dREAL (MAX)
An OGL ruleset for non-heroic roleplaying

1. INTRODUCTION

dREAL is a set of rules for roleplaying games. Every ruleset is designed to support a certain type of game particularly well, and dREAL is designed for games about relatively normal people in a world that works pretty much like reality.

This ruleset is not designed for games about heroic characters with larger-than-life attributes and an ability to triumph against impossible odds, nor is it designed to simulate the narrative immunity of main characters in TV shows and comic books. Instead, dREAL tries to simulate the real world; or more precisely, it tries to preserve suspension of disbelief when a realistic game is played.

dREAL MAX is the 'all options turned on' version of these rules, with feats, encumbrance, attacks of opportunity, the lot. The much simpler dREAL Lite is also available.

Rules Engine
dREAL is designed around the same rules engine as the most popular role-playing game. At the core of dREAL is a single rules mechanic. To determine success or failure in a situation of uncertainty, the player (or GM) rolls a twenty-sided dice to generate a number from 1 to 20, adds or subtracts any appropriate modifiers, and compares the total to a target number. If the total equals or exceeds the target number, the attempt succeeds; otherwise, the attempt is a failure.

Design Goals
dREAL is designed to facilitate play that always makes sense from the character's point of view – play that strives to maintain the illusion of reality in the game experience. In order to achieve this, the following goals have been pursued:

- No concepts should exist in the rules that could not be explained to a character in the game. Concepts like 'game balance', 'level' and 'per session' do not exist in these rules because they wouldn't make sense to a character in a game. All terms of reference exist within the game reality.
- The rules should not reference spaces or miniature figures or any precise tactical positioning. D20 can function without these elements, which tend to push the game more towards tactical play than simulation of reality.
- Game mechanics that model 'the way the world works' should be constant independent of context. This means that a die result should always mean the same thing, no matter what it is affecting. For example, any particular attack check result means a blow of a certain quality, regardless of what the target is doing or wearing. Any particular damage result of means the same amount of physical impact, regardless of the target's hit point total.
- Additionally, dREAL is designed to appeal and be familiar to people with experience of other games based on the same OGL ruleset. For this reason, the general tenor of the rules is for detail-oriented specifications with small but cumulative impacts on any given game situation. This kind of complexity is part of the rule-set. In other words, this isn't an attempt to do a rules-lite system – rather it is an attempt to take the existing, popular and familiar OGL ruleset and direct it towards a different set of play priorities.

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2. CHARACTERS

Characters in dREAL consist of the following elements:

Ability Scores:
Characters have scores ranging from 3 to 18 in the abilities Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. A modifier ranging from -4 to +4 is derived from this score and applied to all relevant dice rolls in the game.

Skills:
Characters have ranks ranging from 0 upwards in a large number of skills. The ranks are applied as a positive modifier to all skill rolls. Skills have proficiencies, areas in which a skill can be applied, and techniques, specific extra applications of a skill.

Qualities:
Special aspects of a character that alter, expand or limit their natural abilities in some way.

Hit Points:
A score indicating the physical capacity of the character, equal to 8+/- the character's Constitution score modifier. Injuries to the character are reflected in a reduction of the score, and healing/recuperation by the restoration of the score to its full amount.

Speed:
The number of a feet a character can move in a move action in a single 6-second round. For almost all characters this is 30 feet. Many animals, of course, possess much higher base speeds.

Behind the Screen: Human Baseline

The entirety of dREAL is written assuming that all characters will be adult humans, more for simplicity than any other reason. If dREAL is to be used with non-human characters, in a hard SF game for example, then the base attributes of the new species can be laid down as follows:

- Base Speed: determine in comparison to the human base of 30 ft.

- Base Size: this will determine hit points, at the least.

- Natural Armor/Weapons: natural armor and weapons need combat statistics

- Ability Score Modifiers: the species might have modifiers/penalties to some ability scores

- Special Features: any number of special features might apply to the species.

3. ABILITIES

All abilities are ranked with a score ranging from 1 upwards. Normal human scores fall within the range of 3-18, but larger or smaller scores are possible in non-humans or in exceptional human cases. All scores correspond to die roll modifiers, as follows:

Table 3.1: Ability Modifiers

Ability Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
etc...	etc...

The individual abilities, and the rolls to which modifiers apply, are described below.

Strength:
This ability measures a character's muscle and physical power.
The Strength modifier is applied to:
- skill rolls for skills that have Strength as a key ability
- in a fight, damage rolls (except for non-thrown ranged weapons)
- simple Strength checks, for feats of strength alone

Dexterity:
This ability measures hand-eye co-ordination, agility, reflexes, and balance.
The Dexterity modifier is applied to:
- skill rolls for skills that have Dexterity as a key ability
- in combat, all attack rolls and defense rolls
- simple Dexterity checks, for feats of dexterity alone (this includes Reflex saving throws, for avoiding effects that can be escaped by moving quickly)

Constitution:
This ability represents a character's health and stamina.
The Constitution modifier is applied to:
- skill rolls for skills that have Constitution as a key ability
- the base hit point total of 8
- simple Constitution checks, for feats of constitution alone (this includes Fortitude saving throws, for avoiding effects that can be resisted by physical vitality)

Intelligence:
This ability represents how well a character learns and reasons.

The Intelligence modifier is applied to:
- skill rolls for skills that have Intelligence as a key ability
- skill increase rolls
- simple intelligence checks, for feats of intelligence alone

Wisdom:
This ability describes a character's willpower, common sense, perception and intuition.
The Wisdom modifier is applied to:
- skill rolls for skills that have Wisdom as a key ability
- simple Wisdom checks, for feats of wisdom alone (this includes Will saving throws, for avoiding effects that can be resisted by strength of will)

Charisma:
This ability measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. It represents actual personal strength, not merely how one is perceived by others.
The Charisma modifier is applied to:
- skill rolls for skills that have Charisma as a key ability
- attempts to influence others
- simple charisma checks, for feats of charisma alone

Using Abilities: Simple Ability Checks
Sometimes a roll is needed to determine whether a character can successfully complete a task based solely on natural ability. This is a simple ability check.

When making a simple ability check, the player rolls d20 and applies the modifier for the relevant ability score. This total is compared against the Difficulty Class (DC) of the task, or against the opposing character's roll if it is an opposed check. If it equals or exceeds the DC, or exceeds the opposing character's roll, the character is successful.

In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Table 3.2   Example Ability Checks

Task	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognize a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

Lucky Escapes: Saves
Sometimes characters find themselves in circumstances where natural reactions and instinct are all that lies between them and some unpleasant effect. In these circumstances, a save is called for. If the save is successful, the effect is reduced or avoided; if the save is unsuccessful, the character bears the full brunt of the effect.

Saves are a special type of Ability Check that is used when a character is forced to react to circumstance without forethought or planning. There are six types of Save, one for each ability:

Power save: simple Strength checks, for avoiding effects that can be resisted by holding on or pushing back.

Reflex save: simple Dexterity checks, for avoiding effects that can be escaped by moving quickly and appropriately.

Fortitude save: simple Constitution checks, for avoiding effects that can be resisted by physical endurance.

Insight save: simple Intelligence checks, for avoiding effects that can be resisted by working something out or having a bright idea.

Will save: simple Wisdom checks, for avoiding effects that can be resisted by strength of will.

Grace save: simple Charisma checks, for avoiding effects that can be resisted by *savoir faire* and style.

The difficulty and effectiveness of a save vary by the specific circumstances. Note that saves rely, as stated, on natural reactions and instinct – there are no skills for saves, and characters cannot take 10 or 20.

Table 3.3: Saves – Example DCs

Purpose of Save	Type of Save	DC
Hold on after a climbing slip	Power (Str)	10
Stay standing when overloaded	Power (Str)	15
Avoid a runaway shopping cart	Reflex (Dex)	10
Avoid a speeding car	Reflex (Dex)	15
Avoid crying when injured	Fortitude (Con)	3 + hp damage
Hold scalding metal (1 round)	Fortitude (Con)	15
Realise the man is a junkie	Insight (Int)	12
Remember a name from before	Insight (Int)	15
Avoid crying when scared	Will (Wis)	6
Resist police mind-games	Will (Wis)	18
Laugh off an insult	Grace (Cha)	10
Mother-in-law walks in on you	Grace (Cha)	15

Behind the Screen: Three New Saves

Most games drawn from the OGL use three Saves – Will, Fortitude and Reflex. This approach expands the meaning and usefulness of Saves to reflect all situations where attributes are used to react instinctively instead of to act purposefully. Seems sensible to me.

Of course, it's not nearly that simple. The skills Spot and Listen have reactive versions, which, if this scheme was taken to its logical conclusion, would really be saves based on Wisdom. This would make this OGL incarnation even less compatible with other versions, and create further problems besides – Spot and Listen are set up to match Hide and Move Silently, and making them saves would throw Hide and Move Silently out of whack. Not to

mention that Wisdom already has a Save to its name, but one that is devoted to an entirely different aspect of the ability: Will.

Anyway, I believe three more Saves will be useful. The Insight Save is something I've noticed a lot of GMs using informally anyway, asking their players to make Int rolls to remember crucial bits of information or figure out stuff that the players haven't realised yet. Grace and Power saves won't come up so often, but they don't do any harm by being there.

Ultimately, I think adding three more saves makes the system simpler, rather than more complex, because they seem less like special cases and more like a standard method for a general class of situations.

Optional Rule: Awareness Saves

If the idea that all Reactive Checks are Saves appeals to you, and you don't mind reducing compatibility with other games, these rules will allow you to use Spot and Listen in accordance with this general rule.

First, all reactive Spot and Listen checks become Awareness saves. Awareness saves are simple Wisdom checks, like Will saves. However, because Awareness saves are a different kind of save, different modifiers apply. (In other words, Iron Will does not modify Awareness saves.)

(This does mean that Wisdom becomes the only ability with two kinds of Saves attached to it. Since Wisdom is the only ability that covers such different areas, it's appropriate.)

Second, the Spot and Listen skills remain the same but their reactive checks are both deleted. Ranks in Spot and Listen only apply to conscious effort made to hear or see something. The relationship between Spot, Listen, Hide and Move Silently remains the same.

Third, the Awareness Quality can be redefined as giving a +2 bonus to Awareness saves as well as Spot and Listen checks.

Raw Ability: Carrying Capacity
A character's carrying capacity depends directly on the character's Strength score, as shown on Table 3.4: Carrying Capacity.

Table 3.4: Carrying Capacity

Strength	Light Load	Medium Load	Heavy Load
1	up to 3 lb.	4–6 lb.	7–10 lb.
2	up to 6 lb.	7–13 lb.	14–20 lb.
3	up to 10 lb.	11–20 lb.	21–30 lb.
4	up to 13 lb.	14–26 lb.	27–40 lb.
5	up to 16 lb.	17–33 lb.	34–50 lb.
6	up to 20 lb.	21–40 lb.	41–60 lb.
7	up to 23 lb.	24–46 lb.	47–70 lb.
8	up to 26 lb.	27–53 lb.	54–80 lb.
9	up to 30 lb.	31–60 lb.	61–90 lb.
10	up to 33 lb.	34–66 lb.	67–100 lb.
11	up to 38 lb.	39–76 lb.	77–115 lb.
12	up to 43 lb.	44–86 lb.	87–130 lb.
13	up to 50 lb.	51–100 lb.	101–150 lb.
14	up to 58 lb.	59–116 lb.	117–175 lb.
15	up to 66 lb.	67–133 lb.	134–200 lb.

16	up to 76 lb.	77–153 lb.	154–230 lb.
17	up to 86 lb.	87–173 lb.	174–260 lb.
18	up to 100 lb.	101–200 lb.	201–300 lb.
19	up to 116 lb.	117–233 lb.	234–350 lb.
20	up to 133 lb.	134–266 lb.	267–400 lb.
21	up to 153 lb.	154–306 lb.	307–460 lb.
22	up to 173 lb.	174–346 lb.	347–520 lb.
23	up to 200 lb.	201–400 lb.	401–600 lb.
24	up to 233 lb.	234–466 lb.	467–700 lb.
25	up to 266 lb.	267–533 lb.	534–800 lb.
26	up to 306 lb.	307–613 lb.	614–920 lb.
27	up to 346 lb.	347–693 lb.	694–1,040 lb.
28	up to 400 lb.	401–800 lb.	801–1,200 lb.
29	up to 466 lb.	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

If the weight of everything a character is wearing or carrying amounts to no more than his or her light load figure, the character can move and perform any actions normally (though the character's speed might already be slowed by the armor he or she is wearing).

If the weight of the character's gear falls in his or her medium load range, the character is considered *encumbered*. An *encumbered* character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Encumbered Characters

Normal Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	40 ft.
60 ft.	50 ft.

An *encumbered* character performs as if his or her Dexterity modifier were no higher than +3. In addition, the character takes a –3 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply.

If the weight of a character's gear falls in his or her heavy load range, the character is considered *heavily encumbered*. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Heavily Encumbered Characters

Normal Speed	Current Speed
20 ft.	10 ft.
30 ft.	15 ft.
40 ft.	20 ft.
50 ft.	25 ft.
60 ft.	30 ft.

A heavily encumbered character performs as if his or her Dexterity modifier were no higher than +1. In addition, the character takes a –6 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armor penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is his or her speed x3 instead of speed x4.
The figure at the upper end of a character's heavy load range is his or her maximum load. No

character can move or perform any other actions while carrying more than his or her maximum load.

Lifting and Dragging: A character can lift up to his or her maximum load over his or her head. A character can lift up to double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times his or her maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table: Carrying Capacity are for Medium-size bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large x2, Huge x4, Gargantuan x8, and Colossal x16. Smaller creatures can carry less weight depending on size category: Small x3/4, Tiny x1/2, Diminutive x1/4, and Fine x1/8. Quadrupeds, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium-size x1.5, Large x3, Huge x6, Gargantuan x12, and Colossal x24.

Tremendous Strength: For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Behind the Screen: Do We Really Need Rules On Carrying Capacity?

Well, we don't in my game, but I've tried to stay as close to other incarnations of the OGL as possible. The rules exist, and they work well enough, so they are included for the sake of completeness and familiarity. Individual gaming groups are invited to decide for themselves whether to use this level of detail in their games.

4. SKILLS AND TECHNIQUES

Skill Ranks
Characters have ranks in their skills ranging from 1 upwards. (Characters have a rank of 0 in all skills which they do not possess.) The rank and the ability modifier are added together to modify all skill rolls.

The higher the skill rank, the more skilled the character, as follows.

Table 4.1: Meaning of Skill Ranks

Skill Ranks	Description
0	No skill at all
1-2	Absolute novice
3-5	Amateur
6-10	Professional
11-16	Expert
17+	Master

Behind the Screen: The Meaning Of The Ranks

The skill rank meanings were determined by careful consideration of the effect of a skill rank on the probability in a standard check, also taking into account the likelihood that characters with high ranks in a skill will probably have a good ability score attached, and perhaps a Quality or two. They should scale well to other games based on the OGL, if anyone's interested.

Skill Checks
When a character makes use of a skill, a dice is rolled to determine the success of the skill use. This takes into account training and experience (skill rank), natural talent (ability modifier) and luck (the dice roll itself).

When making a skill check, the player rolls d20, applies the modifier for the relevant ability score and adds the number of ranks in the skill. This total is compared against the Difficulty Class (DC) of the task. If it equals or exceeds the DC, the character is successful.

The DC is set by the GM according to the nature of the task. The higher the DC, the more difficult the task, as follows:

Table 4.2: Task Difficulties

Difficulty Class	Description
5	*Easy* - Virtually no-one will have trouble
10	*Average* - Simple even for the unskilled
15	*Tough* - Hard for the unskilled, but amateurs can manage
20	*Challenging* - Simple for a professional, hard for an amateur
25	*Formidable* - Hard for professionals, expertise is desirable
30	*Overwhelming* - Hard even for an expert
35	*Extreme* - Hard even for a master of this skill
40	*Nearly Impossible* - Even a master will rarely succeed at this task

Opposed Checks

Some skill checks are made against another character's skill. In this case, skill checks are made for both characters and the results compared – whoever gets the higher result wins the contest. In this case, ties are resolved by rerolling until there is a winner.

Table 4.3: Example Opposed Checks

Task	Skill	Opposing Skill
Sneak up on someone	Move Silently	Listen
Con someone	Bluff	Sense Motive
Hide from someone	Hide	Spot
Win a car race	Drive	Drive
Pretend to be someone else	Disguise	Spot
Steal a key chain	Sleight of Hand	Spot

Taking 10

On simple ability checks and skill checks, when a character is not being rushed, distracted or threatened, they may choose to take 10.

The character rolls the d20 as normal, but any result below 10 is treated as if it were a 10.

Distractions and threats make it impossible for a character to take 10. A character also can't take 10 when using a skill untrained, though the GM may allow exceptions for truly routine activities.

Behind the Curtain: Changes to Take 10

This version of Taking 10 is significantly different from the ones you will find in other versions of the ruleset. Taking 10 in other rulesets is seen as an 'average' effort, ruling out good performance as much as bad. In this ruleset, Taking 10 simply means that characters who are able to concentrate on a task can't mess the task up, although they stand the same chance of performing well. On a metagame level, the Take 10 rule as it is in other games is a timesaver for removing dice rolls, but it does not serve that role here (although the certainty of getting at least a 10 means dice rolls may still be dispensed with in some situations).

The main function of 'Taking 10' is to reduce the randomness of skill rolls. A random modifier that can range between 1 and 20 gives fortune a large role in checks. By this method of Taking 10, this range is reduced to 10 to 20, almost halving the role of fortune without increasing the probability of a result higher than 10.

Taking 20
It is possible to Take 20 on skill checks. When a character has plenty of time, is faced with no threats or distractions, and when there are no penalties for failing (or when the character is willing to suffer the penalties for ailing), they may choose to Take 20.

Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. This means the character does not roll d20 but calculates the check result as if a 1 was rolled, and then the task was retried and a 2 was rolled, and then the task was retried and a 3 was rolled, and this pattern continued until the task was successfully completed or the task was calculated as if a 20 was rolled but still without success.

Circumstances Modifiers
Some situations may make a skill easier or harder to use. To account for this, the GM may apply a modifier of to a skill check or DC. Usually circumstance modifiers should be +2 or -2.

Modifiers to the skill check represent conditions making the character's performance better or worse, while modifiers to the DC represent conditions making the required level of performance higher or lower. (Usually the distinction doesn't matter, but sometimes it is important.)

Aiding Another Character
Sometimes one character will be able to help another in using a skill, or several characters will work together on the same task. In this case, one character (usually the one with the highest skill) is treated as the leader and makes a skill check as normal. The other characters must make skill rolls against DC10 (no take 10 or take 20 allowed). For each helper who succeeds, the leader gains a +2 circumstance bonus.

Note that, in many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits aid another attempts as he or she sees fit for the conditions.

Trying Again
If a character fails on a skill check, he or she can sometimes try again. Check the skill description to find out if, and under what circumstances, a character can try again. Many skills, however, have natural consequences for failing that must be accounted for. Some skills can't be tried again once a check has failed for a particular task.
If the use of a skill carries no penalty for failure, a character can take 20 and assume that he or she keeps trying until he or she eventually succeeds.

Untrained Skill Checks
Generally, if a character attempts to use a skill he or she doesn't have any ranks in, the character makes a skill check as described. The character's skill modifier don't include skill ranks because the character doesn't have any. The character does get other modifiers, though, such as the ability modifier for the skill's key ability.
However, some skills can be used only if the character is trained in the skill. This is noted in the skill description. In these cases, if the character has 0 ranks, no skill check can be made.

Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. See the skill description for specifies on how long a skill takes to use.

In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents can make attacks of opportunity against a character when he or she lets his or her guard down.

Equipment and Skill Checks

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character doesn't have the appropriate tools, he or she can still attempt to use the skill, but the character takes a –4 penalty on his or her check.

A character may be able to put together some impromptu tools to make the check. If the GM allows it, reduce the penalty to –2 (instead of –4) for using impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well.

Skill Synergy

Sometimes, the GM may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the GM must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check.

Stacking Modifiers

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll. Many rolls will have a number of different modifiers. The general rule is this:

> *Bonuses with specific descriptors, such as "equipment bonus," generally don't stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.*

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack.

Specific bonuses that don't stack include competence, cover, equipment, morale, natural armor, and size.

Any bonus without a descriptor (such as simply a "+1 bonus") stacks with other bonuses.

All penalties stack, regardless of their descriptors.

Skills Available

There are a wide range of skills. Each is tied to a specific ability. Following is a list of skills along with the ability related to the skill and a note illustrating the use of the skill.

Table 4.4: Skill List

Skill	Ability	Notes
Balance	Dex	Good for narrow ledges and skateboards
Bluff	Cha	Good for pretending to be sincere
Charm	Cha	Good for winning people over
Climb	Str	Good for clambering over walls
Computer Use	Int	Good for performing any computer tasks
Concentration	Con	Good for staying focussed
Craft – Chemical	Int	Good for whipping up a mixture
Craft – Cooking	Int	Good for whipping up a feast
Craft – Electronic	Int	Good for makeshifting circuits
Craft – Mechanical	Int	Good for figuring out a car engine
Craft – Structural	Int	Good for building a shed
Craft – Visual Arts	Int	Good for making a sketch
Craft – Writing	Int	Good for writing an article
Demolitions	Int	Good for safely blowing stuff up
Diplomacy	Cha	Good for working towards agreement
Drive	Dex	Good for screeching around corners
Escape Artist	Dex	Good for wriggling out of tight corners
Forgery	Int	Good for getting drinks underage
Gamble	Wis	Good for breaking even in Vegas
Gather Information	Cha	Good for getting the gossip
Handle Animal	Cha	Good for teaching Rover tricks
Hand to Hand	Dex	Good for smashing people around
Hide	Dex	Good for avoiding the cops
Intimidate	Cha	Good for making squealers squeal
Investigate	Int	Good for evaluating a crime scene
Jump	Str	Good for leaping over a pond
Knowledge	Int	Good for trivia night
Lead	Cha	Good for getting people around you to work
Listen	Wis	Good for hearing whispers
Melee	Dex	Good for wielding weapons
Move Silently	Dex	Good for creeping past the cops
Navigate	Int	Good for figuring out the right way
Perform	Cha	Good for showing off on stage
Pilot	Dex	Good for coming in to land
Profession	Wis	Good for earning a good living
Ranged Combat	Dex	Good for snapping off shots from a distance
Research	Int	Good for exploring what everyone else thinks
Ride	Dex	Good for galloping over hill and dale
Search	Int	Good for leaving no stone unturned
Sense Motive	Wis	Good for picking up something fishy
Sleight of Hand	Dex	Good for poker and stage magic
Speak Language	Cha	Good for foreign countries
Spot	Wis	Good for taking it all in
Survival	Wis	Good for knowing what won't kill you
Swim	Str	Good for not drowning
Taunt	Cha	Good for getting folk riled
Teach	Cha	Good for passing on knowledge
Treat Injury	Int	Good for bandaging up a wound
Tumble	Dex	Good for rolling with falls

Full descriptions for dREAL skills can be found in Appendix A.

