other.

As an exception, Gloves of Dexterity can be used together with the Belt of Giant Strength. In that case, the sum of both enhancement bonuses cannot exceed 3. Add both bonuses and use the total to look up the difficulty of Fortitude save and the minimum character level to use. When the duration runs out, the user must make a Fortitude saving throw or suffer a level of fatigue (this counts as a Fatigue save for using supernatural powers, with penalties for multiple fatigue saves).

Bonus	Min level to use	Fortitude Difficulty
+1	8	15
+2	14	17
+3	16	19

Moderate transmutation; CL 8th; Price 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3).

**Gauntlets of Ogre Power:** These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +1 enhancement bonus to his Strength score for 10 rounds. They follow the same

rules as Gloves of Dexterity. Both gauntlets must be worn for the magic to be effective.  
Faint transmutation; CL 6th; Price 4,000 gp; Weight 4 lb.

**Belt of Giant Strength:** This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +2 or +3 for 10 rounds. It follows the same rules as Gloves of Dexterity. Gloves of Dexterity can be used together with the Belt of Giant Strength.  
Moderate transmutation; CL 10th; Price 4,000 gp (+1); 16,000 gp (+2), 36,000 gp (+3); Weight 1 lb.

**Amulet of Mighty Fists:** This amulet grants certain bonuses to unarmed attacks and natural weapons. First of all, your unarmed attack is a lethal attack, even if you don't have Improved Strike feat. Moreover, your natural weapon or unarmed attack receive certain weapon abilities based on the price of your version of the amulet. Higher priced amulets include the benefits of cheaper ones.

Min level	Price	Bonus
6	6,000 gp	ignores damage resistance due to the specific kind of damage (piercing, slashing, bludgeoning)
11	24,000 gp	Adaptable (ignores damage resistance due to material or kind of damage)
14	54,000 gp	Irresistible (ignores damage resistance)
16	96,000 gp	Ghost Touch
18	150,000 gp	Improved Critical (like the feat, doubles the threat range of your attacks)

Faint evocation; CL 5th; Price 6,000 gp (+1) - minimum level 6, 24,000 gp (+2) - level 11, 54,000 gp (+3) - level 14, 96,000 gp (+4) - level 16, 150,000 gp (+5) - level 18.

**Hat of Disguise:** This apparently normal hat allows its wearer to alter her appearance. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The hat does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of

you or your equipment. If you use this hat to create a disguise, you get a +10 bonus on the Disguise check.  
A creature that interacts with the glamer gets a Will save to recognize it as an illusion. (Difficulty 10+half character level+Charisma).

Faint illusion; CL 1st; Craft Wondrous Item, disguise self; Price 1,800 gp. Minimum level to use: 5

**Ring or Amulet of Mind Shielding:** This ring or amulet is usually of fine workmanship and wrought from heavy gold. The wearer is treated as possessing the Psychic Shield power, with Adept level equal to character level and key ability being Charisma. If a wearer is an Adept, he can alternatively use his own key ability, but in that case must use his actual Adept level.  
Faint abjuration; CL 3rd, Price 8,000 gp. Minimum level to use: 11.

**Ring of Freedom of Movement:** This gold ring allows the wearer to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement ring does not, however, allow water breathing.

The wearer gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin. The ring grants the wearer + 10 bonus to save against magic that usually impedes movement, such as paralysis, solid fog, slow, and web.

Moderate abjuration; CL 7th; Price 40,000 gp. Minimum level to use: 17

**Ring of Invisibility:** By activating this simple silver ring (a standard action), the wearer can benefit from invisibility. The wearer is not magically silenced, and certain other conditions can render him detectable (such as stepping in a puddle). The effect ends if the subject attacks any creature. For purposes of this effect, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack.

Faint illusion; Price 20,000 gp. Minimum level to use: 15

**Shining jewel:** This jewel shines with eternal light. It clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius. The jewel can be affixed to a chain and worn on neck or set in a diadem or a helm and worn on the brow. The jewel can be turned off and on with a word, as a standard action.  
200 gp.

**Goggles of Minute Seeing:** The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 competence bonus on Search checks to find secret doors, traps, and similar concealed objects. Both lenses must be worn for the magic to be effective. Faint divination; CL 3rd; Price 1,250 gp, Minimum level to use: 4.

**Goggles of Night:** The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective. Moderate transmutation; Price 12,000 gp. Minimum level to use: 13.

**Greater Goggles of Night:** The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. He receives also +5 bonus to Notice skill. Both lenses must be worn for the magic to be effective. Once per day, the wearer can activate the goggles (as a standard action) to grant him blindsense out to 30 feet for 1 minute. Faint transmutation; Price 16,000 gp. Minimum level to use: 14.

**Lantern of Revealing:** This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it. Faint evocation; CL 5th, Price 30,000 gp; Weight 2 lb. Minimum level to use: 16

**Robe of Blending:** When this robe is put on, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to appear to be part of his surroundings. This allows him a +5 bonus on Stealth checks. The wearer can adopt the appearance of another creature, as with the disguise self spell, at will (see Hat of Disguise). All creatures acquainted with and friendly to the wearer see him normally. Moderate illusion; Price 30,000 gp; Weight 1 lb. Minimum level to use: 16.

**Boots, Winged:** These boots appear to be ordinary footwear. On command, the boots sprout wings at the heel and let the wearer “walk” on air with a speed of 50 feet, with perfect maneuverability. He can fly three times day for up to 5 minutes per flight. Faint transmutation; CL 5th; Price 16,000 gp; Minimum level 14, Weight 1 lb.

**Broom of Flying:** This broom is able to fly through the air as if affected by an overland flight spell (average maneuverability) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word. The broom of flying has a speed of 40 feet when it has no rider. Moderate transmutation; CL 9th; Price 17,000 gp; minimum level 14, Weight 3 lb.

**Wings of Flying:** A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (good maneuverability). Moderate transmutation; CL 10th; Price 54,000 gp; Minimum level 18, Weight 2 lb.

**Potions of Healing:** Drinking a potion grants an immediate magical recovery check, using the normal Difficulty (10, for dying characters 20). Instead of the subject’s constitution, use the bonus depending on the potency of a potion.

- Cure Light Wounds: This potion provides a +4 bonus to the magical recovery check.
- Cure Moderate Wounds: This potion provides a +8 bonus to the magical recovery check.
- Cure Serious Wounds: This potion provides a +12 bonus to the magical recovery check

The recipient heals the most serious wound condition if the magical recovery check succeeds. For every 10 points by which the magical recovery check result succeeds, the recipient’s next most serious damage condition heals.

Cure light wounds (potion) 50 gp, Cure moderate wounds (potion) 300 gp, Cure serious wounds (potion) 750 gp

## Wands

A wand is a thin baton that contains a single power or a specific use of a power. Each wand has an undeterminable number of charges when created, and can be used as long as they last. When you roll 1 attempting to use the wand it means it has run out of charges and is just a stick. A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a

wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has Toughness 3, and a break Difficulty of 16.

*Activation:* Wands use the spell trigger activation method, so casting a power using a wand is usually a standard action. (If the power, however, has a longer casting time than 1 action, it takes that long to use the power from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures), point it in the general direction of the target or area, and speak the activation word. A wand may be used while grappling or while swallowed whole.

Only a character who has a class feat allowing him to use the power provided by the wand can use it. Additionally, you need a character level at least equal to the wand level. Use Magic Device feat allows to use all wands, although you must still be of high enough level. The character makes a power check against the difficulty of the power. If the roll equals 1, roll again. If you roll 10 or lower, it means the wand is depleted. This result cannot be re-rolled using Conviction – the wand is simply out of charges. Using a wand does not cause a fatigue check. All powers cast from a wand are treated as not fatiguing.

Each wand has an equivalent adept level. Each wand provides a specific use of a power with a specific power check difficulty. The power check difficulty cannot be greater than 15+ wand level. In case of powers which normally do not require a power check, use the power as if cast by an adept of a level equal to the level of the wand. Casting such a power from the wand requires a power check. The power check difficulty in that case equals 13+the wand level. In some cases, the power check difficulty is different than for the corresponding power.