Proficiencies

Some skills cannot immediately be applied to all areas. For example, a character with Melee skill would not be able to pick up a scythe and use it effectively in a Melee without some experience with the weapon.

Some skills require characters to specify the areas in which they are proficient in the skill. Proficiencies define the areas in which a character can apply their skill. A character with the Exotic Weapon: Scythe proficiency for their Melee skill would be able to use that weapon effectively.

Where a skill with proficiencies is not 'Trained Only', the character receives a -4 penalty for using the skill without a proficiency. For example, a character using a scythe without proficiency in the weapon receives a -4 on Melee checks when using the scythe.

Where a skill with proficiencies is 'Trained Only', the character cannot use the skill if they do not have the relevant proficiency. A character cannot use their Speak Language skill in a language they are not proficient with, for example.

Techniques

As characters achieve more mastery in a skill, they will learn 'tricks of the trade', extra maneuvers or secrets that can come in useful in particular situations. These are called techniques.

Characters can have techniques for skills in which they have high skill ranks. The higher their skill rank, the more special techniques they know. As characters become more skilled, new techniques are acquired more frequently relative to skill increases, because the greater skill of the character allows them to master new techniques swiftly.

Techniques vary for each skill, but every skill has the techniques Task Focus (which gives a character a bonus when performing a particular task using the skill) and Task Finesse (which allows a character to perform a skill in an unorthodox way and, in so doing, apply to the task a different ability than usual).

Techniques are fully described in Appendix B.

> **Behind the Screen: Techniques**
>
> Techniques are composed of the majority of the Feats in standard OGL games. (Other Feats have become Proficiencies, Qualities or have been deleted.) By tying them specifically to skills, they become much fuller expressions of the individual path of a character.

5. HEALTH AND INJURY

Hit Points
In simple terms, Hit Points represent how much physical injury a character can withstand before falling unconscious or dying. A character's hit point total when healthy and unharmed is 8 +/- their Constitution modifier.

Behind the Screen: Wot, No Damage Save?

I considered using a Damage Save mechanic but decided against it. Using hit points reduces the learning required to come to grips with dREAL, and is also a useful benchmark for exactly how tough a character is. Additionally, most of the problems that make hit points unpopular arise at higher levels. Since dREAL has no levels, and hit points can only increase with the Toughness quality, this should not be nearly as great a hindrance.

That said, feel free to use the Damage Save, it's a great piece of game design.

Damage
When a character is injured, they will suffer damage. Damage is abstracted in dREAL for the sake of simplicity and playability.

Damage is measured numerically. The source of the damage determines the exact amount, which is usually randomly determined.

Table 5.1: Examples of Damage

Type of Injury	Damage
Bare-knuckle punched	1d3 Subdual
Knifed	1d4 Lethal
Fall 10 feet on to hard surface	1d6 Lethal
Shot from a rifle	1d12 Lethal
Caught in a burst of flame	3d6 Lethal

Subdual Damage
Subdual damage, such as that delivered in any fistfight, accumulates as an increasing total. If the total rises above the character's current hit point total, the character falls unconscious.

Falling Unconscious
If the character's subdual damage exceeds their current hit points, that character falls unconscious. At the end of each minute of unconsciousness, the character has a 10% chance of waking up.

Lethal Damage
Points of lethal damage are subtracted from the character's hit point total when inflicted, representing the accumulation of injury. If the hit point total is reduced to 0, the character is disabled. If the total falls below 0, the character begins to die.

Disabled

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but he or she is close to it. The character can only take a single move or attack action each turn (but not both, nor can the character take full-round actions). The character can take nonstrenuous move actions without further injuring his or herself, but if the character attacks or perform any other action the GM deems as strenuous, the character takes 1 point of damage after completing the act. Unless the activity increased the character's hit points, the character is now at –1 hit points, and is dying.

Dying

If the character falls into negative hit points, that character is dying. The character immediately falls unconscious. At the end of each round, the character has a 10% chance of stabilizing and losing no more hit points; if the character does not stabilize, another hit point is lost.

Dead

If the character's hit points drop to -10, the character is dead.

Protective Equipment

Damage from piercing, bludgeoning or slashing weapons will be reduced if the target is wearing protective equipment. The type of protective equipment determines the exact amount. If damage is reduced below 0, it is treated as 0.

Table 5.2: Examples of Damage Reduction

Type of Protective Equipment	Damage Reduction
Leather Jacket	1d2
Chainmail Shirt	1d8+1
Bulletproof Vest	2d6

Behind the Screen: Protection random instead of flat rate

Armor gives a dice roll of protection, instead of a single protection value that is always the same, in order to balance the fact that some weapons are less able to penetrate armor than others, while still being able to hurt if they hit. Instead of instituting complex armor-avoidance rules, dREAL simply randomises the protection roll as well as the damage roll. Damage will tend more towards the average, but extremes are very much possible in a way they weren't before.

Recovering From Damage

Subdual damage heals at the rate of 1 point per hour.
Lethal damage heals at the rate of 1 point per day of rest. Complete bed rest restores 2 points per day.

Other Conditions
A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Ability Damaged
The character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per evening of rest. This differs from "effective" ability loss, which is an effect that goes away when the condition causing it goes away.

Blinded
The hero can't see at all, and thus everything has concealment to him or her. The character has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with a –4 penalty on the use of Strength-based and Dexterity-based skills. This –4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. The character can't make Spot checks or perform any other activity (such as reading) that requires vision. Heroes who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

Cowering
The hero is frozen in fear, loses his or her Dexterity bonus, and can take no actions. In addition, the character takes a –2 penalty to his or her Defense. The condition typically lasts 10 rounds.

Dazed
Unable to act, a dazed character can take no actions, but still gets the benefit of his or her normal Defense. This condition typically lasts 1 round.

Dead
A character dies when his or her hit points drop to –10 or lower, or when his or her Constitution drops to 0.

Deafened
The hero can't hear and takes a –4 penalty on initiative checks. The character can't make Listen checks. Heroes who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

Disabled
The character has 0 hit points. The character can take only a single move action or attack action, and takes 1 point of damage after any action.

Dying
The character is near death and unconscious, with –1 to –9 hit points. The character can take no actions, and each round a dying character loses 1 hit point until he or she dies or becomes stable.

Entangled
An entangled character takes a –2 penalty on attack rolls in addition to a –4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the entangled hero can't move. Otherwise, the character can move at half speed, but can't run or charge.

Exhausted

Heroes who are exhausted move at half speed and cannot run or charge. Furthermore, they take a –6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, an exhausted character becomes fatigued.

Fatigued

Characters who are fatigued can't run or charge and take a penalty of –2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued.

Flat-Footed

A character who has not yet acted during a combat is flat-footed, not reacting normally to the situation. A flat-footed character loses his or her Dexterity bonus to rolls opposing Melee or Hand to Hand attack rolls.

Flanked

A character with opponents on either side is flanked. The opponents receive a +2 bonus to Melee or Hand to Hand Attack actions against the flanked character.

Grappled

When grappled, a hero can't undertake any action other than attacking with his or her bare hands, attacking with a light weapon, or attempting to break free from his or her opponent. The character loses his or her Dexterity bonus to Defense, except on attacks from characters with whom he or she is grappling.

Helpless

Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Defense of 5 + size modifier. An attacker can attempt a coup de grace against a helpless character.

Nauseated

Characters who are nauseated are unable to attack or do anything else requiring attention or concentration. The only action such a character can take is a single move action per turn.

Panicked

A panicked character flees as fast as possible and cowers (see Cowering, above) if unable to get away. The character defends normally but cannot attack.

Paralyzed

Heroes who are paralyzed fall to the ground, unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless.

Pinned

A pinned character is held immobile (but not helpless) in a grapple. The character takes a –4 penalty to Defense against melee attacks and loses his or her Dexterity bonus to Defense.

Prone

An attacker who is prone (lying on the ground) takes a –4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. The character gains a +4 bonus to Defense against ranged

attacks, but takes a –4 penalty to Defense against melee attacks. Standing up from Prone is a move action.

Shaken
A shaken character takes a –2 penalty on attack rolls, saving throws, and skill checks.

Stable
A stable character is no longer dying, but is still unconscious.

Stunned
A character who becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, the character takes a –2 penalty to Defense. The condition typically lasts 1 round.

Submitted
A character who has submitted is held immobile and helpless in a grapple. The character takes a –4 penalty to Defense against melee attacks and loses his or her Dexterity bonus to Defense.

Unconscious
An unconscious character is unable to defend him or herself. The character is helpless and typically falls prone.

> **Behind the Screen: Submitted in a Grapple**
>
> In d20 OGL, characters can be held helpless. However, there is no way to force a character into this state using grappling. The addition of the status of Submitted allows this to occur. This is sensible for dREAL, but keep in mind that the absence of such a status from other games is deliberate and appropriate.

6. PERILOUS SITUATIONS

In situations where characters are in danger, or where they are opposed, or in any situation where the changing moment-by-moment situation is important, rounds and initiative can be used to manage the situation.

A fight is a perfect example of a perilous situation. Any character can use an action to attack another character. The relevant skills are Hand to Hand (for unarmed attack actions), Melee (for armed attack actions) and Ranged Combat (for attacks made from a distance). Rules for resolving attacks are noted under the skill descriptions.

Managing Time: Rounds
Time is divided up into rounds. Each round represents 6 seconds of time in the game, and in each round a character has an opportunity to perform a simple action and to move a short distance.

Note that not all actions can be performed in a single round. Some complex actions will take many rounds to complete. The GM determines how many rounds a given action will take.

When it is a character's action in the round, the player announces the character's action and, if it is a simple action, resolves the action. Then the next character has an opportunity to act.

Who Acts When: Initiative
The order of acting within a round is determined by inititative. Each character involved in the situation makes an initiative check, which is a simple Dexterity check. Characters then act in order of their results, highest to lowest.

Once the last character has acted, the round ends and the next round immediately begins with the first character once again. Each round uses the same initiative order.

It is possible to wait and act later in the initiative order. A character who chooses to wait may decide to *delay* their action to any point in the initiative order that follows. At any time following the character may decide to take their action. This point becomes the character's new position in the initiative order. (Note that if the character's original position is reached, then the action is lost.)

The character may, if they choose, use their turn to *ready* an action for specific circumstances – for example, to close a door once someone has gone through it. As soon as the circumstances are met the action takes place. Again, this point becomes the character's new position in the initiative order.

Type of Action: Standard, Move, Full-Round, Free
All actions that are open to characters take a certain amount of time and energy.
In one round, a character can:
- perform one standard action, OR
- perform one standard action and one move action (in any order), OR
- perform two move actions, OR
- perform one full-round action

Additionally, a character can perform any amount of free actions, within reasonable limits as determined by the GM.

Standard Actions:
These actions allow a character to do something. They are generally straightforward and achievable in less than one round (6 seconds). In one round, a character can take a standard action and (if desired) a move action. The move action can be before or after the standard action.

Move Actions:
These actions allow a character to move, or to do something that takes about as much concentration and effort as moving. Very simple actions that don't require more than the barest attention are move actions. A character can take a move action with a standard action, or with another move action. If the character's move actions do not involve actual movement, the character may still take a 5-foot step before, during or after the action.

Full Round Actions:
A full-round action consumes all a character's effort during a round. The only movement a character can take during a full-round action is a 5-foot step before, during or after the action. Some full-round actions do not even allow this much movement.

Free Actions:
Free actions consume so little time and effort that their impact is negligible and they are considered free. A character can perform any amount of free actions in a round, within reasonable limits decided by the Game Master.

Table 6.1:   Sample Actions In Perilous Situations

The following actions are divided into Standard, Move, Full-Round and Free actions. The table also specifies whether the action provokes an attack of opportunity. Attacks of opportunity are explained below.

Standard Actions	Attack of Opportunity
Melee Attack (Melee)	No
Ranged Attack (Ranged Combat)	Yes
Unarmed Attack (Hand to Hand)	Yes
Aid Another (in a combat)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Total defense	No

Move Actions	Attack of Opportunity
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	No

Full-Round Actions	Attack of Opportunity
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Reload a firearm with an internal magazine	Yes

Free Actions	Attack of Opportunity
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No

Attacks of Opportunity

Sometimes in a perilous situation a character will take an action that leaves them open to an attack from an opponent. These attacks are called 'attacks of opportunity'.

Vulnerability to Attacks of Opportunity: Threatening
A character is considered to threaten an opponent if the character is positioned where they could make a melee attack against the opponent.

Usually, that means a character will threaten any adjacent character, but particularly long melee weapons might make this reach greater.

If an opponent moves past a character, the character is considered to be threatening the opponent while the opponent is within 'attack range', and no longer threatening the opponent when the opponent moves out of 'attack range'.

Provoking an Attack of Opportunity
Two kinds of actions will provoke attacks of opportunity from threatening opponents: movement, and distracting actions.

Moving out of a threatened area usually provokes an attack of opportunity, as does moving around in a threatened area. (Moving into a threatened area does not, however.) There are two ways of making these movements without provoking an attack of opportunity, however – the five foot step and the withdraw action. The *five-foot step* can be taken as long as no other movement action is taken in the round, and means simply that the character can move five feet in any direction without provoking an attack of opportunity. (This reflects the character moving carefully so as not to provoke an attack.) The five-foot step can be used in combination with any other action. The *withdraw* action applies when the character moves out of a threatened area and does nothing else in the round, and is detailed below. (Note, however, that the character will provoke attacks of opportunity as normal for any other threatened areas moved throught after the first.)

Distracting actions are those actions which distract the character's attention from the combat, even if only briefly. Attacking with a ranged weapon, drawing a concealed weapon, or standing up from prone all provoke an attack of opportunity.

Making an Attack of Opportunity
A character can only make one Attack of Opportunity per round. Whenever an attack of opportunity would be provoked, the character may choose to take the attack. If the decision is made to attack, the action of the provoking character is held until the attack of opportunity is resolved.

Optional Rule: Attacks of Opportunity, The Simple Version

The above rules depend on a fairly precise determination of the location of all characters in a fight. If the game is not being run with this precision, the GM should use the following guidelines to determine attacks of opportunity:

- a character is vulnerable to an attack of opportunity whenever they try to bypass a space blocked or guarded by an opponent.

- a character is vulnerable to an attack of opportunity whenever they move away from more than one opponent (provided the opponents were able to spread out and flank the character) unless they use the withdraw action.

- a character is vulnerable to an attack of opportunity whenever they are unarmed and they attack an opponent who is armed, or whenever they approach an opponent with a reach weapon either armed or unarmed.

The GM should always tell a player that an Attack of Opportunity is going to be provoked, so the player can decide whether or not to go through with the action.

Special Actions

Most actions that can be performed in perilous situations are detailed under the skill description appropriate to the action. Some actions, however, do not fall under any particular skill. These actions are detailed here.

Bull Rush (Full Round Action)

A character can attempt to push a target straight back. (A character can only Bull Rush a target at most one size category larger. No rugby player can bull rush an elephant, for example.) This can be performed after a move action or as the conclusion to a Charge action (see Hand to Hand and Melee skill descriptions for more about the Charge action).

First, the character moves up to the target. (This will almost certainly provoke an attack of opportunity from the target, and perhaps from others along the way as well.)

Second, the character and the target make opposed simple Strength checks. If the character and target are different sizes, the larger gets a bonus of +4 per difference in size category. The character gets a +2 bonus if the Bull Rush is part of a Charge action. The target gets a +4 stability bonus if he has more than two legs (that elephant again) or is otherwise exceptionally stable.

If the character beats the target's check, the character pushes the target back by a number of feet equal to the margin of victory. (This cannot, however, exceed normal movement limitations from base Speed.) The character must stay with the target. (This movement will, again, provoke attacks of opportunity against both character and target from anyone positioned along the way).

If the target beats the character's check, the character bounces back to a position adjacent to the target.

Overrun (Full Round Action)

With an overrun, the character attempts to go past or over an opponent who is blocking the way. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.

First, the character must move at least 10 feet in a straight line into the target's space.

Then the target chooses either to avoid the character or to block the character.

If the opponent avoids the character, the character keeps moving.

If the opponent blocks the character, the character makes a free Trip attack against the opponent (see Trip). If the trip is successful, the character can continue his or her movement as normal. If the trip fails, either the character falls prone or the character is knocked back 5 feet the way they came.

Run (Full Round Action):

A character can run all-out as a full-round action. When a character runs, he can move up to four time shis speed in a straight line. The character does not get a 5-foot step. The character gains a +2 bonus to any opposed roll to avoid a Melee or Hand to Hand attack action, and to the DC of any Ranged Combat roll targeting the character.

The character can run for a number of rounds equal to the character's Constitution score without difficulty. After that, the character must succeed at a simple Constitution check (DC 10) each round to continue running. The DC of this check increases by 1 for each check the character makes. When the character fails this check, he must stop running.

Total Defence (Standard Action):
In a perilous situation, a character can choose to entirely focus on avoiding danger. The character gets a +4 dodge bonus to any rolls made to oppose Hand to Hand or Melee Attack actions, and to the DC of any Ranged Combat Attack action made with the character as a target. (The improvement kicks in at the start of this action, so it applies to any attacks of opportunity provoked by a move action in the same round.)

Withdraw (Full Round Action):
When a threatened character withdraws from a combat, they are considered to not be threatened at the beginning of their movement. This means they can retreat from an opponent without drawing an attack of opportunity. However, if in the course of the withdraw action the characer moves through the threat range of another opponent, another attack of opportunity is provoked as normal.

Concealment
Characters are concealed when nothing is physically blocking them from an attack but the accuracy of the attacker is impeded. Concealment includes such situations as darkness, fog and foliage. Concealment gives the target of a successful attack a chance that the attacker missed because of the concealment.

Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment.

Total concealment:
Total concealment comes into effect when a target is in total darkness or when an attacker is blinded. In this case, the attacker must guess (or determine through listening) the direction of a target. Assuming this determination is accurate, even if the attack is successful there is a 50% chance that the attacker missed because of the concealment.

Cover
Characters can take cover behind any significant obstacle, such as a tree, a car or a wall. Characters using cover gain +4 to the DC of ranged attacks targetting them, a +4 to any rolls opposing Melee or Hand to Hand attacks, and a +2 to Reflex saves to avoid effects originating on the other side of the cover.

If it ever becomes necessary to determine whether or not an attack has struck the cover, an attack roll that misses by a margin of 4 or less has done so.

Behind the Curtain: All Those Dice Rolls

Those wary of the delaying effect of dice rolls on a game will be unhappy to hear that the number of dice rolls needed to resolve an attack action have doubled. Instead of a roll to hit against a static target number, the roll is an opposed one – two dice rolls instead of one. Furthermore, the damage roll will often be matched by a damage reduction roll.

There are many reasons why this approach has been taken. Most obviously, of course, is that combat is not intended to be a regular occurrence in a game using the dREAL ruleset.

Not only does this make the extra time spent on resolution more palatable, it also reflects that when combat is rare is it also important. Therefore, when it does occur, its details should be determined clearly. The abstractions used in combat for systems where hit points range high into the double or even triple figures, are not appropriate for a game where any character can by definition by struck down by an attacker with a big sword.

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7. CHARACTER CREATION

Characters, above all, need to fit into the GM's plans for the game. If the game is to be set on a science station in Antarctica, then generating Marine Corps soldiers or drop-out guitarists isn't going to be helpful.

dREAL is designed to support an enormous variety of types of game. There is no expected form of play as there is in genre-based games, where players expect to be fantasy heroes or hard-as-nails gunslingers. For this reason, it is crucial that characters in dREAL are created collaboratively, with the GM heavily involved in the process to ensure appropriateness for the planned game.

Winging It

One method of character creation is to simply assign numbers that seem right to the character's abilities and skills. As long as the GM and character are in accord, characters created in this manner are entirely legitimate. It is wise, however, to ensure that the accord spreads across the entire group. Some players may tend towards less capable characters while others tend towards more capable characters. It is up to the GM to ensure that every player has a character who will be able to provide a rich and enjoyable play experience.

Niche Protection:
One tool to ensure that differently-able characters share the spotlight of game time, rather than have it unequally divided, is to ensure that different characters fulfill different niches in the group of characters. In this way, every character will have some area in which they can shine.

Point-Based Character Building

A more traditional method for creating characters is to spend points on attributes and skills.

Characters have two pools of points, the Ability Pool and the Skill Pool. The size of these pools is determined by the GM based on the kind of game desired. Example sizes for these pools are given in the following table. (Also listed is the Skill Cap, which is discussed below.)

Table 7.1: Character Balancing Point Pools

Characters Are To Be	Ability Pool	Skill Pool	Skill Cap
Life's losers	9	15	8
Utterly ordinary	15	20	10
A cut above the norm	20	30	13
Elite and capable	25	40	16
Exceptional	30	50	18
Incredibly Able	35	60	20

Ability Pool:
The Ability Pool (which could be called the 'nature pool') is for ability scores and qualities. These points are spent to buy scores for the six abilities, according to their cost on the table below. Note that scores lower than 8 actually add to the point pool.

Points from the Ability Pool can also be spent to buy Qualities. All qualities have a cost of 1 each. Qualities are detailed in Appendix C.

Table 7.2: Ability Score Point Cost

Score	Cost		Score	Cost
3	(+5)		11	3
4	(+4)		12	4
5	(+3)		13	5
6	(+2)		14	6
7	(+1)		15	8
8	0		16	10
9	1		17	13
10	2		18	16

Skill Pool:
The Skill Pool (which could be called the 'nurture pool') is for Skills. Points from the Skill Pool can be spent to buy ranks in any skill allowed by the GM. The cost is simply 1 point per rank.

The Skill Cap gives the highest skill rank that can be bought with Skill Points. Skills cannot be bought above this cap without express GM permission.

Techniques:
Once skills are bought, techniques can be chosen. The number of techniques a character knows for a skill is derived from the number of ranks the character has in the skill, as shown in the following table.

Techniques are chosen from those listed under the skill description.

Table 7.3: Number of Techniques & Proficiencies Known

Skill Ranks	Techniques	Proficiencies (Minimum 1)
0-4	0	1 +/- Int modifier
5-7	1	1 +/- Int modifier
8-10	2	2 +/- Int modifier
11-13	3	2 +/- Int modifier
13-14	4	3 +/- Int modifier
15-16	5	3 +/- Int modifier
17-18	6	4 +/- Int modifier
19	7	4 +/- Int modifier
20	8	5 +/- Int modifier
+1	+1	+1

Proficiencies:
Additionally, many skills require Proficiencies to be specified. The number of Proficiences held by a character in a given skill is shown in the table above. The number is modified by the character's Intelligence modifier, but it can never be less than 1 – characters always hold at least one proficiency in any skill in which they have ranks that requires proficiency.

Hit Points:
The character's hit points are equal to 8 modified by the character's Consitution modifier (and the Toughness quality, if possessed).

Wealth Bonus:
The character should be assigned a Wealth bonus by the GM to reflect the player's intention from the character as well as the desired beginning situation for the game. If it's important for the game that the characters start out in huge financial difficulty, then the character's Wealth bonus should be assigned to reflect this. Wealth bonuses are discussed in Chapter 10.

Finishing Touches:
At this stage, other non-mechanical aspects of the character can be determined. This includes age, height, weight, gender, occupation and possessions.

8. CHARACTER IMPROVEMENT

Characters can improve their skills by increasing their skill ranks. Skills have a chance of increase after special training or a successful use of a skill for a difficult task.

Earning Increase Chances

Characters earn chances to increase their skills whenever they succeed at a challenging task or devote themselves to training and practice. An increase chance is checked with a simple ability roll, and if this roll is successful, the character's skill rank increases by one. Increase chances are earned whenever either of the following criteria is met.

Tuition

If a character is able to train in a skill, at the end of a training period an increase chance may be awarded. Training requires a teacher, who can be anyone willing to train the character who has more ranks in the skill being trained than the character does.

Length of Training Period
The training period is equal to:
> *base training period x current skill rank.*

Base training period lengths are given under the skill descriptions in Appendix A. These are given in Training Days. Training days reflect days in which some significant effort is put into training. In the course of the day only an hour of time may be spent with a teacher, or as much as the full 24 hours, at the discretion of the teacher (and the GM). If a character is thoroughly distracted (in the judgement of the GM) on a given day, that day may be lost as a training day.

> *For example, a character with 6 ranks in Balance may earn an increase chance after (1 training day x 6 ranks = 6 training days) 6 days spent training.*

Education Check
The teacher must make an Education Check against 10 + the character's current rank in the skill being trained. If successful, the teacher has successfully communicated useful information to the character. If the teacher fails, the training fails and the character does not earn an increase chance for that training period.

Motivation Check
The teacher also makes a Motivation Check against DC 20. If successful, the margin of success is applied to the Application Save as a bonus.

Application Save
If the teacher has made a successful Education Check, the character must successfully make a DC 10 Will saving throw (possibly adjusted by the teacher's Motivation Check). This roll reflects the effort and attention paid by the character to the training offered. If this roll fails, the character loses the increase chance for that training period and must begin again. If this roll succeeds, however, the character is awarded with an increase chance.

Practical Experience

For every month of game time, the character can choose three skills that the character has regularly used or practiced in the previous month. Each of these skills may earn an increase chance.

Insight Save
In order for an increase chance to be earned, the character must achieve some insight about the activities he or she has undertaken. The character must successfully make a DC 10 Insight saving throw. If this roll fails, the character loses the increase chance for that training period and must begin again. If this roll succeeds, however, the character is awarded with an increase chance.

Success at a Very Challenging Task
If a skill is used to successfully complete a task with a DC at least 20 higher than the character's skill ranks, an increase chance is earned.

A character might achieve success through such avenues as skill synergy, circumstance bonuses and the like. The character still earns the increase chance. Likewise, a character who succeeds at the task through use of Take 20 still earns the increase chance. The main limiting factor is the task itself – it is a rare circumstance that a character tries to perform so challenging a task.

An increase chance is *not* earned if Aid Another is used, however. The character must succeed on his or her own merits.

No additional check is needed for an increase chance earned this way. The character earns the increase chance upon completing the task.

Resolving Increase Chances:
When an increase chance has been earned, the character can make a Learning Check to see if their skill will increase.

This chance will be checked when the GM deems it appropriate. Usually this will be during some kind of 'down time' when the character is not involved in major activity, but the GMs discretion may allow this.

To make a Learning Check, the character makes a simple Intelligence roll against a DC of 10 + (half the character's current skill rank, rounding up).

If the roll is successful, the character's rank in the skill increases by 1.

9. GM CHARACTERS

In terms of most game rules, characters are identical whether they are run by the players or by the GM. GM characters have the same range of ability scores, skills, techniques and proficiencies as player characters.

However, GM characters are dealt with slightly differently when it comes to attitude and nerve. Player characters are entirely under the control of the player; whether their attitude towards another character improves or worsens is entirely up to the player, as is whether they stand firm in the face of trouble or flee.

GM characters, on the other hand, are usually subject to the rules system when it comes to interacting with other characters and dealing with intimidating situations. (The GM may of course overrule any of this at any time, effectively deciding to treat a GM character in the same way as a player character; nevertheless, this is assumed to be the exception, not the norm.)

Attitude
All GM characters have an Attitude towards all other characters. Usually, but not always, this attitude is Indifferent. The GM can set attitudes as appropriate given the situation in the game.

Table 9.1   GM Character Attitudes

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt/avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

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Influencing GM Character Attitude
The skills Charm and Diplomacy can both be used to influence a GM character's attitude. Difficulty classes for these attempts are given on the following table.

Table 9.2   Influencing GM Character Attitudes

Initial Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

Column group header: ——————— New Attitude ———————

Nerve

When a character is faced with immediate danger, the character's nerve may fail them. To randomly determine whether a GM character panics in this kind of situation, give the GM character a Will save with a difficulty based on those in the following table.

If the Will save fails by five or less, the character *cowers* for a number of rounds equal to the margin of failure.

If the Will save fails by more than five, the character either becomes *panicked* or attacks the source of the panic (50/50 chance – determine randomly) for a number of rounds equal to the margin of failure.

Table 9.3   Sample DCs for Will Saves to avoid Panic

Situation	DC
The character hears a gunshot	5
A car drives straight towards the character	10
The character loses more than half their hit points	10
The character is suddenly attacked by a knife-wielding maniac	12
The character is trapped in a burning building	12
Someone shoots at the character	12
A large explosion happens near the character	15

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10. WEALTH

A character's financial resources can be dealt with as we deal with finances in the real world – by accounting for inflow and outflow of money and use of credit. However, the complexity of finance and its generally tedious nature mean that an abstracted system to manage character wealth is appealing. This is one such system.

Wealth Bonus

Every character has a Wealth bonus that reflects his or her buying power—a composite of income, credit rating, and savings. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment and services for the character. It increases as a character gains wealth and decreases as the character makes purchases or loses money.

The Wealth bonus is an abstract concept related to how financially well off a character is. This relationship is not precise. The table below gives an indication of how to interpret the Wealth bonus.

Table 10.1   Financial Condition and Wealth Bonus

Wealth Bonus	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

Purchasing Stuff

The Wealth Bonus is used to make a Wealth Check in order to purchase goods or services.

Wealth Check (Time varies): Every object and service has a purchase DC. To purchase an object or service, make a Wealth check against the purchase DC. A Wealth check is a 1d20 roll plus a character's current Wealth bonus.
If the character succeeds on the Wealth check, the character gains the object or receives the service. If the character fails, he or she can't afford the object or service at the time.
If the character successfully purchases an object or service with a purchase DC that's higher than his or her current Wealth bonus, the character's Wealth bonus decreases.
Try Again? A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase DC of the object or service.
Special A character can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal.

Shopping and Time
Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

Aid Another
One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character who provides the aid reduces his or her Wealth bonus by +1.

Selling Stuff
To sell something, a character first needs to determine its sale value. Assuming the object is un-damaged and in working condition, the sale value is equal to the object's purchase DC (as if purchased new) minus 3.

Selling an object can provide an increase to a character's Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value.

Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If A character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3. Selling takes a number of hours equal to the normal purchase DC of the item.

Gaining and Losing Wealth
The character's wealth bonus moves up and down to reflect their financial fortunes.

Losing Wealth
Any time a character successfully purchases an object or service with a purchase DC higher than his or her current Wealth bonus, or one with a purchase DC of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

Also, any time a character buys an object or service with a purchase DC of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point.

Table 10.2   Losing Wealth From Purchases

Object or Service Purchase DC	Wealth Bonus Decrease
1–10 points higher than current Wealth bonus	1 point
11–15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current Wealth Bonus	2d6 points
Purchase DC15 or higher	+1 point

Gaining Wealth
Every month, on the character's 'payday', the character makes an Earn check using the Profession skill. (If the character has no ranks in the skill then it is used untrained as a simple Wisdom check.) The DC is equal to the character's current Wealth bonus.

If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus.

Wealth Bonus of +0

A character's Wealth bonus can never decrease to less than +0. If a character's Wealth bonus is +0, the character doesn't have the buying power to purchase any object or service that has a purchase DC of 10 or higher, and can't take 10 or take 20. Also, it always takes a number of hours equal to the purchase DC of the object or service.

11. OBJECTS AND EQUIPMENT

Characters interact with a complex world full of tools, buildings and other objects. These are all listed and described in Appendices D and E. Systems for dealing with objects and equipment are dealt with in this chapter.

Starting Equipment
Characters should start with equipment appropriate to their circumstances, reflecting their occupation, personal circumstances, method of living and wealth bonus.

Once the GM and player have together determined the character's beginning circumstances, the player should develop a common sense list of major items in the character's possession. There is no need for this list to be exhausted, and it may be added to at any time with GM approval to represent 'items already owned'. The wealth check system is used solely to reflect the purchase of new items.

This list should be submitted to the GM for approval. If the GM thinks items on the list don't reflect the situation desired at the beginning of the game, these should be removed. Ultimately it is the GM's responsibility to set the scene for the game, so the final word on starting equipment should always lie with him or her.

On-Hand Objects
To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—use the following rules.

With the GM's permission, a character can make a Wealth check to see if he or she has a mundane object on hand, as long as the object has a purchase DC of 10 or lower. (The GM determines the purchase DC for an object that's not mentioned in this chapter, using similarly priced objects as a guide.) The Wealth check works the same as for buying the object, except that the character takes a −10 penalty on the check, and he or she can't take 10 or take 20. Also, a character can't make a Wealth check to see if he or she has a mundane object on hand during character generation or between adventures—only during play. If the character succeeds, his or her Wealth bonus is unaffected, even if the object's purchase DC is higher than his or her Wealth bonus.

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

Restricted Objects
Some objects require licenses to own or operate, or are restricted in use to qualifying organizations or individuals. In such cases, a character must purchase a license or pay a fee to legally own the object. A license or fee is a separate item, purchased in addition to (and usually before) the object to which it applies. The four levels of restriction are as follows.

- *Licensed:* The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.
- *Restricted:* Only specially qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

- *Military:* The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.
- *Illegal:* The object is illegal in all but specific, highly regulated circumstances.

Table 11.1: Restricted Objects

Registration Rating	License or Fee Purchase DC	Black Market Purchase DC	Time Required
Licensed	10	+1	1 day
Restricted	15	+2	2 days
Military	20	+3	3 days
Illegal	25	+4	4 days

Purchasing a License

To purchase a license or pay necessary fees, make a Wealth check against the purchase DC given in Table 11.1: Restricted Objects. With a success, the license is issued to the character after the number of days indicated. To speed the process, the hero can make a Knowledge (business) check against a DC equal to the license purchase DC. Success results in the license being issued in 1d6 hours.

The Black Market

Sometimes a character wants to obtain an object without going through the hassle of getting a license first. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The DC is based on the location in question: 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

Objects purchased on the black market are more expensive than those purchased legally. Add the black market purchase DC modifier from Table: Restricted Objects to the object's purchase DC.

Obtaining an object on the black market takes a number of days according to the Time Required column on Table: Restricted Objects. The process can be hurried, but each day cut out of the process (to a minimum of one day) increases the purchase DC by an additional +1.

Mastercraft Objects

Weapons, armor, and some other types of equipment can be constructed as mastercraft objects. The exceptional quality of these objects provides the user a bonus on attack rolls, damage, Defense, or some other characteristic that improves when the object is used.

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. The increased cost of such an object adds +3 to the purchase DC.

A rare few objects are of mastercraft quality even without customization—the off-the-shelf version of the object is of such high quality that it always provides a bonus of +1. In these cases, the purchase DC is not increased (such objects are already priced higher than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would add +6 to the normal purchase DC. The cost of a mastercraft +3 object would add +9 to the normal purchase DC.

High-Quality Items
The purchase DCs given are for average-quality items. It's possible to purchase similar items with luxury features, generally by increasing the purchase DC by 1. Although such items are more expensive, they offer no additional features or systemic benefits.

Concealed Weapons/Objects
It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing.

Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an attack action. Keeping the weapon in an easier-to-draw position makes concealing it more difficult.

Sleight of Hand Checks
To conceal a weapon or other object, make a Sleight of Hand check. A character concealing an object before he or she heads out into public can usually take 10 unless he or she is rushed, trying to conceal it when others might see, or under other unusual constraints. Sleight of Hand can be used untrained in this instance, but the character must take 10.

Size and Concealment
The object's size affects the check result, as shown on Table 11.2: Concealing Weapons and Objects. The type of holster used or clothing worn, and any attempt to make a weapon easier to draw, can also affect the check.

Table 11.2: Concealing Weapons and Objects

Condition	Sleight of Hand Modifier
Size of weapon or object	
Fine	+12
Diminutive	+8
Tiny	+4
Small	0
Medium-size	-4
Large	-8
Huge or larger	can't conceal
Clothing is tight or small	-4
Clothing is especially loose or bulky	+2
Clothing is specifically modified for concealing object	+2
Weapon is carried in concealed carry holster	+4
Weapon can be drawn normally	-2
Weapon can be drawn as free action with Quick Draw technique	-4

Spotting Concealed Objects
Noticing a concealed weapon or other object requires a Spot check. The DC varies: If the target made a roll when concealing an object, the DC of the Spot check to notice the object is the same

as the target's check result (an opposed check, in other words). If the target took 10 on his or her Sleight of Hand check, use this formula:

Spot DC = 10 + target's Sleight of Hand skill modifier (modified as per Table 11.2)

An observer attempting to spot a concealed object receives a –1 penalty for every 10 feet between him or herself and the target, and a –5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. However, the skill employed in Search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to Search checks to find metal objects, for example).

Spotting Concealable Armor
Concealable armor can be worn under clothing if the wearer wants it to go unnoticed. Don't use the modifiers from Table 11.2: Concealing Weapons and Objects when wearing concealable armor. Instead, anyone attempting to notice the armor must make a Spot check (DC 30).

Striking an Object
Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack:
Objects are harder or easier to hit depending on their size. The base DC for any attack roll against an object is shown on Table 11.3: Size and Defense of Objects.

Table 11.3: Size and DCs for Attacks for Objects

Size (example)	DC for Attacks
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

Striking A Held Object:
An object being held, carried, or worn has a DC for attacks equal to the above figure + the result of a simple Dexterity roll by the bearer of the object. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the Sunder technique, he or she doesn't incur an attack of opportunity for making the attempt.)

Hardness:
Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

Hit Points:
An object's hit point total depends on what it is made of or how big it is (see Table 11.4: Substance Hardness and Hit Points and Table 11.5: Object Hardness and Hit Points).

Energy Attacks
Acid and concussive attacks deal normal damage to most objects. Electricity and fire deals half damage to most objects; divide the damage by 2 before applying the hardness. Cold deals one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons
The GM may determine that certain weapons just can't deal damage effectively to certain objects.

Immunities:
Objects are immune to subdual damage and to critical hits.

Saving Throws:
Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Table 11.4: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

Table 11.5: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High Quality	5	10	20
High Security	10	120	35
Ultrahigh Security	20	150	40
Manufactured Objects (figures are minimums)			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm (medium)	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

Breaking Objects

When a character tries to break something by applying sudden force to weak points rather than by smashing away at the object as a whole, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a –4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

12. ENVIRONMENT & HAZARDS

There are many circumstances where characters can be put in difficult or dangerous situations due to the physical environment.

Darkness and Light
The hours of darkness can be the scene of strange and perilous situations. See Table 12.1: Light Sources for the radius that a light source illuminates and how long it lasts.

Table 12.1: Light Sources

Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours
Halogen lantern	40 feet	24 hours
Flashlight	20 feet*	6 hours

Creates a beam 30 feet long and 5 feet high.

Heat and Cold
Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he or she is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armor provides a –4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Catching on Fire
Characters exposed to open flames might find their clothes, hair, or equipment on fire. Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he or she takes 1d6 points of damage immediately. In each subsequent round, the burning hero must make another Reflex saving throw. Failure means he or she takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once the character succeeds at the saving throw, he or she is no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse him or herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the character another save with a +4 bonus.

Starvation and Thirst
Sometimes characters might find themselves without food and water. In normal climates, characters need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the

threat of starvation. In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his or her Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage.

A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed.

Suffocation and Drowning
A character in an airless environment (underwater, vacuum) can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the Constitution check increases by 1.

When the character fails one of these Constitution checks, he or she begins to suffocate or drown. In the next round, the character falls unconscious with 0 hit points. In the following round, the character drops to –1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke
Characters breathing heavy smoke or similar toxic gases must make a Constitution check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of damage. Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Strangulation
When a character is strangled by an instrument or an attacker, use the rules below.
A character can strangle or choke a target of the same size category or one size category larger or smaller. The strangling attempt incurs an attack of opportunity.

To begin the choke, the attacker must succeed at an opposed grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target can hold his of her breath for a number of rounds equal to his or her Constitution score. After this period of time, the target must make a Constitution check (DC 10, +1 for each previous check) every round to continue holding his or her breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use his or her attack action to strangle his or her attacker.

Falling
A character takes 1d6 points of damage for every 10 feet of a fall, to a maximum of 20d6 points. If the character succeeds on a Reflex saving throw (DC 10, +1 for each 10 feet fallen), this damage is halved. If the saving throw fails, full damage is applied.

A character can make a Tumble check (DC 15) to treat a fall as if it were 10 feet shorter when determining the damage and Reflex saving throw DC required by the fall.

Falling Objects
Objects that fall upon characters (or creatures or vehicles) deal damage based on their size and the distance fallen, as noted on Table 11.2: Damage from Falling Objects.

Objects deal the initial damage given in Table 11.2: Damage from Falling Objects if they fall 10 feet or less. An object deals an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects of Fine size are too small to deal damage, regardless of the distance fallen.

A successful Reflex save indicates that the target takes half damage. The size of the falling object determines the save DC.

If the save fails by 10 or more, and the object is at least three size categories larger than the character, the character is pinned under the fallen object. A pinned character cannot move but is not helpless. The character can make a Strength check to lift the object off him or herself or an Escape Artist check (DC 20) to get out from underneath. The GM can modify the DCs for these checks based on the circumstances.

Table 12.2: Damage from Falling Objects

Object Size	Examples	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d4	10	5
Medium-size	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50

Poison
When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Fortitude saving throw. If the character fails, he or she takes the poison's initial damage (usually ability damage). Even if the character succeeds, he or she typically faces secondary damage 1 minute later. This secondary damage also requires a Fortitude saving throw to avoid.

Poisons are detailed in the Craft(chemical) skill description. Poisonous liquids are usually administered through injection or by application to a weapon. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Creatures with natural poison attacks are immune to their own poison.

Perils of Using Poison
A character has a 5% chance (roll of 1 on 1d20) to expose him or herself to a poison whenever the character applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a

1 on an attack roll with a poisoned weapon must succeed at a Reflex saving throw (DC 15) or accidentally poison him or herself with the weapon.

Disease
When a character is exposed to a treatable disease, the character must make an immediate Fortitude saving throw. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection. If the character fails the save, he or she takes damage after an incubation period; once per day thereafter, the character must succeed at a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that the character has fought off the disease and recovers, taking no more damage.

The characteristics of some treatable diseases are summarized on Table 12.3: Diseases.

Table 12.3: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Anthrax	Inhaled/Injury DC 16	1d2 days	1 Con	1d4 Con*
Small pox	Inhaled/Contact DC 15	2d4 days	1 Str & 1 Con	1d2 Str & 1d2 Con
Pneumonia	Inhaled DC 12	1d4 days	1 Str	1d3 Str & 1d3 Con
Hantavirus	Injury DC 14	1 day	1d2 Str	1d2 Str* & 1d2 Con*
Necrotizing faciitis	Contact DC 13	1d6 days	1 Con	1d3 Con*
West Nile virus	Injury DC 12	1d4 days	1 Dex & 1 Con	1d2 Dex & 1d2 Con*
Salmonellosis	Ingested DC 13	1 day	1 Str & 1 Dex	1 Str & 1d3 Dex

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained.