The save difficulty against the wand is identical to the save difficulties of your powers.

Some examples of wands:

**Wand of Cure:** Requires the feat: Cleric or Paladin. Price 750 gp. Wand level 1. Power check difficulty 10 (as the Cure power). Full round to use.

**Wand of Neutralize Poison:** Requires the feat: Cleric or Paladin, Price 21,000 gp. Wand level 7. Power check difficulty 20. You neutralize any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as damage or ability

damage. The subject is additionally immune to any poison for an hour.

**Wand of Lesser Restoration:** Requires the feat: Cleric. Price 4500 gp. Wand level 3. Power check difficulty 16. Time – 1full round action

The wand dispels any magical effects reducing one of the subject's ability scores (without an opposed power check). It can alternatively cure 1 point of temporary ability damage or restore 1 point permanently drained from a single ability score (your choice if more than one is drained or damaged). You can repeat the attempt as often as you wish.

**Wand of Restoration:** Requires the feat: Cleric. Price 26,000 gp. Wand level 7. Power check difficulty 20. Time – 3 full round actions

The wand dispels any magical effects reducing one of the subject's ability scores (without an opposed power check). It also cures temporary ability damage and restores all points permanently drained from a single ability score (your choice if more than one is drained). You can repeat the attempt as often as you wish.

**Wand of Pain.** Requires the feat: Wizard or Cleric. Price 4500 gp. Wand level 3. Power check difficulty 15.

**Wand of Fire Ray.** Requires the feat: Wizard or Cleric. Price 3,750 gp. Wand level 5. Power check difficulty 18. Casts Elemental Ray(Fire) as an Adept of the 5th level –causing fire Damage 8.

**Wand of Invisibility.** Requires the feat: Wizard. Price 4,500 gp. Wand level 3. Power check difficulty 16. The target becomes invisible. He is not magically silenced, and certain other conditions can render him detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack.

**Wand of Fireball.** Requires the feat: Wizard. Price 11,250 gp. Wand level 5. Power check difficulty 18. Sphere 20 feet radius. Damage 5, Reflex for half.

**Wand of Magic Missiles level 1** Requires the feat: Wizard. Price 750 gp. Wand level 1. Power check difficulty 14. Damage 4. Reflex save,

**Wand of Magic Missiles level 3** Requires the feat: Wizard. Price 2,250 gp. Wand level 3. Power check difficulty 16. Damage 5, or 2 missiles each at different target, Damage +4. Reflex save,

**Wand of Magic Missiles level 5** Requires the feat: Wizard. Price 3,750 gp. Wand level 5. Power check difficulty 18. Damage +6, or 3 missiles each at different target, Damage +4. Reflex save.

## Staves

A staff is a long shaft of wood that holds a few powers. To use a staff, you need a class feat which allows you to take powers provided by the staff. When you hold a staff, you are treated as if you had the powers it provides. Some staves provide also Adept feats. Such feats can be used only to modify the powers granted by the staff. The Adept feats possessed by the character can be freely used to modify powers from the staff. Differently from other magic items, the staves do not need minimal character level to use it. If the powers provided by it have as a prerequisite power rank, however, you must have it to use the power in question. All other prerequisites of the powers are void.

**Charming:** Made of twisting wood ornately shaped and carved, this staff allows use of the following powers: Mind Touch, Charm  
Moderate enchantment; Price 16,500 gp.

**Conjuration:** This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following powers: \*Conjuration, \*Black Tentacles  
Strong conjuration; CL 13th Price 65,000 gp.

**Divination:** Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells: Mind Touch, Enhance Senses, Scrying  
Strong divination; CL 13th; Craft Price 73,500 gp.

**Earth and Stone:** This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following powers: Earth Shaping, Object Reading  
Moderate transmutation; Price 80,500 gp.

**Enchantment:** Often made from applewood and topped with a clear crystal, this staff allows use of the following powers: Mind Touch, Sleep, Suggestion and Feats: Widen Power  
Strong enchantment; Price 65,000 gp.