Type: The disease's method of delivery—ingested, inhaled, or via an injury—and the DC needed to save. Some injury diseases can be transmitted by a wound as small as an insect bite. Most diseases that are inhaled can also be ingested (and vice versa).
Incubation Period: The amount of time before initial damage takes effect (if the victim fails his or her Fortitude save).
Initial Damage: The damage the victim takes after the incubation period.
Secondary Damage: The amount of damage the hero takes one day after taking initial damage, if he or she fails a second saving throw. This damage is taken each day the saving throw fails.

Acid
Corrosive acids deal damage each round of exposure. The amount of damage varies depending on the acid's strength, as noted on Table 12.4: Acid Damage.

Acid damage from an attack reduces hit points. A character fully immersed in acid takes potentially more damage per round of exposure than a character splashed with acid.

The fumes from most acids are inhaled poisons. Those who come within 5 feet of a large body of acid must make a Fortitude save (DC 15) or take 1 point of temporary Constitution damage. A second save must succeed 1 minute later to avoid taking another 1d4 points of Constitution damage.

Table 12.4: Acid Damage

Acid Strength	Splash Attack*	Total Immersion*
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

Damage per round of exposure.

Electricity

Electrical hazards come in many forms, including stun guns, downed power lines, and electric security fences. Table 11.5: Electricity Damage gives damage values for various electrical hazards based on relative voltage. A character can make a Fortitude saving throw to reduce the damage by half. If that character is not grounded or is otherwise insulated from the current, a successful save indicates that no damage is suffered.

Table 12.5: Electricity Damage

Type	Examples	Damage	Fort DC
Jolt	Car battery, stun gun	1d3	10
Low voltage	Fuse box, electrical socket	2d6	15
Medium voltage	Industrial transformer, electric fence	4d6	15
High voltage	Power line, electric chair, lightning	8d6	20

13. ANIMALS

Each animal has the same set of statistics as any other character, although the parameters may differ. (For example, animals may have a Strength higher than the human maximum of 18.)

Much of the information on an animal is condensed into a statistics block, the contents of which are explained below.   Example animal statistics blocks are given in Appendix F.

Size
Animals fall into one of nine size categories, as noted below. Each size category includes a size modifier that applies to the creature's Attack/Defend totals; a modifier that applies to Grapple checks; and a modifier that applies to Hide checks. (These modifiers have been figured into the statistics for the creatures described here.) Additionally, size determines the formula for the animal's hit points.

Table 13.1: Size Modifiers

Size	Max Height	Attack/Defend	Hide	Grapple	Hit Points
Fine	6 inches	+8	+16	-16	1
Diminutive	1 ft.	+4	+12	-12	1
Tiny	2 ft.	+2	+8	-8	(8 +/- Con mod) / 4
Small	4 ft.	+1	+4	-4	(8 +/- Con mod) / 2
Medium	8 ft.	0	0	0	(8 +/- Con mod)
Large	16 ft.	-1	-4	+4	(8 +/- Con mod) x 2
Huge	32 ft.	-2	-8	+8	(8 +/- Con mod) x 4
Gargantuan	64 ft.	-4	-12	+12	(8 +/- Con mod) x 8
Colossal	128 ft.	-8	-16	+16	(8 +/- Con mod) x 16

Hit Points (hp)
An animal's size and Constitution determine its hit points.

Initiative (Init)
The animal's modifier on initiative checks is usually equal to its Dexterity modifier, although the Improved Initiative technique provides an additional +4 bonus.

Speed (Spd)
An animal's tactical speed on land is the amount of distance it can cover in one move action. If the animal has other modes of movement, these are given after the main entry.

- *Burrow:* The animal can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Animals cannot run while burrowing.

- *Climb:* A animal with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The animal must make a Climb check to climb any wall or slope with a DC greater than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The animal climbs at the given speed while climbing. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Animals cannot use the run action while climbing. The animal retains its Dexterity bonus to opposed rolls against attacks while climbing, and opponents get no special bonus on their attack rolls against the climbing animal.

- *Fly:* The animal can fly at the given speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating maneuverability:

  - *Perfect:* The animal can perform almost any aerial maneuver it wishes.
  - *Good:* The animal is agile in the air, but cannot change direction as readily as one with perfect maneuverability.
  - *Average:* The animal can fly as adroitly as a small bird.
  - *Poor:* The animal flies as well as a very large bird.
  - *Clumsy:* The animal can barely fly at all.

  Animals that fly can make dive attacks. A dive attack works just like a charge, but the diving animal must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage. Animals can use the run action while flying, provided they fly in a straight line.

- *Swim:* A animal with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The animal always can choose to take 10, even if distracted or endangered when swimming. Animals can use the run action while swimming, provided they swim in a straight line.

Attack/Defend
This determines the basic modifier used for any general attack rolls, or for rolls opposing attack rolls from others. It includes a parenthetical mention of the modifiers contributing to the total.

Target
This combines the modifiers to ranged combat DC for Target Size and Target Dexterity.

Grapple Modifier (Grap)
This notes the modifier for all grapple checks. Grapple checks are Hand to Hand checks that use Strength instead of Dexterity as a key ability. Size modifiers apply as well.

Primary Attack (Atk)
If a animal moves more than 5 feet in the same round it attacks, it makes only a single attack using its primary attack bonus. The damage and primary weapon type are noted in parentheses. A animal's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the animal's sole attack). Use the animal's primary attack bonus whenever the animal makes an attack of opportunity.

Natural Weapons
Natural weapons include teeth, claws, horns, and the like. Even though these are weapons, the Hand to Hand skill is used (not Melee). The number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged) are provided in an animal's entry. Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20.

If any attacks also cause some special effect other than damage, that information is given along with the damage. Unless noted otherwise, animals deal double damage on critical hits.

Natural weapons have types just as other weapons do. The most common types are summarized below.
- *Bite:* The animal attacks with its mouth, dealing piercing damage.
- *Claw or Rake:* The animal rips with a sharp appendage, dealing slashing damage.

- *Gore:* The animal spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.
- *Slap or Slam:* The animal batters opponents with an appendage, dealing bludgeoning damage.
- *Sting:* The animal stabs with a stinger, dealing piercing damage. Stings are usually poisoned.

Full Attack (Full Atk)

An animal that takes no more than a 5-foot step during its turn can make a full attack using all of its natural weapons. A animal's full attack includes both its primary attack and its secondary attacks (if any). The primary attack bonus includes modifications. An animal's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the animal's sole attack).

The remaining weapons are secondary attacks and take a –5 penalty on attack rolls. Animals with the Multiattack technique take only a –2 penalty on secondary attacks. Secondary attacks add only one-half the animal's Strength bonus to the damage.

Fighting Space (FS)

Fighting space approximates the amount of space an animal needs to move and fight effectively, and how much space it occupies on a grid of 5-foot-by-5-foot squares.

Reach

A animal's reach is the distance at which it can strike targets with its natural weapons without needing to adjust its position. A animal using its natural weapons threatens all squares within its reach.

An animal with greater than normal reach usually gets an attack of opportunity against a character if the character approaches it, because the character enters an area it threatens before he or she can attack it. (This does not apply if the character takes a 5-foot step.)

A animal with a 0-foot reach must move into the fighting space of its target to attack it, provoking an attack of opportunity from the target as the animal enters the target's fighting space and threatened area. Also, animals with 0-foot reach do not threaten the squares around them.

Special Qualities (SQ)

Many animals have unusual abilities, which require special consideration and are described here.

Abilities

Animals have the same six ability scores as characters: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha).

Skills

This section lists alphabetically all the animal's skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from techniques or species abilities (unless otherwise noted in the descriptive text).

Special Technique: Multiattack

The animal is adept at using all its natural weapons at once.
Prerequisite: Three or more natural weapons.
Benefit: The animal's secondary attacks with natural weapons take only a –2 penalty.
Normal: Without this technique, the animal's secondary natural attacks take a –5 penalty.

APPENDIX A – SKILL DESCRIPTIONS

Skills are presented in alphabetical order, in the following format. Entries that do not apply to a particular skill are omitted in that skill's description.

Skill Description Format:

Skill Name (Key Ability)
Trained Only; Proficient; Armor Penalty

The skill name line and the line beneath it include the following information:

Key Ability: The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have "None" given as their key ability because the use of these skills never requires a check.

Trained Only: If "Trained Only" appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If "Trained Only" is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).

Proficient: If "Proficient" appears beneath the skill name, a character suffers a -4 penalty for non-proficient use unless they have a proficiency appropriate to the skill use. (Where both this and Trained Only appear, the character cannot use the Skill unless they have a relevant proficiency.) If "Proficient" is ommitted, the skill can be used without regard to proficiency.

Armor Penalty: If "Armor Penalty" appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.

Check: This describes in detail some of the different checks that can be performed with this skill. These are not absolute definitions of what a skill can be used to do – the GM should develop and improvise as many other types of checks as necessary.

Time: How much time it takes to make a check with this skill.

Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.

Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

Untrained: Any details about using a skill untrained. If this entry doesn't appear, it means the skill works the same even when used untrained, or that an untrained character can't make checks with this skill (true for skills that are designated "Trained Only").

Proficiencies: Proficiencies connected to the skill.

Techniques: Techniques connected to the skill.

Training Period: This gives the base training period, in training days, for the skill.

Balance (Dex)
Proficient; Armor Penalty

This skill is used to keep balance on a tightrope, narrow beam, uneven floor, or other unstable surface. Balance is also used to control vehicles which are guidede by the character's bodyweight distribution and balance.

Equilibrium Check (Full Move Action): The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Narrow Surface	DC	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20	Both	15
Slippery or angled	+5		
Slippery and angled	+10		

Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defense, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he or she must make a Balance check again to remain standing.

Accelerated Movement While Balancing: The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a –5 penalty on his or her Balance check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a –5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

Special: A character can take 10, but can't take 20. If the character has 5 or more ranks in Tumble they receive a +2 synergy bonus with Balance checks made to move across precarious circumstances.

Maneuver Balance Vehicle (Move action): No skill check is required to perform a standard vehicle move, but complex vehicle tasks – such as during combat and other threatening circumstances – require a skill check.

Special: A character can take 10, but can't take 20.

Wear Down Opponent Check (Standard Action): In a fight, a character can make a check to trick a close-range opponent into using up energy trying to hit them. Choose one adjacent opponent who used their last action to attack the character in close combat and missed with the attack. The check is opposed by the target's Concentration skill. If the character wins the opposed skill check, the target suffers 1 point of subdual damage. This damage is not reduced by damage reduction or hardness.

Proficiencies: Skateboard, Bicycle, Surfboard, Motorcycle, Punt, Tightrope.

Techniques: Task Confidence, Task Finesse, Task Focus, Vehicle Dodge, Vehicle Focus

Training Period: 1 training day

Bluff (Cha)

Bluff is used to be convincing and make unlikely claims seem reasonable.

Deception Check (Full Action or longer): A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: the bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

Example Circumstances	Sense Motive Modifier
The target wants to believe the character.	–5
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

Try Again: Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances.
Special: A character can take 10 but can't take 20.

Feint Check (Standard Action): A character can also use Bluff to mislead an opponent in combat so that the opponent can't dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defense (if the opponent has one), thus lowering his or her Defense score. Using Bluff in this way against a animal of animal intelligence (Int 1 or 2) requires a –8 penalty on the check. Against a nonintelligent animal, feinting is impossible.
Try Again: Yes.
Special: A character cannot take 10 or take 20.

Distract Attention Check (Standard Action): A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)
Try Again: Yes.
Special: A character can take 10 but can't take 20.

Innuendo Check (Full Action): A character can use Bluff to send and understand secret messages

while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again: Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances..

Special: A character can take 10 but can't take 20.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Charm (Cha)

Charm is used to befriend and seduce people and to generally make a good impression.

Impression Check (1 round or longer): Charm can be used to influence a GM character's attitude. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table.

Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.

Special: A character can take 10 when making an Impression check, but can't take 20.

Seduction Check (1 hour or longer): The seduction of a GM character can be abstracted with a single seduction check. The target must be able to be attracted to the player character, so of the appropriate sexual orientation. Additionally, the target must be at least indifferent to the character. After initiating a social interaction with a GM character, the character declares an intention to seduce the GM character, with some indication of how far the seduction will be pursued. The character makes a Seduction check and the outcome is considered in exactly the same way as an attempt to influence a GM character's attitude; however, a 'Helpful' attitude is interpreted here as a successful Seduction.

It may be appropriate to award circumstance bonuses on account of the character's reputation, allegiance, or presentation, or the mood and motives of the target.

Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.

Special: A character cannot take 10 or 20 when making a Seduction check.

Techniques: Captivate, Favor, Task Confidence, Task Finesse, Task Focus, X-Factor

Training Period: 1 training day

Behind The Screen: Charm

The Charm skill has been introduced to round out the other social interaction skills Bluff, Diplomacy and Intimidate. It is assumed that dREAL games are likely to benefit from an increased focus on social interaction. If a separate Charm skill is not necessary for your game, it can easily be folded back into Diplomacy.

Climb (Str)
Armor Penalty

Climb is used to traverse very steep surfaces. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

Scaling Check (Move action): With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). The character advances at a rate ¼ of their normal speed per move action (up to two move actions are possible in one full round, each requiring its own climb check).

A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5.

Since the character can't move to avoid an attack, he or she is flat-footed while climbing (the character loses any Dexterity bonus to Defense). Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.

Accelerated Scaling Check (Move Action): As above, but the character is trying to climb more quickly than normal. Speed is doubled, but the character takes a –5 penalty on each Scaling check.

Special: A character can take 10 while climbing, but can't take 20.

A character who slips while climbing has to make a Reflex save (DC15) to grab on to the wall and then a Power save (DC15) to maintain the hold. (These difficulties can be modified at the GM's discretion.)

A character without climbing gear takes a –4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

A character can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	*A perfectly smooth, flat, vertical surface can't be climbed.*
–10	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5	Surface is slippery (increases normal DC by 5).

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Computer Use (Int)
Some Checks Trained Only; Proficient

Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File Check (Full Action or longer): This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.
Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security Check (Full Action or longer): This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.
Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking Check (1 minute or longer): Breaking into a secure computer or network is often called hacking. When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.
Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.
When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security Check (1 minute or longer): If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

This application of the skill can be used to intercept a cell phone conversation if the character has a cellular interceptor. The DC is 35, or 25 if the character knows the number of the phone that initiated the call.

Degrade Programming Check (1 minute or longer): A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program Check (1 hour): A character can create a program to help with a specific task.
Doing so grants the character a +2 circumstance bonus to the task.
A specific task, in this case, is one type of operation with one target.
The DC to write a program is 20; the time required is 1 hour.

Operate Remote Device Check (Full Round or longer): Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	–5	—
Exceptional security	+10	—
Maximum security	+15	—

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

Proficiencies: Hacking, Programming, Security

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 2 training days

Concentration (Con)

The Concentration skill is used to focus on completing a task even when injured or otherwise distracted.

Attention Check (Free Action): A character makes a Concentration check whenever he or she may potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires the character's full attention. Such actions include using skills that provoke attacks of opportunity while in a threatened square. In general, if an action would not normally incur an attack of opportunity, a character doesn't need to make a Concentration check to avoid being distracted.
If the check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails.
The check DC depends on the nature of the distraction.
Try Again?: Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.
Special: Since Concentration checks are called for in stressful situations, a character cannot take 10 or take 20 on such checks.

Defensive Action (Free Action): By making a check against DC 15, a character can use Concentration to attempt an action defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might incur attacks of opportunity (such as moving). If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. A successful Concentration check still doesn't allow a character to take 10 on a check when he of she is in a stressful situation; the character must roll the check as normal.
If the Concentration check fails, the related action automatically fails (with any appropriate ramifications), and the action is wasted, just as if the character's concentration had been disrupted by a distraction.
Special: Since Concentration checks are called for in stressful situations, a character cannot take 10 or take 20 on such checks.

Distraction	DC
Noise – several people shouting	10
Damaged during the action [1]	10 + damage dealt
Taking continuous damage during the action (e.g. on fire)	10 + ½ last damage
Vigorous motion (bouncy vehicle ride, small boat in rough water, belowdecks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Craft (Int)

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

Craft (chemical) (Int)
Trained Only; Proficient
This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Type of Acid	Purchase DC	Acid	Base	Time
Mild (1d6/1d10) [1]	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

1 The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius. If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Time
Improvised (1d6/5 feet) [1]	6	10	1 round
Simple (2d6/5 feet)	12	15	10 min.
Moderate (4d6/10 feet)	16	20	1 hr.
Complex (6d6/15 feet)	20	25	3 hr.
Powerful (8d6/20 feet)	25	30	12 hr.
Devastating (10d6/25 feet)	30	35	24 hr.

1 The figures in parentheses are typical damage/burst radius for each type of explosive.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase DC: The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.

Poison	Save Type	DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform 1	Inhaled	17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Blindness 1d6 rounds	—	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.

1 Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the animal in question.

Special: A character without a chemical kit takes a –4 penalty on Craft (chemical) checks.

Proficiencies: Acids and Bases, Explosives, Poisonous Substances

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 2 training days

Craft (cooking) (int)
Proficient

This skill allows a character to prepare food from raw ingredients.

Prepare Food Check (Full Action or longer): When attempting to prepare food, the character simply makes a Craft (cooking) check, the result of which determines the quality of the work.
Unless the effort is particularly elaborate or the character must acquire an expensive ingredient, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Preparing food requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.

Special: A character without cooking equipment takes a –4 penalty on Craft (cooking) checks.

Proficiencies: Baking; Desserts, Ethnic Cuisine (by ethnicity)

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Craft (electronic) (Int)
Trained Only

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

Build Check (1 hour or longer): When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Electronics (Examples)	Purchase DC	Craft DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

Special: A character without an electrical tool kit takes a –4 penalty on Craft (electronic) checks.

Disarm/Disable Device Check (1 round or longer): The DC and time required to disarm or disable an electronic device varies by the quality and nature of the device. It is possible, although more difficult, to delay the breakdown, effectively sabotaging the device to malfunction at a certain time or when a certain circumstance arises.

Device Type	DC	Time Required
Simple (pressure pad, crude electric eye)	10	1 round
Tricky (door keypad, video camera)	15	1d4 rounds
Difficult (motion sensor, heat sensor)	20	2d4 rounds
Obnoxious (retina scan, voiceprint analyzer)	25+	3d4 rounds

Desired result	DC modifier
Leave no sign of work	+5
Delay the breakdown	+5

Try Again?: No.
Special: This use of the skill requires an electronics tool kit or a multipurpose tool, depending on the task. If the character does not have the appropriate tools, he or she takes a –4 penalty on the check.

Operate Device Check (1d4 hours): When a character encounters an unfamiliar electronic device, a DC15 Electronics check will allow them to discern how to use it.
Try Again?: Yes.

Repair Check (Full round or longer): Repair checks are made to fix malfunctioning or damaged electronic devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Repair Task (Example)	Purchase DC	Repair DC	Time
Moderate (electronic component)	7	15	10 min.
Complex (electronic device)	10	20	1 hr.
Advanced (cutting-edge electronic device)	13	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.
A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.
The jury-rig application of the Repair skill can be used untrained.
Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.
Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.
Repair requires an electrical tool kit or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a –4 penalty on the check.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 2 training days

Craft (forgery) (Int)
Proficient.

Create False Document Check (1 minute or longer): Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Document Type	Check Modifier	Time
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	–2	20 min.
Complex (stock certificate, driver's license)	–4	1 hr.
Difficult (passport)	–8	4 hr.
Extreme (military/law enforcement ID)	–16	24 hr.

Familiarity	Check Modifier
Unfamiliar (seen once for less than a minute)	–4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4
Forger has produced other documents of same type	+4
Document includes specific signature	–4

Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good his or her forgery is.
Try Again?: No, since the forger isn't sure of the quality of the original forgery.
Special: To forge documents, one must be able to read and write the language in question. (The skill is language-dependent.)
A character can take 10 when making a Forgery check, but can't take 20.
A character without a forgery kit takes a –4 penalty on Forgery checks.
Time: Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

Inspect Document Check (1 standard action or longer): Make a check to inspect a document or object in order to verify its authenticity. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his or her check as given in the table below.

Condition	Examiner's Check Modifier
Type of document unknown to examiner	–4
Type of document somewhat known to examiner	–2
Type of document well known to examiner	+0
Document is put through additional tests	+4
Examiner only casually reviews the document	–2

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).
Try Again?: Yes.
Special: To detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

Proficiencies: Banknotes, Fine Art, Official Documents.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Craft (mechanical) (Int)
Trained Only
This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets.

Build Check (1 hour or longer): When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr
Moderate (engine component, light armor)	12	20	12 hr.
Complex (car engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (mechanical) checks.

Disarm/Disable Device Check (1 round or longer): The DC and time required to disarm or disable a mechanical device varies by the quality and nature of the device. It is possible, although more difficult, to delay the breakdown, effectively sabotaging the device to malfunction at a certain time or when a certain circumstance arises.

Device Type	DC	Time Required
Simple (mechanical switch, lever device)	10	1 round
Tricky (gear-driven device, leverage device)	15	1d4 rounds
Difficult (clockwork device, generator)	20	2d4 rounds
Obnoxious (engine, automaton)	25+	3d4 rounds

Desired result	DC modifier
Leave no sign of work	+5
Delay the breakdown	+5

Try Again?: No.
Special: This use of the skill requires a mechanical tool kit or a multipurpose tool, depending on the task. If the character does not have the appropriate tools, he or she takes a –4 penalty on the check.

Operate Device Check (1d4 hours): When a character encounters an unfamiliar mechanical device, a Mechanical check DC15 will allow them to discern how to use it.
Try Again?: Yes.

Repair Check (Full round or longer): Repair checks are made to fix complex mechanical devices.

The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Repair Task (Example)	Purchase DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical component)	7	15	10 min.
Complex (mechanical device)	10	20	1 hr.
Advanced (cutting-edge mechanical device)	13	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.
A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.
The jury-rig application of the Repair skill can be used untrained.
Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.
Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.
Repair requires a mechanical tool kit or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a –4 penalty on the check.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 2 training days

Craft (structural) (Int)
This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Build Check (12 hours or longer): When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (structural) checks.

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Craft (visual art) (Int)
Proficient
This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

Create Check (Full Action or longer): When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work. Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.

Proficiencies: Illustration, Painting, Photography, Pottery, Sculpture, Video.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Craft (writing) (Int)
Proficient

This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.

Create Check (1 hour or longer): When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.
No Wealth check is necessary to use this Craft skill.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

Proficiencies: Advertising Copy, Article, Comic Script, Novel, Playscript, Screenplay, Short Story.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Demolitions (Int)
Trained Only

Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator Check (1 round or longer): Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.
A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.
Special: A character can take 10 when using the Demolitions skill, but can't take 20.
A character without a demolitions kit takes a –4 penalty on Set Detonator checks.

Place Explosive Device Check (1 minute or longer): Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.
The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.
Special: A character can take 10 when using the Demolitions skill, but can't take 20.

Disarm Explosive Device (1 round or longer): Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.
Special: A character can take 10 when using the Demolitions skill, but can't take 20.
A character without a demolitions kit takes a –4 penalty on Disarm Explosive Device checks.

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Diplomacy (Cha)

Diplomacy is used to change characters' attitudes and to negotiate effectively.

Convince Check (1 round or longer): Diplomacy can convince a target to side with the character's point of view. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Bribery and Diplomacy: Offering money or another form of favor can, in the right situation, improve a character's chances with a Convince Check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering. An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't requires, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities.

To bribe a character, make a Wealth check. Typical DCs are shown on below, but the GM may modify the DC as he or she sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Diplomacy check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10

Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.
Special: A character can take 10 when making a Diplomacy check, but can't take 20.

Impression Check (1 round or longer): Diplomacy can be used to influence a GM character's attitude. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table.
Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.
Special: A character can take 10 when making a Diplomacy check, but can't take 20.

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Drive (Dex)
Proficient

Driver is used to steer ground vehicles, from cars to tanks.

Maneuver Check (Move action): Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time).
Try Again?: Most driving checks have consequences for failure that make trying again impossible.
Special: A character can take 10 when driving, but can't take 20.

Proficiencies: Ground Car, Heavy Vehicle, Powerboat, Sailboat, Ship, Tracked Vehicle.

Techniques: Force Stop, Task Confidence, Task Finesse, Task Focus, Vehicle Dodge

Training Period: 1 training day

Escape Artist (Dex)
Armor Penalty

Bind Check (Full Action): Make a check to bind someone with rope or a similar tool. The result +10 becomes the target's Escape Check DC.
Special: A character can take 10 on a Bind check but cannot take 20.

Testing Bonds Check (Full Action): A full action can be spent testing bonds. DC20 will determine the bound target's current Escape DC.
Special: A character can take 10 on a Testing Bonds Check but cannot take 20.

Escape Check (1 minute or longer): Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC
Ropes	Opponent's Bind check + 20
Net	20
Handcuffs	35
Tight space	30

For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character can't fit through a space that his or her head doesn't fit through.
Try Again?: A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.
Special: A character can take 10 on an Escape check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).
Time: Making a check to escape from being bound by ropes, handcuffs, or other restraints requires 1 minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

Escape Grapple Check (Standard action): A character can make an Escape Artist check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is a standard action, so if the character escapes the grapple he or she can move in the same round.

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Gamble (Wis)
Characters use gambling to try and win at games of chance and skill.

Gaming Check (1 hour): To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). A character cannot take 20 when purchasing a stake.

If the stake is within the character's means (it is equal to or less than his or her Wealth bonus), the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her Wealth bonus. Since paying the stake didn't cost any points of Wealth bonus, the character doesn't lose anything either.

If the stake is higher than the character's Wealth bonus (before applying any reductions from purchasing the stake), the character gets a +1 bonus on his or her Gamble check for every point the purchase DC is above the character's Wealth bonus.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.) If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check.

If the character beats all other participants, he or she wins and gains an increase to his or her Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Check Result Difference	Wealth Bonus Increase
1–9	+1
10–19	+2
20–29	+3
30–39	+4
40 or more	+5

Try Again?: No, unless the character wants to put up another stake.
Special: A character can't take 10 or take 20 when making a Gamble check.

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Gather Information (Cha)

Gather Information is used to sift through a large number of social interactions and steer towards useful nuggets of information.

Small Talk Check (1d4+1 hours): By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC	Purchase DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

If the situation doesn't require the expenditure of money, no Wealth check is necessary.

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.

Try Again?: Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: A character can take 10 when making a Gather Information check, but cannot take 20.

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Handle Animal (Cha)
Some Uses Trained Only

Command Check (Move Action): This means to command an animal to perform a task or trick that it knows. This is a DC 10 check. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.
Try Again?: Yes.
Special: A character can take 10 or take 20 when Commanding animals.

Push Check (Full Round Action): To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. This is a DC 25 check. If the check is successful, the animal performs the task or trick on its next action.
Try Again?: Yes.
Special: A character can take 10 but not take 20 when Pushing animals.

Teach Trick Check (one week; trained only): The character can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a –10 penalty on his or her Handle Animal check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character. Teaching an animal takes a number of days. The character does not have to spend the entire time teaching the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the teaching during a period of consecutive days, the effort is wasted.

Possible tricks include, but are not limited to, the following.
* Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all animals (including unnatural animals such as undead and aberrations if they exist in your campaign) counts as two tricks.
* Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).
* Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.
* Down (DC 15): The animal breaks off from combat or otherwise backs down.
* Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.
* Guard (DC 20): The animal stays in place and prevents others from approaching.
* Heel (DC 15): The animal follows the character closely, even to places where it normally wouldn't go.
* Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.
* Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other animals or characters of interest. To understand that it's

looking for a specific object, the animal must make an Intelligence check (DC 10).
* Stay (DC 15): The animal stays in place waiting for the character to return. It does not challenge other animals that come by, though it still defends itself if it needs to.
* Track (DC 20): The animal tracks the scent presented to it.
* Work (DC 15): The animal pulls or pushes a medium or heavy load.

Try Again?: Yes.
Special: A character can take 10 or take 20 when teaching animals.

Train For Purpose Check (2 weeks or longer; trained only): Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.
Training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

* Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.
* Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.
* Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.
* Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.
* Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.
* Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.
* Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Try Again?: Yes.
Special: A character can take 10 or take 20 when trainling animals.

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Hand to Hand (Dex)

Hand to hand is used when a character tries to hurt or subdue another character with bare hands.

Unarmed Attack Action (Standard action): A character can attack any adjacent character. This is an opposed check. The target opposes with a Hand to Hand check, unless armed with a Melee Weapon, in which case the target opposes with a Melee check. If the attack roll is successful, the target receives an amount of subdual damage determined by the type of attack.

There are a variety of circumstances that could provide modifiers to attack or defence rolls.

Defender Is	*Modifier to Attacker's Check*
Flanked	+2
On lower ground	+1
On knees	+2
Prone	+4
Stunned, off balance	+2
Hustling	0
Running	0
Pinned in a grapple	+4

Defender is	*Modifier to Defender's Check*
Armed	+4, and Attack of Opportunity
Surprised	Treat as if Dex mod is -5
¼ cover	+2
½ cover	+4
¾ cover	+7
9/10 cover	+10

Fight Defensively: A character can choose to fight defensively while making an Unarmed Attack. The character takes a -4 penalty but gains a +2 Dodge bonus to any rolls made to oppose Hand to Hand or Melee attacks.

Special: If an unarmed attack is made against an armed target, that target may choose to make a free attack of opportunity against the attacker before the attack is made.

Grab-and-Grapple Check (Full action): This action allows a character to wrestle with an enemy, usually with the hope of pinning the opponent. In order to take a grapple action, the character must either have two hands free, or be holding a weapon that may be used when grappling (such as a garrotte).
A Grab-and-Grapple Check is actually two separate checks made in the same action. Choose one adjacent opponent and follow these steps:
Grab Check: The character makes an Unarmed Attack check as described above. If successful, instead of dealing damage the character moves on to make a Hold check as part of the same action. If unsuccessful, the grapple action ends.
Grapple Check: Once a character has grabbed an opponent, an opposed Hand to Hand check is immediately made in order to start grappling. *This uses Strength as a key ability instead of Dexterity.* If successful, the character and target are considered to be grappling and the character may as a free action immediately inflict his standard unarmed damage on the target. The grapple action ends.

While grappling, a character may not move, loses any Dodge bonuses to Defense, and is treated as if Dexterity modifier was -5 for purposes of opposing Hand to Hand or Melee attack rolls (excluding Grapple checks) and as a modifier to the DC of a Ranged Combat attack.

Hold Check (Full Action): A grappling character makes an opposed Grapple check against a grappling opponent. This is modified by the special Grappling size modifiers and uses Strength as a key ability instead of Dexterity. If successful, the character may achieve one of the following:

* *Inflict Damage:* The character inflicts standard unarmed damage on the target
* *Pin:* The character pins the target for 1 round. A pinned oponent may not move or act except to attempt to break the pin.
* *Break a Pin:* A pinned character breaks free of the target's pin or frees the target character from a pin (although the grapple continues).
* *Escape:* The character slips out of the grapple and may take one move action immediately
* *Attack with a Light Weapon:* The character inflicts damage with one light weapon. The character must be holding a light weapon to perform this grapple move.

Submission Check (Full action): A grappling character may make a submission check against a pinned opponent. This is an opposed Grapple check. If successful, the target is now Helpless and can take no further action.

Charge (Full Round Action):
Charging allows a character to move at speed and attack at the end of the movement. The character must move before the attack, must move at least 10 feet and may move up to twice the character's Speed. This movement must be in a straight line and ends as soon as the character is within striking range of the target. No 5-foot step is possible in the same round as a charge. After moving, the character may make a single Attack. The character receives a +2 bonus. However, for the round until the character's next action, the character also receives a -2 on any rolls to oppose Melee or Hand to Hand Attack actions and to the DC of any Ranged Combat actions targetting the character.

Full Attack Action (Full Round Action):
Any character who is capable of making more than one attack in a round (many animals, for example big cats who can use claws and bite in the same round, fall into this category) must take a Full Attack action in order to use all their attacks. Otherwise only the primary attack is possible. (Note that the multiple attacks do not all have to be against the same target, and the target of each attack can be decided after the previous attack has been resolved.)

Seize Object (Standard Action)
A character may attempt to seize an object or a weapon from an opponent. First, the character provokes an attack of opportunity from the target he or she is trying to seize from.

Second, the character makes an Unarmed Attack roll, opposed as normal by the target. If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus. If the target is using the object in two hands, he or she gets an additional +4 bonus.

If the character beats the target's attack roll, he or she now has the object.

Trip (Standard Action:)
A character can try to trip an opponent, or otherwise knock him or her down. A character can only trip an opponent who is up to one size category larger than they are. First, the character makes an Unarmed Attack action against the target. (Doing this incurs an attack of opportunity from an armed target as normal for unarmed attacks.)

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs (animals, for example) or is otherwise exceptionally stable.

If the character wins, he or she trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character. A tripped character is prone, as noted in the previous chapter.

Techniques: Advanced Combat Martial Arts, Agile Riposte, Blind-Fight, Brawl, Combat Expertise, Combat Martial Arts, Combat Reflexes, Combat Throw, Defensive Martial Arts, Elusive Target, Evade, Improved Brawl, Improved Bull Rush, Improved Combat Martial Arts, Improved Combat Throw, Improved Feint, Improved Knockout Punch, Improved Seize Object, Improved Trip, Improved Two-Weapon Fighting, Knockout Punch, Mobility, Power Attack, Spring Attack, Streetfighting, Task Confidence, Task Finesse, Task Focus, Two-Weapon Fighting, Unbalance Opponent, Weapon Focus, Whirlwind Attack

Training Period: 1 training day

Hide (Dex)
Armor Penalty

Hide can be used to slip away into shadows when unobserved or to shadow someone.

Take Cover Check (Move action): A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running, or charging. The hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	–4
Diminutive	+12	Huge	–8
Tiny	+8	Gargantuan	–12
Small	+4	Colossal	–16
Medium-size	+0		

If people are observing the character, even casually, he or she can't hide. The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went.
Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character can't hide if he or she has less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Creating a Diversion to Hide: A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he or she can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide.) This check, however, is at a –10 penalty because the character has to move fast.
Special: A character can take 10 when making a Take Cover check, but can't take 20.

Tailing Check (1 minute or longer): A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.
Special: A character can take 10 when making a Tailing check, but can't take 20.

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Intimidate (Cha)

The intimidate skill is used to coerce and cow others.

Coerce Check (Full Action): With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's own Intimidate check. Any modifiers that a target may have on Will saving throws against fear effects apply to this check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.)

Circumstances dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do.

The character can't force someone to obey his or her every command or do something that endangers that person's life.

If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Try Again?: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

Special: A character can take 10 when making an Intimidate check, but can't take 20.

A character immune to fear effects can't be intimidated.

A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a –2 penalty to his or her check for every size category the character is smaller than his or her target.

Threaten Check (Standard Action): This action allows the character to intimidate an opponent and gain an edge from the target's emotional imbalance. The character chooses one target. The target must be aware of the character.

A Threaten Check is an opposed check against the target's own Intimidate skill.

Situation	Modifier to Threaten check
For each 5' of distance beyond range increment of weapon	-5
Character has no line of sight to target	-10
Target aware that character has just incapacitated someone	+10
Target is not visibly armed	-10

If the character wins the opposed check, one effect can be chosen:
* target suffers a -2 morale penalty to all attack checks
* target suffers a -2 morale penalty to all melee and unarmed damage rolls
* target suffers a -1 morale penalty to all saves
* target suffers a -4 morale penalty with all initiative checks
* target may not attack the character
* target loses one benefit delivered by an opposing character's Lead skill.

The target suffers the chosen effect for a number of rounds equal to half the difference between the opposed skill checks (rounded up).

Repeated uses of this skill can be used to inflict more penalties on the target. However, if any usage fails, *all* previous threaten effects by the character are thrown off.

Try Again?: A character may not try again on the same target after failing to intimidate them.

Techniques: Frightful Presence, Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Investigate (Int)
Trained Only

A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

Analyze Clue Check (Full round or longer): The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.
The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Special: A character can take 10 when making an Analyze Clue check, but cannot take 20.

Collect Evidence Check (1d4 minutes): The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.
To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a –5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.
This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.
Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.
Special: A character can take 10 when making a Collect Evidence check, but cannot take 20.
Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a –4 penalty on his or her check.
Collecting evidence generally takes 1d4 minutes per object.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 2 training days

Jump (Str)
Armor Penalty

Leaping Check (Move action or Full round action): The DC and the distance the character can cover vary according to the type of jump the character is attempting.
The character's Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he or she takes a penalty of –6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

* *Long Jump:* This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 5. The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.
All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC	Long Jump Distance	DC
5 feet	10	20 feet	25
10 feet	15	25 feet	30
15 feet	20	30 feet	35

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

* *High Jump:* This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is 2 + the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below.
All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC	High Jump Distance	DC
1 foot	6	5 feet	22
2 feet	10	6 feet	26
3 feet	14	7 feet	30
4 feet	18	8 feet	34

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

* *Hop Up:* The character can jump up onto an object as tall as his or her waist with a Jump check

(DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

* *Jumping Down:* If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).
If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

Special: Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.
A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.
Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

Wear Down Opponent Check (Standard Action): In a fight, a character can make a check to trick a close-range opponent into using up energy trying to hit them. Choose one adjacent opponent who used their last action to attack the character in close combat and missed with the attack. The check is opposed by the target's Concentration skill. If the character wins the opposed skill check, the target suffers 1 point of subdual damage. This damage is not reduced by damage reduction or hardness.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Knowledge (Int)
Proficient

This skill encompasses several categories, each of them treated as a separate skill. The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

* *Arcane Lore:* The occult, magic and the supernatural, astrology, numerology, and similar topics.
* *Art:* Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.
* *Behavioral Sciences:* Psychology, sociology, and criminology.
* *Business:* Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.
* *Civics:* Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.
* *Current Events:* Recent happenings in the news, sports, politics, entertainment, and foreign affairs.
* *Earth and Life Sciences:* Biology, botany, genetics, geology, and paleontology. Medicine and forensics.
* *History:* Events, personalities, and cultures of the past. Archaeology and antiquities.
* *Physical Sciences:* Astronomy, chemistry, mathematics, physics, and engineering.
* *Popular Culture:* Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.
* *Streetwise:* Street and urban culture, local underworld personalities and events.
* *Tactics:* Techniques and strategies for disposing and maneuvering forces in combat.
* *Technology:* Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.
* *Theology and Philosophy:* Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Appraisal Check (Standard action or longer): Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.
Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.
Special: A character can take 10 when making a Knowledge check, but can't take 20.

Evaluate Check (Standard action or longer): Make a check to evaluate something using a character's knowledge and expertise. Diagnosing an illness, determining the legitimacy of a theory and reviewing a movie are all examples of Evaluate checks.
Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.
Special: A character can take 10 when making a Knowledge check, but can't take 20.

Recall Check (Standard action): A character makes a Knowledge check to see if the character can recall a piece of information in a given field of Knowledge.
The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.
Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.
A character can take 10 when making a Knowledge check, but can't take 20.

Proficiencies: Areas listed under each Knowledge skill.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Lead (Cha)

Leadership is used to encourage and inspire a character's allies and teammates. (The GM chooses who the character's allies are, but the character chooses their teammates.)

Lead checks are usually opposed by the Lead skills of those who might otherwise benefit. Even though there may be benefits to being led, the target character must always make an opposing check. Good generals tend to make poor soldiers.

Encourage Check (Full Action): With a successful check, a character can convince another character to perform some task or behave in a certain way. The target character must be an ally or a teammate. A character's Lead check is opposed by the target's own Lead check. Although the target may wish to benefit from the Inspiration, this check must be made. Neither participant can take 10 or take 20. If the character succeeds, the target will genuinely want to fulfil the Leader's request, although they may still refuse if they have some good reason. These circumstances are left to the GM to adjudicate. Note that this does not change the target's attitude towards the character – they won't like the character any more, but they will appreciate the character's leadership.
If the character fails by more than 5, the target may actually do the opposite of what the character wishes.
Try Again?: No. Even if the initial check succeeds, the other character can only be encouraged so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the character, and trying again is futile.
Special: A character can take 10 when making an Encourage check, but can't take 20.

Inspire Check (Standard Action): This action allows the character to inspire an ally or teammate to gain an edge in combat from the leader's emotional strength. The character chooses one target. The target must be aware of the character.
An Inspire Check is an opposed check against the target's own Lead skill. Although the target may wish to benefit from the Inspiration, this check must be made. Neither participant can take 10 or take 20.

Situation	Modifier to Inspire check
Character has no line of sight to target	-10
Target's ally has just been incapacitated	-10
Target is unarmed	-10

If the character wins the opposed check, one effect can be chosen:
* target receives a +2 morale bonus to all attack checks
* target receives a +2 morale bonus to all melee and hand to hand damage rolls
* target receives a +1 morale bonus to all saves
* target receives a +4 morale bonus to all initiative checks
* target throws off one condition inflicted by an opponent's Intimidate skill

The target receives the chosen effect for a number of rounds equal to half the difference between the opposed skill checks (rounded up).

Repeated uses of this skill can be used to deliver more benefits to the target. However, if any usage fails, *all* previous leadership effects from the character are thrown off.
Try Again?: A character may not try again on the same target after failing to inspire them.

Techniques: Advanced Tactics, Clockwork Tactics, Gallantry, Improved Tactics, Lead the Charge, Pointman, Tactics, Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Listen (Wis)

Notice Sound Check (Free Action): Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.

The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity.

The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.

A successful Listen check when there isn't anything to hear results in the character hearing nothing.

DC	Sound
−10	A battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	A person walking at a slow pace, trying not to make any noise
20	A tiger stalking prey
30	A bird flying through the air
+1	Per 10 feet of distance
+5	Through a door
+15	Through a solid wall

Condition	Check Penalty
Listener distracted	−5
Listener is asleep	-10

Try Again?: A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.

Special: A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.

Eavesdrop Check (Move Action): Make a check to listen for important sounds in the immediate vicinity. Use the same rules as for a Notice Sound check to determine whether anything is heard.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Melee (Dex)
Proficient

Melee is used when a character tries to hurt or subdue another character with a melee weapon.

Melee Attack Action (Standard action): A character can attack any other character in range (usually they must be adjacent, but some weapons have a long reach). The target opposes with a Hand to Hand check, unless armed with a Melee Weapon, in which case the target opposes with a Melee check.

If the attack roll is successful, the target receives an amount of lethal damage determined by the type of attack.

There are a variety of circumstances that could provide modifiers to attack or defence rolls.

Defender Is	*Modifier to Attacker's Check*
Unarmed	+4
Flanked	+2
On lower ground	+1
On knees	+2
Prone	+4
Stunned, off balance	+2
Hustling	0
Running	0
Pinned in a grapple	+4

Defender is	*Modifier to Defender's Check*
Surprised	Treat as if Dex mod is -5
¼ cover	+2
½ cover	+4
¾ cover	+7
9/10 cover	+10

Fight Defensively: A character can choose to fight defensively while making a Melee Attack. The character takes a -4 penalty but gains a +2 Dodge bonus to any rolls made to oppose Hand to Hand or Melee attacks.

Charge Melee (Full Round Action):
Charging allows a character to move at speed and attack at the end of the movement. The character must move before the attack, must move at least 10 feet and may move up to twice the character's Speed. This movement must be in a straight line and ends as soon as the character is within striking range of the target. No 5-foot step is possible in the same round as a charge. After moving, the character may make a single Melee Attack. The character receives a +2 bonus. However, for the round until the character's next action, the character also receives a -2 on any rolls to oppose Melee or Hand to Hand Attack actions and to the DC of any Ranged Combat actions targeting the character.