**Evocation:** Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following powers: Force Shaping, Elemental Blast(Fire and Cold) and Feats: Widen Power  
Strong evocation; Price 65,000 gp.

**Fire:** Crafted from bronzedwood with brass bindings, this staff allows use of the following powers: Fire Shaping, Elemental Blast(Fire) and Feats: Widen Power  
Moderate evocation; Price 17,750 gp.

**Frost:** Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following powers: Cold Shaping, Elemental Blast(Cold) and Feats: Widen Power  
Moderate evocation; Price 56,250 gp.

**Healing:** This white ash staff, with inlaid silver runes, allows use of the following powers: Cure, Cure Disease, Moderate conjuration; Price 27,750 gp.

**Illusion:** This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following powers: Mind Touch, Illusion, Flesh Shaping, Light Shaping (except invisibility) and Feats: Widen Power  
Strong illusion; Price 65,000 gp.

**Illumination:** This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following powers: Light Shaping  
Strong evocation; Price 48,250 gp.

**Life:** Made of thick oak shod in gold, this staff allows use of the following powers: Imbue Life  
Moderate conjuration; Price 155,750 gp.

**Passage:** This potent item allows use of the following powers: Teleport, Plane Shift (as ritual, but takes only 1 full action).  
Strong varied; Price 170,500 gp.

**Power:** The staff of power is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers: \*Force Shaping, Fire Shaping, Cold Shaping, Energy Shaping, Elemental Blast, Ghost Touch(only staff), Elemental Weapon(only staff, can select cold, electric or fire), and Feats: Widen Power

The staff is also a +2 quarterstaff.

A staff of power can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) This has the effect of casting of three Widened Elemental Blasts: Fire, Cold and Energy centered on the wielder, with no need for any fatigue or concentration checks.  
Strong varied; Price 211,000 gp.

## Crafting Magic Items

Crafting magic item does not require any special feats (Imbue Item feat is removed). Only adepts can create magic items, although they may need help to create the basic nonmagical items which will be enchanted. The artificer must know how to create the item, that is, during the game he must find or research the recipe to create it. The necessary ingredients and other expenditures necessary to create an item (inclusive with the upkeep of the artificer) cost exactly as much as it would cost to buy the item (if anyone was selling it). Obviously, the professional crafters are able to create an item cheaper and sell it with a profit, but an adventurer lacks necessary experience. It is, however, possible to lower the price by finding the necessary ingredients during adventures – treat them as an equivalent to treasure.

The creator also needs a fairly comfortable, well-lit and adequately equipped place in which to work. Creating an item requires about one day per 1,000 gp in the item's base price, with a minimum of at least one day. Potions are an exception to this rule; they always take just one day to brew. The caster works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the caster can use the rest of his time as he sees fit. A character can work on only one item at a time.

If your adept level is lower than the character level necessary to use the item, you cannot create the item in question.

To create magic armor or a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be masterwork armor, and the masterwork cost is added to the base price to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor or weapon.

At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

A creator can add new magical abilities to a magic item with no restrictions. The cost to do this is the same as if the item was not magical. Thus, a +1 longsword can be made into a +2 vorpal longsword, with the cost to create

it being equal to that of a +2 vorpal sword minus the cost of a +1 sword.

If the item is one that occupies a specific place on a character's body the cost of adding any additional ability to that item increases by 50%. For example, if a character adds the power to confer invisibility to her ring of protection +2, the cost of adding this ability is the same as for creating a ring of invisibility multiplied by 1.5. For this purpose, both armor and weapons don't count as items occupying a specific slot, and so adding a new ability to them incurs only the normal price.

As an exception you can add additional properties to basic items for normal, not increased price. To the basic items belong: cloak or vest of resistance, gloves of dexterity, belt of strength, gauntlets of power.

You can also remodel items, removing some properties and imbuing it with another. You pay only the increase in cost between the starting item and the final result. If as a result you get an item cheaper than the starting one, you do not recover the price difference.