Full Melee Attack Action (Full Round Action):
Any character who is capable of making more than one attack in a round (many animals, for example big cats who can use claws and bite in the same round, fall into this category) must take a

Full Melee Attack action in order to use all their attacks. Otherwise only the primary attack is possible. (Note that the multiple attacks do not all have to be against the same target, and the target of each attack can be decided after the previous attack has been resolved.) The only difference between a Full Melee Attack and a normal Melee Attack is the action type (Standard vs. Full Round) and number of attacks permissible (one vs. all).

Coup de Grace (Full Round Action):
A character can use a melee weapon to deliver a coup de grace to a helpless foe. The character automatically hits and scores a critical hit. If the defender survives the damage, a Fortitude save (DC 10 + damage) must be made or the defender dies.

Disarm (Standard Action)
A character may attempt to disarm an opponent by knocking the opponent's weapon out of his or her hands and to the ground.
First, the character provokes an attack of opportunity from the target he or she is trying to disarm. Second, the character makes a Melee Attack action, opposed by the target as normal. (If the target is not using a melee weapon, use the target's Hand to Hand skill to oppose the Melee Attack.)
If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he or she gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.
If the character beats the target's attack roll, the target is disarmed. The target's weapon is now on the ground at the target's feet.
If the character fails the disarm attempt and the target is armed with a Melee weapon, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent also fails to disarm, the character does not get a free disarm attempt against the opponent.

Knockout Blow (Full Round Action):
A character can use a melee weapon that deals non-lethal damage (or one that doesn't but at a -4 penalty) to deliver a knockout blow to a helpless foe at DC 5. If the character hits, an automatic critical hit is scored.

Proficiencies: Archaic Weapons, Exotic Weapon (by weapon), Simple Weapons

Techniques: Advanced Two-Weapon Fighting, Agile Riposte, Blind-Fight, Cleave, Cleaving Charge, Combat Expertise, Combat Reflexes, Evade, Great Cleave, Improved Disarm, Improved Feint, Improved Two-Weapon Fighting, Mobility, Power Attack, Quick Draw, Spring Attack, Sunder, Task Confidence, Task Finesse, Task Focus, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Whirlwind Attack

Training Period: 1 training day

Move Silently (Dex)
Armor Penalty

Stealth Check (Move action): A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a –5 penalty. It's practically impossible (–20 penalty) to move silently while attacking, running, or charging.
Special: A character can take 10 when making a Move Silently check, but can't take 20.
A character with the Stealthy quality: gets a +2 bonus on all Move Silently checks.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Navigate (Int)

Find Destination Check (Full round action): Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Perform (Cha)

This skill encompasses several categories, each of them treated as a separate skill. The eight Perform categories, and the qualities each one encompasses, are as follows.

* *Act:* The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.
* *Dance:* The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.
* *Keyboards:* The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.
* *Percussion Instruments:* The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.
* *Sing:* The character is a musician gifted with a talent for producing musical tones with your voice.
* *Stand-Up:* The character is a gifted comedian, capable of performing a stand-up routine before an audience.
* *Stringed Instruments:* The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.
* *Wind Instruments:* The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Entertain Check (10 minutes or longer): The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result.

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Try Again?: Not for the same performance and audience.
Special: A character can take 10 when making a Perform check, but can't take 20.

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a –4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.

Distraction Check (Varies): Make a check to use a public performance to attract the attention of those nearby so they ignore other events in the area. While a crowd is occupied with you performance, they suffer a circumstance penalty with Spot, Listen and Search checks made to notice other minor events going on around them equal to ½ the Perform ranks rounded down.

Sway Check (5 minutes): Make a check to use public performance to improve a crowd's disposition towards you.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Pilot (Dex)
Trained Only; Proficient

Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle.

Maneuver Check (Move Action): When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).
Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

Special: A character can take 10 when making a Pilot check, but can't take 20.

Proficiencies: General fixed-wing aircraft; heavy aircraft, helicopters, jet fighters, spacecraft

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 2 training days

Profession (Wis)
Trained Only; Proficient

This skill represents training in a career, such as a computer technician, diplomat, or military officer, and the ability to earn money from this career.

Career Task Check (1 hour or longer): Make a check to perform a task appropriate to the Profession. There are countless variations to this skill use. Excluded are career tasks that fall under another skill, such as Craft (electronics) or Sport. In these cases, use those skills for those tasks, perhaps with a Skill Synergy bonus as noted below. Otherwise, the GM should determine a DC, time requirement and purchase DC for any given check.

Earn Check (1 month): Every month, on the character's 'payday', the character makes an Earn check using the Profession skill. (If the character has no ranks in the skill then it is used untrained as a simple Wisdom check.) The DC is equal to the character's current Wealth bonus.
If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus. Earn checks are modified by the type of employment in which the character works, as follows:

Type of Employment	Earn Check Modifier
Unemployed, benefit only	-10
Blue collar, minimum wage	-5
White collar, office work or similar	0
High-value work (e.g. fire service)	+5
Seniority (upper management)	+10

Additionally, if the character is only working part-time, an additional -5 penalty is applied to the Earn check.
Special: Earn checks can be made untrained as simple Wisdom checks.

Special: If a character possesses 5 or more ranks in a Profession, they receive a +2 skill synergy bonus to any Knowledge check related to the topic and to any other skill use falling under the Profession.

Proficiencies: Any recognised profession.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Ranged Combat (Dex)
Proficient

Ranged Combat is used when a character tries to hit another character with a ranged weapon.

Ranged Attack Action (Standard action): A character can use a ranged weapon to attack any other character in range and in line of sight. The DC is 15, modified as follows:

Target Situation	DC Modifier
Unaware of the attack or flatfooted	-5
Aware of the attack and not flatfooted	Target's Dex modifier
Moved last action	+1
Hustled last action	+2
Ran last action	+4
In ¼ cover	+2
In ½ cover	+4
In ¾ cover	+7
In 9/10 cover	+10
Beyond 1 range increment away	+2 per extra range increment
Flanked	0
On lower ground	0
On knees	+2
Prone	+4
Stunned, off balance	+2
Pinned in a grapple	+4
Target size Fine	+4
Target size Diminutive	+3
Target size Tiny	+2
Target size Small	+1
Target size Large	-1
Target size Huge	-2
Target size Gargantuan	-3
Target size Colossal	-4

If the attack roll is successful, the target receives an amount of damage determined by the type of attack.

The size of the attacker also modifies the Ranged Attack check, as follows.

Size of Attacker	Modifier to Attacker's Check
Attacker size Fine	+4
Attacker size Diminutive	+3
Attacker size Tiny	+2
Attacker size Small	+1
Attacker size Large	-1
Attacker size Huge	-2
Attacker size Gargantuan	-3
Attacker size Colossal	-4

Special: A character may not take 10 or take 20 on Ranged Attack checks.

Coup de Grace (Full Round Action):
A character can use a ranged weapon to deliver a coup de grace to an adjacent helpless foe. The character automatically hits and scores a critical hit. If the defender survives the damage, a Fortitude save (DC 10 + damage) must be made or the defender dies.

Hold at Gunpoint (Standard Action):
A character using a firearm can use a standard action to declare they are holding a flatfooted target at gunpoint. The target must be flatfooted to be held at gunpoint. The character is considered to have readied a ranged attack action at the target. If the target takes any observable action, the character may carry out the ranged attack action immediately, before the target's action occurs. If the readied action hits the target, it is treated as a *coup de grace*: it is automatically a critical hit, and the target must make a Fortitude save (DC10 + damage dealt) or die instantly.

Proficiencies: Advanced Firearms Proficiency, Archaic Weapons, Exotic Weapon (by weapon), Personal Firearms Proficiency, Simple Weapons

Techniques: Burst Fire, Dead Aim, Double Tap, Drive-by Attack, Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Skip Shot, Strafe, Task Confidence, Task Finesse, Task Focus, Weapon Focus

Training Period: 1.5 training days

Research (Int)

Seek Information Check (1 hour or longer): Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: A character can take 10 or take 20 on a Research check.

Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1.5 training days

Ride (Dex)

Animals ill suited as mounts provide a –2 penalty on their rider's Ride check.

Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Guide with Knees (DC 5): The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.
For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

Cover (DC 15): The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

Soft Fall (DC 15): The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

Leap (DC 15): The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armor penalty applies): The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

Special: If the character is riding bareback, he or she takes a –5 penalty on Ride checks.
A character can take 10 when making a Ride check, but can't take 20.

Proficiencies: None.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Search (Int)

Examination Check (Full round action): The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.
A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the animal or animals went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Special: A character can take 10 or take 20 when making a Search check.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Sense Motive (Wis)

Hunch Check (Free Action): Make a check to get a sense of what might be guiding one character's behaviour. DC 25 + target's Charisma modifier.
Try Again?: No.
Special: A character can take 10 when making a Hunch check, but can't take 20.

Sense Sincerity Check (Free Action): A successful check allows the character to avoid being bluffed (see the Bluff skill). The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness.
Try Again?: No, though the character may make a Sense Sincerity check for each bluff made on the character.
Special: A character can take 10 when making a Sense Sincerity check, but can't take 20.

Detect Innuendo Check (Free Action): A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.
Try Again?: No.
Special: A character can take 10 when making a Detect Innuendo check, but can't take 20.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Sleight of Hand (Dex)
Trained Only; Armor Penalty

Prestidigitation Check (Move action): A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.
When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.
Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.
Special: A character can take 10 when making a Prestidigitation check, but can't take 20.

Pick Pocket Check (Standard Action): When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.
Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.
Special: A character can take 10 when making a Pick Pocket check, but can't take 20.

Conceal Object Check (Standard Action): A character can use Sleight of Hand to conceal a small weapon or object on his or her body.
Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.
Special: A character can take 10 when making a Conceal Object check, but can't take 20.

Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.
Special: A character can take 10 when making a Sleight of Hand check, but can't take 20.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Speak Language (None)
Trained Only; Proficient

This skill represents familiarity with non-native languages. Characters are considered to be completely fluent in native languages (skill rank 20).

Communication Check (Free Action or longer): Whenever you attempt to speak in a learned language, or comprehend something in that language, a Communication check is necessary.

Message Complexity	DC
Extremely basic	5
Simple	10
Average	15
Complex	20
Arcane	30

Proficiencies: All languages.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 2 training days

Sport (Str or Dex)
Proficient
This skill represents experience with a particular physical activity, such as basketball, tennis or rugby.

Sporting Maneuver Check (Standard action): Make a check to perform a maneuver in a sporting contest. This will often be an opposed check; if not, the DC is set by the GM.

Individual Competition Check (1 round or longer): Make a check opposed by each other participant. The character's ranking relative to the other participants' checks determines the final ranking.

Team Competition Check (1 hour or longer): Match up team members and make opposed Sport checks. Sum the margin of victory for every opposed check won by a side, and compare the totals. This determines the winner of the competition.
Use the initiative system to determine matchups. Characters choose, in turn, one un-matched opponent to match up with until none remain un-matched.

Proficiencies: All different sports.

Techniques: Endurance, Run, Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Spot (Wis)
The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide.

Glimpse Check (Free Action): The GM may call for a Spot check by a character who is in a position to notice something. The GM may make the Spot check in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the check.

Spot is often used to notice a person or animal hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.

A character's Spot check is modified by a –1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The check carries a further –5 penalty if the character is in the midst of activity.

Try Again?: A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner.

Special: A character cannot take 10 or take 20 when making a Glimpse check.

Observe Check (Full Round): A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity. A successful Spot check when there isn't anything to notice results in the character noticing nothing.

Try Again?: Yes.

Special: A character can take 10 or take 20 when making a Spot check.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Survival (Wis)

Endurance Check (1 day): A character can keep his or herself and others safe and fed in the wild.

> *DC*   *Task*
>
> 10   Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
>
> 15   Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15.
>
> 18   Avoid getting lost and avoid natural hazards, such as quicksand.

With the Track technique, a character can use Survival checks to track a character or animal across various terrain types.

Special: A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.

Techniques: Task Confidence, Task Finesse, Task Focus, Track

Training Period: 1 training day

Swim (Str)
Armor Penalty

Movement Check (Move action or full round action): A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater.

If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

Try Again?: A new check is allowed the round after a check is failed.

Special: A character takes a penalty of −1 for every 5 pounds of gear he or she carries, including armor and weapons.

A character can take 10 when making a Swim check, but can't take 20.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Taunt (Cha)

Infuriate Check (Move action): Make a check to gain an edge over opponents by making fun of them. The opponent must be able to hear and understand the character. The check is opposed by a Sense Motive or Taunt check by the target (depending on the character's response). If the character wins the opposed roll, the target suffers a -4 penalty on his attack rolls or defence rolls or skill checks for the next round (character's choice).

Try Again?: Once an attempt to Taunt someone has failed, that target can no longer be taunted during that encounter.

Special: A character with 5 or more ranks of Bluff receives a +2 skill synergy bonus on Taunt checks.

Distraction Check (Full Action): Make a check to use taunting to attract the attention of those nearby so they ignore other events in the area. While targets are occupied with your taunting, they suffer a circumstance penalty with Spot, Listen and Search checks made to notice other minor events going on around them equal to ½ the Taunt ranks rounded down.

Try Again?: Once an attempt to Taunt someone has failed, that target can no longer be taunted during that encounter.

Special: A character with 5 or more ranks of Bluff receives a +2 skill synergy bonus on Taunt checks.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Behind The Screen: Taunt

The Taunt skill, originally presented in Mutants & Masterminds, has been introduced to round out the other social interaction skills Bluff, Diplomacy and Intimidate. It is assumed that dREAL games are likely to benefit from an increased focus on social interaction. If a separate Taunt skill is not necessary for your game, it can easily be folded back into Bluff & Diplomacy.

Teach (Wis)

The Teach skill is used to train other characters. To train effectively, the character must have more ranks in the skill being trained than the character being trained.

Education Check (training period): At the conclusion of the training period, the teacher must make a check against 10 + the character's current rank in the skill being trained. If successful, the teacher has successfully communicated useful information to the character. If the teacher fails, the training fails and the character does not earn an increase chance for that training period.

Motivation Check (training period): Following a successful Education Check, the teacher also makes a against DC 20. If successful, the margin of success is applied to the Application Save as a bonus. This reflects how well the teacher was able to motivate the student to pay attention and make an effort in his or her education.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

Treat Injury (Wis)

The DC and effect depend on the task attempted.

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.
A character can tend up to as many patients as he or she has ranks in the skill. The patients need to spend all their time resting. The character needs to devote at least ½ hour of the day to each patient the character is caring for.
Try Again?: No.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.
Try Again?: Yes

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.
A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at −1 hit points or lower without first stabilizing the character.
Try Again?: Yes

Stabilize Dying Character (DC 15): With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.
Try Again?: Yes

Surgery (DC 20): With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a −4 penalty. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen.
Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period.
A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.
Try Again?: Yes

Treat Disease (DC 15): A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw

equal to his or her ranks in this skill.
Try Again?: No.

Treat Poison (DC 15): A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.
Try Again?: No.

Special: A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters. Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a –4 penalty on the check.
A character can use the Treat Injury skill on his or herself only to administer first aid, treat disease, or treat poison. The character takes a –5 penalty on your check any time he or she treats his or herself.

Techniques: Surgery, Task Confidence, Task Finesse, Task Focus

Training Period: 2 training days

Tumble (Dex)
Trained Only; Armor Penalty

Using Tumble, a character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.

Impact Check (Free action): The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble Past Opponents Check (Move action): With a successful Tumble check (DC 20), the character can weave, dodge, and roll up to 20 feet through space adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Tumble Through Opponents Check (Move action): With a successful Tumble check (DC 20), the character can roll, jump, or dive through space occupied by opponents, moving over, under, or around them as if they weren't there. Success means the character moves as planned, but provokes attacks of opportunity as normal. Failure means the character's move stops at the occupied square, and attacks of opportunity are provoked as normal.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense.
A character can take 10 when making a Tumble check, but can't take 20.

Techniques: Task Confidence, Task Finesse, Task Focus

Training Period: 1 training day

APPENDIX B – TECHNIQUE DESCRIPTIONS

Here is the format for technique descriptions.

Technique Name: The name of the technique.

Skills: Skills to which the technique is attached.

Prerequisite: A minimum ability score, another technique or techniques, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this technique. This entry is absent if a technique has no prerequisite.
A character can gain a technique at the same level at which he or she gains all the prerequisites.
A character can't use a technique if the character has lost a prerequisite.

Benefit: What the technique enables a character to do.

Normal: What a character who does not have this technique is limited to or restricted from doing. If there is no particular drawback to not possessing the technique, this entry is absent.

Special: Additional facts about the technique.

Advanced Combat Martial Arts
Skill: Hand to Hand
Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.
Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.
Normal: An unarmed strike critical hit deals double damage.

Advanced Tactics
Skill: Lead
Prerequisite: Pointman, Tactics, Improved Tactics
As for Tactics, but the character's teammate or ally gains a +2 morale bonus to all skill checks made to carry out the order.

Advanced Two-Weapon Fighting
Skill: Melee
Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.
Benefit: The character gets a third attack with his or her offhand weapon, albeit at a –10 penalty. This technique also allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Agile Riposte
Skills: Hand to Hand, Melee
Prerequisites: Dexterity 13, Dodge.
Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge technique) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously.
Even a character with the Combat Reflexes technique can't use the Agile Riposte technique more than once per round. This technique does not grant more attacks of opportunity than the character is normally allowed in a round.

Blind-Fight
Skills: Hand to Hand, Melee
Benefit: In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits.
The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Brawl
Skill: Hand to Hand
Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier.
Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Burst Fire
Skill: Ranged Combat
Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.
Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a –4 penalty on the attack roll, but deal +2 dice of damage.
Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.
Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this technique, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.
Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

Captivate
Skill: Charm
Prerequisites: X-factor, Favor
The character has the ability to temporarily beguile a target (a GM character) through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet, and must be able to see, hear, and understand the hero. Captivating a target is a standard action. The character makes a Charm check opposed by the target's Sense Motive. If the character succeeds, the character becomes the target's sole focus. The target pays no attention to anyone else for 1 round. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.
A new opposed check must be made for each round the captivation is continued.

Cleave
Skill: Melee
Prerequisites: Strength 13, Power Attack.
Benefit: If the character deals an opponent enough damage to make the opponent drop, the character gets an immediate extra melee attack against another opponent adjacent to the character. The character can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

Cleaving Charge
Skills: Melee
Prerequisites: Str 15+, Great Cleave
Benefit: As Great Cleave, except that the character may move 5 feet in any direction before each attack. The total distance traversed during a single Cleaving Charge may not exceed ½ the character's speed.

Clockwork Tactics
Skills: Lead
Prerequisites: Lead 4 ranks
Benefit: At the start of the character's first action in any combat, the character may make a Lead check DC15 as a free action. If successful, any teammates with a lower initiative than the Leader have their initiative counts raised to equal the Leader.

Combat Expertise
Skills: Hand to Hand, Melee
Prerequisite: Intelligence 13.
Benefit: When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to –5 on his or her attack roll and add the same number (up to +5) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

Combat Martial Arts
Skill: Hand to Hand
Prerequisite: Base attack bonus +1.
Benefit: With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.
Normal: Without this technique, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

Combat Reflexes
Skills: Hand to Hand, Melee
Benefit: The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent.
With this technique, the character may also make attacks of opportunity when flat-footed.
Normal: A character without the Combat Reflexes technique can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

Combat Throw
Skill: Hand to Hand
Prerequisite: Defensive Martial Arts.
Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character trys to avoid a trip or grapple attack made against him or her.

Dead Aim
Skill: Ranged Combat
Prerequisites: Wisdom 13, Far Shot.
Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the technique is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

Defensive Martial Arts
Skill: Hand to Hand
Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.
Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

Double Tap
Skill: Ranged Combat
Prerequisites: Dexterity 13, Point Blank Shot.
Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a –2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this technique fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack
Skill: Ranged Combat
Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.
Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

Elusive Target
Skill: Hand to Hand
Prerequisites: Dexterity 13, Defensive Martial Arts.
Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into melee, making the penalty to target to character –8.
Special: An opponent with the Precise Shot technique has the penalty lessened to –4 when targeting the character.

Endurance
Skill: Sport
Benefit: The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.
Also, the character may sleep in medium or light armor without becoming fatigued.

Normal: A character without this quality who sleeps in armor is automatically fatigued the following day.

Evade
Skills: Hand to Hand, Melee
Prerequisite: Dexterity 13
Benefit: The character receives a +1 dodge bonus to rolls opposing Melee or Hand to Hand attacks and to the DC of any Ranged Attack against her.
Special: A condition that makes the character lose his or her Dexterity bonus to rolls opposing attacks also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Behind the Screen: Where is Dodge?

I've used Evade, from Mutants & Masterminds, instead of Dodge, as one small way of offsetting the increase in randomness from using opposed rolls in combat. It applies against all opponents instead of against a single 'Dodge partner' and is thus easier to manage.

Far Shot
Skill: Ranged Combat
Benefit: When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

Favor
Skill: Charm
Prerequisite: X-Factor
The character has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a character can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance.
The character makes a Charm check opposed by the target's Sense Motive. The target receives a circumstance modifier ranging from -5 (for a simple favor) to +15 (for one that is expensive, illegal or highly dangerous). If the character succeeds, the target will try to complete the favor.

Force Stop
Skill: Drive
Prerequisites: Drive 4 ranks, Vehicle Expert.
Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.
After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.
If the character fails the check, resolve the sideswipe normally.

Frightful Presence
Skill: Intimidate
Prerequisites: Charisma 15, Intimidate 9 ranks.
Benefit: When the character uses this technique, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + ½ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the technique once per round as a free action.
A successful save indicates that the opponent is immune to the character's use of this technique for 24 hours. This technique does not affect animals with an Intelligence of 3 or lower.

Gallantry
Skill: Lead
Benefit: Each of the character's teammates within verbal and visual contact gains a morale bonus to initiative checks equal to the Leader's Charisma modifier.

Great Cleave
Skill: Melee
Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.
Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

Improved Brawl
Skill: Hand to Hand
Prerequisites: Brawl, base attack bonus +3.
Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.
Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Improved Bull Rush
Skill: Hand to Hand
Prerequisites: Strength 13, Power Attack.
Benefit: When the character performs a bull rush, the character does not provoke an attack of opportunity from the defender.

Improved Combat Martial Arts
Skill: Hand to Hand
Prerequisites: Combat Martial Arts, base attack bonus +4.
Benefit: The character's threat range on an unarmed strike improves to 19–20.
Normal: A character without this technique threatens a critical hit with an unarmed strike only on a 20.

Improved Combat Throw
Skill: Hand to Hand
Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +3.
Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity.
Special: This technique doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

Improved Disarm
Skill: Melee
Prerequisites: Intelligence 13, Combat Expertise.
Benefit: The character does not provoke an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent get a chance to disarm the character.

Improved Feint
Skill: Hand to Hand, Melee
Prerequisites: Intelligence 13, Brawl, Streetfighting.
Benefit: The character can make a Feint check in combat as a move action. The character receives a +2 bonus on Feint checks made to feint in melee combat.
Normal: Feinting in combat requires an attack action.

Improved Knockout Punch
Skill: Hand to Hand
Prerequisites: Brawl, Knockout Punch, base attack bonus +6.
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Improved Seize Object
Skill: Hand to Hand
Prerequisites: Intelligence 13, Combat Expertise.
Benefit: The character does not provoke an attack of opportunity when the character attempts to seize an object from an opponent.

Improved Tactics
Skill: Lead
Prerequisite: Pointman, Tactics
As for Tactics, but the character's teammate or ally gains a +2 morale bonus to all skill checks made to carry out the order.

Improved Trip
Skills: Hand to Hand, Melee
Prerequisites: Intelligence 13, Combat Expertise.
Benefit: The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.
If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

Improved Two-Weapon Fighting
Skill: Melee
Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.
Benefit: The character gets a second attack with his or her offhand weapon, albeit at a –5 penalty. Also, this technique allows the character to use a melee weapon in one hand and a ranged weapon in the other.
Normal: Without this technique, a character can only get a single extra attack with an off-hand

weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Knockout Punch
Skill: Hand to Hand
Prerequisites: Brawl, base attack bonus +3.
Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.
Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Lead the Charge
Skill: Lead
Benefit: When the character charges to start an engagement, any teammate or ally within 60 feet who also charges before the character's next action gains a morale bonus to damage rolls equal to the character's Charisma modifier for the attack at the conclusion of the charge.

Mobility
Skills: Hand to Hand, Melee
Prerequisites: Dexterity 13, Evade
Benefit: The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.
Special: A condition that makes a character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Point Blank Shot
Skill: Ranged Combat
Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Pointman
Skill: Lead
Benefit: Any or all of the character's teammates within his line of sight may use the leader's dice roll result from a skill check for an action they're performing as a group, such as climbing, sneaking, or setting explosives.

Power Attack
Skills: Hand to Hand, Melee
Prerequisite: Strength 13.
Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot
Skill: Ranged Combat
Prerequisite: Point Blank Shot.
Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.
Normal: A character takes a –4 penalty when using a ranged weapon to attack an opponent who is

engaged in melee combat.

Quick Draw
Skills: Melee, Ranged Combat
Prerequisite: Base attack bonus +1.
Benefit: The character can draw a weapon as a free action.
A character with this technique may throw weapons at his or her full normal rate of attacks.
Normal: A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

Quick Reload
Skill: Ranged Combat
Prerequisite: Base attack bonus +1.
Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.
Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Run
Skill: Sport
Benefit: When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check.

Shot on the Run
Skill: Ranged Combat
Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.
Benefit: When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.
Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

Skip Shot
Skill: Ranged Combat
Prerequisites: Point Blank Shot, Precise Shot.
Benefit: If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a −2 penalty on his or her attack roll, and the character's attack deals −1 die of damage.
Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for A character to attempt a skip shot.

Spring Attack
Skills: Hand to Hand, Melee
Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.
Benefit: When using an attack action with a melee weapon, the character can move both before

and after the attack, provided that the total distance moved is not greater than the charater's speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

A character can't use this technique if he or she is carrying a heavy load or wearing heavy armor.

Strafe
Skill: Ranged Combat
Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.
Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).
Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

Streetfighting
Skill: Hand to Hand
Prerequisites: Brawl, base attack bonus +2.
Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

Sunder
Skill: Melee
Prerequisites: Strength 13, Power Attack.
Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.
The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.
Normal: A character without this technique incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

Surgery
Skill: Treat Injury
Prerequisite: Treat Injury 4 ranks.
Benefit: The character can use the Treat Injury skill to perform surgery without penalty.
Normal: Characters without this technique take a –4 penalty on Treat Injury checks made to perform surgery.

Tactics
Skill: Lead
Prerequisite: Pointman
Benefit: As a free action, once per round, the character may issue an order to one teammate or ally. This order must be specific, such as "Cover Sam while she gets the door open!" as opposed to "Help Sam!". If the character succeeds at an opposed Encourage Check, the character's teammate or ally gains a +1 morale bonus to all skill checks made to carry out the order.

Task Confidence
Skill: Any
Choose one task.
Prerequisites: Proficient with task (if necessary).
Benefit: When performing the selected task, the character may always take 10, even when rushed or faced with adverse consequences for failure.

Special: A character can gain this technique multiple times. Each time the character takes the technique, the character selects a different task.

Task Finesse
Skill: Any
Choose one task.
Prerequisites: Proficient with task (if necessary)
Benefit: When performing the selected task, the character may choose to use a different ability score modifier. The alternative ability score is determined when the quality is selected, and must be approved by the GM.
Special: A character can gain this technique multiple times. Each time the character takes the technique, the character selects a different task.

Task Focus
Skill: Any
Choose one task.
Prerequisites: Proficient with task (if necessary)
Benefit: The character adds +1 to all rolls he or she makes performing the given task.
Special: A character can gain this technique multiple times. Each time the character takes the technique, the character must select a different task.

Adjudicating Tasks

The three techniques above, Task Confidence, Task Focus and Task Finesse, all require the specification of a task. For example, 'hotwiring a car' would be an example task for Craft: Electrical.

Tasks are narrow and specific applications of a skill. Exactly what meets these criteria and qualifies as a 'task' is ultimately up to the GM.   A good rule of thumb is, does the proposed task account for a significant proportion of all tasks performed with the skill? If it would, then the task is too broad, and should be further narrowed in focus. For example, a Melee Combat task 'fighting other melee combatants' is far too broad; 'fighting swordsmen with a sword' is about right.

Track
Skill: Survival
Benefit: To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.
The character moves at half his or her normal speed (or at the character's normal speed with a –5 penalty on the check, or at up to twice the character's speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which

the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

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

Normal: A character without this technique can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

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

Two-Weapon Fighting

Skill: Melee

Prerequisite: Dexterity 13.

Benefit: The character's penalties for fighting with two weapons are lessened by 2.

The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

Unbalance Opponent

Skill: Hand to Hand

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or hse still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

Vehicle Dodge

Skill: Balance, Drive

Prerequisites: Dexterity 13, Vehicle Focus.

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Vehicle Focus

Skills: Balance, Drive

Choose a specific vehicle.

Prerequisites: Proficient with vehicle

Benefit: The character adds +1 to all maneuver checks he or she makes using the selected vehicle.

Special: A character can gain this technique multiple times. Each time the character takes the technique, the character must select a different vehicle.

Weapon Finesse

Skill: Melee

Choose one melee weapon.

Benefit: With the selected melee weapon, the character may use his or her Strength modifier instead of his or her Dexterity modifier on attack rolls.

Special: A character can gain this technique multiple times. Each time the character takes the technique, the character selects a different weapon.

Weapon Focus

Skills: Hand to Hand, Melee, Ranged Combat

Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this technique.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: The character adds +1 to all attack rolls he or she makes using the selected weapon.

Special: A character can gain this technique multiple times. Each time the character takes the technique, the character must select a different weapon.

Whirlwind Attack

Skills: Hand to Hand, Melee

Prerequisites: Dexterity 13, Intelligence 13, Evade, Mobility, Spring Attack, Combat Expertise

Benefit: When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

X-Factor

Skill: Charm

Choose a gender. The character gets a +1 bonus on all Charisma-based skill checks made to influence members of the chosen gender who are at least indifferent to the character. (Some characters are charming to members of the opposite gender, others to members of the same gender.)

The charm bonus can't be used against characters who are unfriendly or hostile.

APPENDIX C – QUALITY DESCRIPTIONS

The format for quality descriptions is as follows:

Benefit: What the quality enables a character to do.

Special: Additional facts about the quality.

Acrobatic
Benefit: The character gets a +2 bonus on all Jump checks and Tumble checks.
Special: Remember that the Tumble skill can't be used untrained.

Agile
Benefit: The character gets a +2 bonus on all Balance checks and Escape Artist checks.

Alertness
Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

Animal Affinity
Benefit: The character gets a +2 bonus on all Handle Animal checks and Ride checks.
Special: Remember that the Handle Animal skill can't be used untrained.

Athletic
Benefit: The character gets a +2 bonus on all Climb checks and Swim checks.

Attentive
Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.
Special: Remember that the Investigate skill can't be used untrained.

Attractive
Benefit: The character gets a +1 bonus to all Charisma-based rolls targeting those who are attracted to the character's gender.

Awesome Power
Benefit: The character gets a +2 bonus on all Power saving throws.

Brilliant Insight
Benefit: The character gets a +2 bonus on all Insight saving throws.

Builder
Benefit: Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.
Special: The character can select this quality twice. The second time, the character applies it to the two skills he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

Cautious
Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.
Special: Remember that the Demolitions skill and the Disable Device skill can't be used untrained.

Confident
Benefit: The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

Creative
Benefit: Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.
Special: A character can select this quality as many as five times. Each time, the character selects two new skills from the choices given above.

Deceptive
Benefit: The character gets a +2 bonus on all Bluff checks and Disguise checks.

Educated
Benefit: Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.
Special: A character can select this quality as many as seven times. Each time, the character selects two new Knowledge skills.

Focused
Benefit: The character gets get a +2 bonus on all Balance checks and Concentration checks.

Gearhead
Benefit: The character gets a +2 bonus on all Computer Use checks and Repair checks.
Special: Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.

Great Fortitude
Benefit: The character gets a +2 bonus on all Fortitude saving throws.

Guide
Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

Improved Initiative
Benefit: The character gets a +4 circumstance bonus on initiative checks.

Iron Will
Benefit: The character gets a +2 bonus on all Will saving throws.

Lightning Reflexes
Benefit: The character gets a +2 bonus on all Reflex saving throws.

Medical Expert
Benefit: The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.
Special: Remember that the Craft (pharmaceutical) skill can't be used untrained.

Meticulous
Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

Negotiator
Benefit: The character gets a +2 bonus on all Diplomacy checks and Sense Motive checks.

Nimble
Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.
Special: Remember that the Sleight of Hand skill can't be used untrained.

Persuasive
Benefit: The character gets a +2 bonus on all Bluff checks and Intimidate checks.

Renown
Benefit: The character's Reputation bonus increases by +3.

Stealthy
Benefit: The character gets a +2 bonus on all Hide checks and Move Silently checks.

Studious
Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks.

Toughness
Benefit: The character gains +3 hit points. If the character (or animal) is not medium size, the modifier is applied before the size multiplier for determining total hit points.
Special: A character may gain this quality multiple times. Its effects stack.

Trustworthy
Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

Uncanny Grace
Benefit: The character gets a +2 bonus on all Grace saving throws.

Vehicle Expert
Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

Windfall
Benefit: The character's Wealth bonus increases by +3. Also, this quality provides a +1 bonus on all Profession checks.
Special: A character can select this quality multiple times. Each time, both of its effects stack.

APPENDIX D: EQUIPMENT

This section covers the wide variety of general gear.

Batteries
Many of the objects in this section are battery-operated. Any device that uses batteries comes with them. As a general rule, ignore battery life – keeping track is more effort than it is worth. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries have a purchase DC of 2 and can be changed as a move action.

Equipment Tables
Equipment is described by a number of statistics, as shown on Table: General Equipment.
Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller.
Weight: This column gives the item's weight.
Purchase DC: This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.
Restriction: The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

Table: General Equipment

Object	Size	Weight	Purchase DC	Restriction
Bags and Boxes				
Aluminum travel case:				
10 lb. Capacity	Med	5 lb.	10	—
40 lb. Capacity	Large	10 lb.	11	—
75 lb. capacity	Large	15 lb.	12	—
Briefcase	Med	2 lb.	7	—
Contractor's field bag	Med	2 lb.	6	—
Day pack	Small	2 lb.	5	—
Handbag	Small	1 lb.	4	—
Range pack				
Standard	Small	2 lb.	7	—
Oversized	Med	3 lb.	9	—
Patrol box	Med	4 lb.	9	—
Clothing				
Clothing outfit				
Business	Med	3 lb.	12	—
Casual	Med	2 lb.	8	—
Formal	Med	3 lb.	15	—
Fatigues	Med	3 lb.	9	—
Uniform	Med	2 lb.	9	—
Ghillie suit	Med	5 lb.	6	—
Outerwear				
Coat	Med	2 lb.	8	—
Fatigue jacket	Med	2 lb.	7	—

Overcoat	Med	3 lb.	9	—
Parka	Med	3 lb.	9	—
Photojourno's vest	Med	1 lb.	9	—
Windbreaker	Med	1 lb.	6	—
Tool belt	Small	2 lb.	9	—

Computers and Consumer Electronics

Camera				
35mm	Small	2 lb.	17	—
Digital	Tiny	0.5 lb.	14	—
Disposable	Tiny	0.5 lb.	4	—
Film	Dim	—	3	—
Film developing (roll)	—	—	3	—
Cell phone	Dim	—	9	—
Computer				
Desktop	Large	10 lb.	22	—
Notebook	Med	5 lb.	23	—
Upgrade	—	—	See text	—
Digital audio recorder	Tiny	1 lb.	10	—
Modem				
Broadband	Tiny	1 lb.	6	—
Cellular	Tiny	1 lb.	6	—
PDA	Tiny	0.5 lb.	16	—
Portable satellite phone	Small	2 lb.	17	—
Portable video camera	Small	2 lb.	16	—
Printer	Med	3 lb.	12	—
Scanner	Med	3 lb.	12	—
Walkie-talkie				
Basic	Tiny	1 lb.	7	—
Professional	Tiny	1 lb.	15	—

Surveillance Gear

Black box	Tiny	0.5 lb.	4	Illegal (+4)
Caller ID defeater	Tiny	1 lb.	5	—
Cellular interceptor	Tiny	0.5 lb.	23	—
Lineman's buttset	Tiny	1 lb.	13	Lic (+1)
Metal detector	Small	2 lb.	11	—
Night vision goggles	Small	3 lb.	17	—
Tap detector	Tiny	1 lb.	7	—
Telephone tap				
Line tap	Tiny	0.5 lb.	13	Lic (+1)
Receiver tap	Tiny	0.5 lb.	3	Res (+2)
Telephone line tracer	Med	5 lb.	23	—

Professional Equipment

Bolt cutter	Med	5 lb.	6	—
Caltrops (25)	Small	2 lb.	5	—
Chemical kit	Med	6 lb.	16	—
Demolitions kit	Med	5 lb.	13	Lic (+1)
Disguise kit	Med	5 lb.	12	—
Duct tape	Tiny	1 lb.	3	—
Electrical tool kit				
Basic	Large	12 lb.	14	—
Deluxe	Huge	33 lb.	21	—
Evidence kit				
Basic	Med	6 lb.	7	—
Deluxe	Med	8 lb.	15	—

Fake ID	Fine	—	See text	Illegal (+4)
First aid kit	Small	3 lb.	5	—
Forgery kit	Small	3 lb.	12	—
Handcuffs				
Steel	Tiny	1 lb.	7	—
Zip-tie (25)	Dim	0.5 lb.	6	—
Instrument, keyboard	Large	12 lb.	12	—
Instrument, percussion	Huge	50 lb.	14	—
Instrument, stringed	Large	7 lb.	13	—
Instrument, wind	Tiny	1 lb.	8	—
Lockpicks				
Car opening kit	Tiny	1 lb.	6	Lic (+1)
Lockpick set	Tiny	1 lb.	9	Lic (+1)
Lock release gun	Tiny	0.5 lb.	12	Res (+2)
Mechanical tool kit				
Basic	Large	22 lb.	13	—
Deluxe	Huge	45 lb.	20	—
Medical kit	Med	5 lb.	15	—
Multipurpose tool	Tiny	0.5 lb.	9	—
Pharmacist kit	Med	6 lb.	17	Res (+2)
Search-and-rescue kit	Med	7 lb.	12	—
Spike strip	Huge	22 lb.	13	—
Surgery kit	Med	5 lb.	16	Lic (+1)

Survival Gear

Backpack	Med	3 lb.	10	—
Binoculars				
Standard	Small	2 lb.	7	—
Rangefinding	Small	3 lb.	15	—
Electro-optical	Small	4 lb.	16	—
Chemical light sticks (5)	Tiny	1 lb.	2	—
Climbing gear	Large	10 lb.	11	—
Compass	Dim	0.5 lb.	5	—
Fire extinguisher	Med	3 lb.	8	—
Flash goggles	Tiny	2 lb.	15	—
Flashlight				
Penlight	Dim	0.5 lb.	3	—
Standard	Tiny	1 lb.	4	—
Battery flood	Small	2 lb.	6	—
Gas mask	Small	5 lb.	13	—
GPS receiver	Tiny	1 lb.	15	—
Map				
Road atlas	Tiny	1 lb.	4	—
Tactical map	Tiny	0.5 lb.	3	—
Mesh vest	Med	7 lb.	8	—
Portable stove	Tiny	1 lb.	9	—
Rope (150 ft.)	Large	12 lb.	5	—
Sleeping bag	Med	4 lb.	9	—
Tent				
2-person dome	Med	4 lb.	11	—
4-person dome	Med	7 lb.	12	—
8-person dome	Large	10 lb.	13	—
Trail rations (12)	Tiny	1 lb.	5	—

Weapon Accessories

Box magazine	Tiny	0.5 lb.	4	—
Detonator				

Blasting cap	Tiny	0.5 lb.	4	Lic (+1)
Radio controlled	Tiny	0.5 lb.	10	Lic (+1)
Timed	Tiny	0.5 lb.	7	Lic (+1)
Wired	Tiny	1 lb.	6	Lic (+1)
Holster				
Hip	Tiny	1 lb.	5	—
Concealed carry	Tiny	0.5 lb.	5	—
Illuminator	Tiny	0.5 lb.	7	—
Laser sight	Tiny	0.5 lb.	15	—
Scope				
Standard	Tiny	0.5 lb.	11	—
Electro-optical	Small	3 lb.	18	—
Speed loader	Tiny	0.5 lb.	3	—
Suppressor				
Pistol	Tiny	1 lb.	12	Mil (+3)
Rifle	Small	4 lb.	14	Mil (+3)

Bags and Boxes

Aluminum Travel Case: A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

Briefcase: A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10).

Contractor's Field Bag: A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

Day Pack: This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

Handbag: Handbags provide another way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses can increase the DC by as much as 5.

Range Pack: This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

Patrol Box: Originally developed for use by police officers, this portable file cabinet has found favor with traveling salespeople. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15).

Clothing
The items described here represent special clothing types, or unusual outfits that a character might need to purchase. For the most part, clothing choice is based on character concept. It's generally assumed that a character owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that's the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

Clothing Outfit: An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual: Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal: From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have purchase DCs much higher than shown on the table.

Fatigues: Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

Uniform: From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

Ghillie Suit: The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +10 bonus on Hide checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of –4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

Outerwear: In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).

Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing.

Parka: This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather.

Photojournalist's Vest: Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious—and hidden—pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the "specially modified to conceal object" bonus when used to conceal Tiny or smaller objects. See Concealed Weapons and Objects.

Windbreaker: This is a lightweight jacket made of wind-resistant material.

Tool Belt: This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Computers and Consumer Electronics

Rules for operating computers appear under the Computer Use skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase DC accounts for both costs; once a character has obtained the item, he or she doesn't have to worry about ongoing subscription costs.

Camera: Still cameras let a character capture a record of what he or she has seen.

35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Disposable: A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

Film Developing: In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film may have to be sent away for developing, taking a week or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

Cell Phone: A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

Computer: Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks and to make Research checks involving the Internet.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Notebook: Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

Upgrade: A character can upgrade a desktop or notebook computer's processor to provide a +1 equipment bonus on Computer Use checks. Increase the purchase DC of a desktop by +1 or a notebook by +2 to purchase an upgrade.

Digital Audio Recorder: These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

Modem: A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone, in the case of a cellular modem).

All computers come with dial-up modems, which allow connection to the Internet but without the speed of broadband or the flexibility of cellular. A dial-up modem uses a standard telephone line; while it's connected, that telephone line can't be used for another purpose.

Broadband: Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer Use and Research checks involving the Internet to be made in half the normal time.

Cellular: A cellular modem allows a character to connect her notebook computer to the Internet anywhere he or she can use a cell phone. However, access speed is slow, and any Computer Use or Research check involving the Internet takes half again the normal time (multiply by 1.5).

PDA: Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but can't be used for Computer Use or Research checks.

Portable Satellite Telephone: This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well beyond the extent of cell phone service.
Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires a Wealth check (DC 6).

Portable Video Camera: Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

Printer: The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Scanner: A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

Walkie-Talkie: This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.
Basic: This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.
Professional: This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices—making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

Surveillance Gear

Black Box: This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5).

Caller ID Defeater: When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

Cellular Interceptor: About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if the user knows the phone number of the phone in question, the DC drops by 10. Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

Lineman's Buttset: This device resembles an oversized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a Repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it. A lineman's buttset is a common tool for telephone repair personnel.

Metal Detector: This handheld device provides a +10 equipment bonus on all Search checks involving metal objects.

Night Vision Goggles: Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision (range 120 ft.)—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a –4 penalty on all Spot and Search checks made by someone wearing them. Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient

ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a standard flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Tap Detector: Plug this into a telephone line between the phone and the outlet, and it helps detect if the line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it can't be used to detect a lineman's buttset.

Telephone Tap

These devices allow a character to listen to conversations over a particular phone line.

Line Tap: This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a Repair check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a Computer Use check (DC 25).

Receiver Tap: This item can be easily slipped into a telephone handset as a Repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a Computer Use check (DC 15).

Telephone Line Tracer: Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that line, even if there's a caller ID defeater hooked up at the other end. All it takes is time.

Operating a line tracer is a full-round action requiring a Computer Use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code.

Professional Equipment

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a –4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC.

Note that some skills, by their nature, require a piece of equipment to utilize.

Skill	Associated Item
Climb	Climbing gear
Craft (chemical)	Chemical kit
Craft (electronic)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (pharmaceutical)	Pharmacist kit
Craft (structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Car opening kit
	Electrical tool kit
	Lockpick set
	Lock release gun
Disguise	Disguise kit
Forgery	Forgery kit
Investigate	Evidence kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed

Perform (wind)	Instrument, wind
Repair	Electrical tool kit
	Mechanical tool kit
	Multipurpose tool
Treat Injury	First aid kit
	Medical kit
	Surgery kit

Bolt Cutter: An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10).

Caltrops: Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles.

Car Opening Kit: This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

Chemical Kit: A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

Demolitions Kit: This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

Disguise Kit: This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however.

Duct Tape: The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves.
A roll provides 70 feet of tape, 2 inches wide.

Electrical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.
Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.
Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty.

Evidence Kits: Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a –4 penalty to use the collect evidence option of the Investigate skill.
Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.
Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts

and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).
Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

Fake ID: Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill.

First Aid Kit: Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a –4 penalty.

Forgery Kit: This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit.

Handcuffs: Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.
Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.
Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

Instrument, Keyboard: A portable keyboard, necessary in order to use the Perform (keyboard instrument) skill.

Instrument, Percussion: A set of drums, necessary in order to use the Perform (percussion instrument) skill.

Instrument, Stringed: An electric guitar, necessary in order to use the Perform (stringed instrument) skill.

Instrument, Wind: A flute, necessary in order to use the Perform (wind instrument) skill.

Lockpick Set: A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

Lock Release Gun: This small, pistollike device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

Mechanical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.
Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty.
Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks

without penalty.

Medical Kit: About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a –4 penalty.

Multipurpose Tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Pharmacist Kit: A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

Search-and-Rescue Kit: This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare.

Spike Strip: This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.
Each time a character moves over a square containing an activated spike strip at any rate greater than half speed, or each round a character spends fighting in such an area, the character must make a Reflex save (DC 10) or be injured. The strip deals 2 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Treat Injury check, DC 15, or one day's rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires are not affected.

Survival Gear
Survival gear helps characters keep themselves alive in the great outdoors.

Backpack : This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear.
A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Binoculars: Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.
Standard: Standard binoculars reduce the range penalty for Spot checks to –1 for every 50 feet (instead of –1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.
Rangefinding: In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.
Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

Chemical Light Stick: This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed purchase DC is for a pack of 5 sticks.

Climbing Gear: All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Compass: A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +2 equipment bonus on Navigate checks.

Fire Extinguisher: This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

Flash Goggles: These eye coverings provide total protection against blinding light.

Flashlight: Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.
Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.
Standard: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.
Battery Flood: Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

Gas Mask: This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move action. The purchase DC for one extra filter canister is 6.

GPS Receiver: Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

Map: While a compass or GPS receiver can help characters find their way through the wilderness, a map can tell a character where he or she is going and what to expect when he or she gets there.
Road Atlas: Road atlases are available for the entire United States, showing all major roads in each state. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.
Tactical Map: A tactical map covers a small area—usually a few miles on a side—in exacting detail. Generally, every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

Mesh Vest: This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment.
A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

Portable Stove: This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

Rope: Climbing rope can support up to 1,000 pounds.

Sleeping Bag: This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency.

Tent: A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather.

Trail Rations: Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase DC given is for a case of 12 meals.

Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

Box Magazine: For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

Detonator: A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.
Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.
Radio Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.
Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.
Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Holster: Holsters are generally available for all Medium-size or smaller firearms.
Hip: This holster holds the weapon in an easily accessed—and easily seen—location.
Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

Illuminator: An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

Laser Sight: This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

Scope: A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.
Standard: A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or

her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

Speed Loader: A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once.

Suppressor: A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action. Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

Lifestyle

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. Lifestyle items are shown on the table below.

Table : Lifestyle Items

Housing	Purchase DC
Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36

Entertainment	Purchase DC
Movie ticket	3
Theater ticket	7
Sporting event ticket	7

Meals	Purchase DC
Fast food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9

Transportation	Purchase DC
Airfare	
Domestic, coach	14
Domestic, first class	17
International, coach	18
International, first class	22
Car rental	
Economy car	6
Mid-size or truck	8

Luxury	10

Lodging	Purchase DC
Budget motel	7
Average hotel	9
Upscale hotel	11

Housing: A number of types of homes are mentioned on Table:Lifestyle. The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system)

The small house and condo are one- or two-bedroom homes, probably with curbside parking. The large condo and medium house are three-bedroom homes with garage or carport parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage. All of these homes are of typical construction; luxury appointments or avant garde design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical suburban location. An undesirable location, such as a bad neighborhood or a remote rural site, reduces the purchase DC by 2. A particularly good location in an upscale neighborhood or city center increases the purchase DC by 2.

Entertainment: Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2.

Meals: Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC.

Transportation: Airfare tickets are for a single passenger round trip. One-way tickets are available, but only reduce the purchase DC by 2. Car rentals and lodging rates are per day.

Services

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table:Services.

Table: Services

Item	Purchase DC
Auto repair	
1 to 10 hp damage	15
11 to 20 hp damage	18
21 to 30 hp damage	21
30+ hp damage	24
Towing	8
Bail bonds	
Property crime	13
Assault crime	16
Death crime	22
Bribery	
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Legal services	10 + lawyer's Knowledge (civics)

	ranks
Medical services	
Long-term care	10
Restore hit points	12
Surgery	15
Treat poison/disease	10

Auto Repair: Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The purchase DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the purchase DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points.

Bail Bonds: Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange for a bail bond—a loan that covers bail. The purchase DCs represent the fees associated with the loan; the bond itself is paid back to the bond agency when the hero shows up for trial. If the hero fails to show up, the agency loses the bail loan, and may send bounty hunters or other thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his or her role in society, his or her family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect reduces the purchase DC by 2.

Property Crime: The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

Assault Crime: The crime involved an attack intended to capture, kill, or seriously injure the victim.

Death Crime: Someone died as a result of the crime.

Medical Services: A character's medical insurance is built into his or her Wealth bonus; the purchase DCs represent the ancillary expenses not covered, or only partly covered, by insurance. Medical services must be paid for in full regardless of whether they are successful. See the Treat Injury skill for more information on the medical services described below.

In a hospital setting, the necessary treat Injury checks are always successful. The purchase DC is per check.

Long-Term Care: The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points: The purchase DC represents treatment for hit point damage from wounds or injuries on a given day.

Surgery: The purchase DC represents the cost of a single surgical procedure.

Poison/Disease: The purchase DC represents one application of treatment for a poison or disease.

APPENDIX E: WEAPONS AND ARMOR

Weapons

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

Ranged Weapons

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows.

When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll. Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative −2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a technique or other ability that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some techniques allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with techniques that take advantage of automatic fire.

Magazine: The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using

a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Table: Ranged Weapons

Weapon	Dam	Crit	Dmg Type	Range Incr.	Rate of Fire	Mag	Size	Wt	Pur DC	Restrict.
Handguns (require Personal Firearms Proficiency)										
Beretta 92F (9mm autoloader)	2d6	20	Ball.	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Beretta 93R (9mm machine pistol)	2d6	20	Ball.	30 ft.	S,A	20 box	Med	3 lb.	18	Res (+2)
Colt Double Eagle (10mm autoloader)	2d6	20	Ball.	30 ft.	S	9 box	Small	3 lb.	16	Lic (+1)
Colt M191 (.45 autoloader)	2d6	20	Ball.	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Colt Python (.357 revolver)	2d6	20	Ball.	40 ft.	S	6 cyl.	Med	3 lb.	5	Lic (+1)
Derringer (.45)	2d6	20	Ball.	10 ft.	Single	2 int.	Tiny	1 lb.	14	Lic (+1)
Desert Eagle (.50AE autoloader)	2d8	20	Ball.	40 ft.	S	8 box	Med	4 lb.	18	Lic (+1)
Glock 17 (9mm autoloader)	2d6	20	Ball.	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 20 (10mm autoloader)	2d6	20	Ball.	40 ft.	S	15 box	Small	3 lb.	18	Lic (+1)
MAC Ingram M10 (.45 machine pistol)	2d6	20	Ball.	40 ft.	S, A	30 box	Med	6 lb.	15	Res (+2)
Pathfinder (.22 revolver)	2d4	20	Ball.	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Six (.38S revolver)	2d6	20	Ball.	30 ft.	S	6 cyl.	Small	2 lb.	14	Lic (+1)
S&W M29 (.44 magnum revolver)	2d8	20	Ball.	30 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
SITES M9 (9mm autoloader)	2d6	20	Ball.	30 ft.	S	8 box	Tiny	2 lb.	15	Lic (+1)
Skorpion (.32 machine pistol)	2d4	20	Ball.	40 ft.	S, A	20 box	Med	4 lb.	17	Res (+2)
TEC-9 (9mm machine pistol)	2d6	20	Ball.	40 ft.	S or A	32 box	Med	4 lb.	14	Res (+2)
Walther PPK (.32 autoloader)	2d4	20	Ball.	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)
Longarms (require Personal Firearms Proficiency)										
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ball.	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
Barrett Light Fifty (.50 sniper rifle)	2d12	20	Ball.	120 ft.	S	11 box	Huge	35 lb.	22	Lic (+1)
Benelli 121 M1 (12-gague	2d8	20	Ball.	40 ft.	S	7 int	Large	8 lb.	17	Lic (+1)

shotgun)

Weapon	Dmg	Crit	Type	Range	RoF	Mag	Size	Weight	DC	Restriction
Beretta M3P (12-gauge shotgun)	2d8	20	Ball.	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS (10-gauge shotgun)	2d10	20	Ball.	30 ft.	Single	5 int.	Large	11 lb.	16	Lic (+1)
HK G3 (7.62mm assault rifle)	2d10	20	Ball.	90 ft.	S, A	20 box	Large	11 lb.	19	Res (+2)
HK MP5 (9mm submachine gun)	2d6	20	Ball.	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K (9mm submachine gun)	2d6	20	Ball.	40 ft.	S, A	15 box	Med	5 lb.	19	Res (+2)
HK PSG1 (7.62mm sniper rifle)	2d10	20	Ball.	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)
M16A2 (5.56mm assault rifle)	2d8	20	Ball.	80 ft.	S, A	30 box	Large	8 lb.	16	Res (+2)
M4 Carbine (5.56mm assault rifle)	2d8	20	Ball.	60 ft.	S, A	30 box	Large	7 lb.	16	Res (+2)
M-60 (medium machine gun)	2d10	20	Ball.	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
Mossberg (12-gauge shotgun)	2d8	20	Ball.	30 ft.	Single	6 int.	Large	7 lb.	15	Lic (+1)
Remington 700 (7.62mm hunting rifle)	2d10	20	Ball.	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
Sawed-off shotgun (12-gauge shotgun)	2d8	20	Ball.	10 ft.	S	2 int.	Med	4 lb.	15	Illegal (+4)
Steyr AUG (5.56mm assault rifle)	2d8	20	Ball.	80 ft.	S, A	30 box	Large	9 lb.	19	Res (+2)
Uzi (9mm submachine gun)	2d6	20	Ball.	40 ft.	S, A	20 box	Large	8 lb.	18	Res (+2)
Winchester 94 (.444 hunting rifle)	2d10	20	Ball.	90 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)

Heavy Weapons (each requires a specific Exotic Firearms Proficiency)

Weapon	Dmg	Crit	Type	Range	RoF	Mag	Size	Weight	DC	Restriction
M2HB (heavy machine gun)	2d12	20	Ball.	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW (rocket launcher)	10d6	—	—	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
M79 (grenade launcher)	Varies	—	—	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)

Other Ranged Weapons (Proficiency needed given in parentheses)

Weapon	Dmg	Crit	Type	Range	RoF	Mag	Size	Weight	DC	Restriction
Compound bow (Archaic)	1d8	20	Pierc	40 ft.	1	—	Large	3 lb.	10	—
Crossbow (Simple)	1d10	19–20	Pierc	40 ft.	1	1 int.	Med	7 lb.	9	—
Flamethrower (none)	3d6	—	Fire	—	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin (Simple)	1d6	20	Pierc	30 ft.	1	—	Med	2 lb.	4	—
Pepper spray (Simple)	Spec.	—	Spec	5 ft.	1	1 int.	Tiny	0.5 lb	5	—
Shuriken (Archaic)	1	20	Pierc	10 ft.	1	—	Tiny	0.5 lb	3	—
Taser (Simple)	1d4	—	Elec.	5 ft.	1	1 int.	Small	2 lb.	7	—
Whip (Simple)	1d2	20	Slas.	15 ft.3	1	—	Small	2 lb.	4	—

Handguns
A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency. Using a handgun without this technique imposes a –4 penalty on attack rolls. Handguns can be broken down into three smaller groups: *autoloaders*, *revolvers* and *machine pistols*.

Autoloaders (sometimes called "automatics") feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

Beretta 92F: The standard service pistol of the United States military and many American law enforcement agencies.

Beretta 93R: This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

This weapon features a three-round burst setting. When used with the Burst Fire technique, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire technique; if a character uses the setting without the technique, he or she makes a normal attack, and the extra two bullets are wasted.

Colt Double Eagle: Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

Colt M1911: This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python: The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Derringer: This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle: Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17: The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel.
Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Glock 20:This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round. Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10: No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire. The M10 accepts a suppressor without modification.

Pathfinder: The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

Ruger Service-Six: This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29: The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 Resolver: The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion: The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9: The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK: The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

The basic longarm is the *rifle,* a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

All longarms are covered by the Personal Firearms Proficiency.
Longarms are not well suited to close combat. A character takes a –4 penalty on their ranged attack roll when firing at an adjacent target.

AKM/AK-47: This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts. The AKM is a slightly more modern version of the AK-47, but functions essentially the same.

Barrett Light Fifty: The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Benelli 121 M1: The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Beretta M3P: Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

Browning BPS: This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3: The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5: The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; dexscribed here is the most basic model.
Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As

such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire technique, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire technique; if a character uses the setting without the technique, he or she makes a normal attack, and the extra two bullets are wasted.

HK MP5K: A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

This weapon features a three-round burst setting. When used with the Burst Fire technique, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire technique; if a character uses the setting without the technique, he or she makes a normal attack, and the extra two bullets are wasted.

HK PSG1: This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope. Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2: Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting. When used with the Burst Fire technique, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire technique; if a character uses the setting without the technique, he or she makes a normal attack, and the extra two bullets are wasted.

M4 Carbine: This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

M-60: Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies.

Mossberg: The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington 700: A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun: This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

If this weapon if fully-loaded, a character can fire both barrels at once. The character receives a –2 penalty on the attack but deals +1 die of damage with a successful hit. Attacking this way uses both shotgun shells.

Steyr AUG: An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the Burst Fire technique, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire technique; if a character

uses the setting without the technique, he or she makes a normal attack, and the extra two bullets are wasted.

Uzi: Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94: The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Heavy Weapons
The weapons covered in this section fall under the Exotic Firearms Proficiency. Someone who wields a heavy weapon without the appropriate proficiency takes a –4 penalty on all attack rolls with the weapon.

M2HB: This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The Exotic Firearms Proficiency (heavy machine guns) applies to this weapon.

M72A3 LAW: The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.
When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.
The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.
The Exotic Firearms Proficiency (rocket launchers) applies to this weapon.

M79: This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.
Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.
The Exotic Firearms Proficiency (grenade launchers) applies to this weapon.

Other Ranged Weapons
Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and pepper spray. The proficiency for these weapons varies from weapon to weapon, as indicated on Table: Ranged Weapons.

Compound Bow: Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

Crossbow: A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Flamethrower: A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no proficiency is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Javelin: This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a –4 penalty on their melee attack rolls.

Pepper Spray: A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

Shuriken: A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

Taser: A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

Whip: Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Ammunition

Ammunition for firearms and other ranged weapons is covered on Table: Ammunition.

Table: Ammunition

Ammunition Type (Quantity)	Purchase DC
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 caliber (20)	6
.50 caliber (20)	6
9mm (50)	5
10mm (50)	5
.22 caliber (50)	4
.32 caliber (50)	5

.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

5.56mm, 7.62mm, 7.62mmR, .444, .50: These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE: These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot: Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Arrow: Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head.

Crossbow Bolt: A shaft or missile designed to be shot from a crossbow, bolts come in quivers of 12.

Ammunition weight
To determine how much a loaded magazine weighs, look it up on the table, rounding the number of rounds in the magazine up.
Shotgun shells are a little heavier; use the weight value for one damage step higher.

Weight per Number of Rounds

Damage	10	20	30	40	50	100
2d4	0.5lb	0.5lb	0.5lb	0.5lb	1.0lb	1.5lb
2d6	0.5lb	0.5lb	0.5lb	1.0lb	1.0lb	2.0lb
2d8	0.5lb	0.5lb	0.5lb	1.0lb	1.0lb	2.0lb
2d10	0.5lb	1.0lb	1.0lb	1.5lb	1.5lb	3.0lb
2d12	1.0lb	2.0lb	3.0lb	4.0lb	5.0lb	10.0lb

Explosives and Splash Weapons
These weapons explode or burst, dealing damage to creatures or objects within an area.
Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.
All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.
A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.
Explosives and splash weapons require no proficiency unless they are fired or propelled from

some sort of launcher or other device, in which case the appropriate Proficiency for the launcher is necessary to avoid the –4 nonproficient penalty.

Explosives and Splash Weapons Table
Explosives and splash weapons are described by a number of statistics, as shown on Table: Explosives and Splash Weapons.
Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.
Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.
For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.
Damage Type: Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.
Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).
Reflex DC: Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.
Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)
Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon. A Medium-size or smaller weapon can be used one-handed or two-handed. A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.
Weight: This column gives the weapon's weight.
Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.
Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Table: Explosives and Splash Weapons

Grenades and Explosives

Weapon	Damage	Crit	Damage Type	Burst Radius	Ref DC	Range Incr.	Size	Wt	Pur DC	Restrict.
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	16	Mil (+3)
C4/Semtex	4d6	—	Concus.	10 ft.	18	—	Small	1 lb.	12	Mil (+3)
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	8	Res (+2)
Dynamite	2d6	—	Concus.	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	10	—
Tear gas grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	12	Res (+2)
Thermite grenade	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
White phosphorus grenade	2d6	—	Fire	20 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)

Splash Weapons

Weapon	Hit Dmg	Crit	Splash Damage	Damage Type	Ref DC	Range Incr.	Size	Wt	Pur DC	Restrict.
Acid, mild	1d6	20	1	Acid	—	10 ft.	Tiny	1 lb.	6	—

| Molotov cocktail | 1d6 | 20 | 1 | Fire | — | 10 ft. | Small | 1 lb. | 3 | — |

Grenades and Explosives
Many explosives require detonators, which are described in Weapon Accessories.

40mm Fragmentation Grenade: This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes. The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode. The purchase DC given is for a box of 6 grenades.

C4/Semtex: So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them. Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks. C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Det Cord: Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half.
The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes.
It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6. Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

Dynamite: Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice). Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it. To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

Fragmentation Grenade: The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. The purchase DC given is for a box of 6 grenades.

Smoke Grenade: Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within

15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices.
The purchase DC given is for a box of 6 grenades.

Tear Gas Grenade: Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save. The purchase DC given is for a box of 6 grenades.

Thermite Grenade: Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment. The purchase DC given is for a box of 6 grenades.

White Phosphorus Grenade: White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills the area within 5 feet of the explosion point. The purchase DC given is for a box of 6 grenades.

Splash Weapons
Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase DC given in Table: Explosives and Splash Weapons reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

Acid, Mild: A character can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Molotov Cocktail: A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). The purchase DC given is for the components. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Melee Weapons
Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The proficiencies that cover these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency).

A character's Strength modifier is always added to a melee weapon's damage roll.

Melee Weapons Table
Melee weapons are described by a number of statistics, as shown on Table: Melee Weapons.
Damage: The damage the weapon deals on a successful hit.
Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).
Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.
Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten.
Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.
Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon. A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.
Weight: This column gives the weapon's weight.
Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon.
Restriction: None of the following melee weapons have restrictions on their purchase.

Table: Melee Weapons

Weapon	Damage	Critical	Damage Type	Range Incr.	Size	Wt.	Pur. DC	Restr.
Simple Weapons (require the Simple Weapons Proficiency)								
Brass knuckles	1	20	Bludgeoning	—	Tiny	1 lb.	5	—
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7	—
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	8	—
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—	—
Sap	1d61	20	Bludgeoning	—	Small	3 lb.	2	—
Stun gun	1d3	20	Electricity	—	Tiny	1 lb.	5	—
Tonfa1	1d4	20	Bludgeoning	—	Med	2 lb.	6	—
Archaic Weapons (require the Archaic Weapons Proficiency)								
Bayonet (fixed)	1d4/1d6	20	Piercing	—	Large	1 lb.	7	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	11	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10	—
Spear	1d8	20	Piercing	—	Large	9 lb.	6	—
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb	4	—
Sword cane	1d6	18–20	Piercing	—	Med	3 lb.	9	—
Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency)								
Chain	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5	—
Chain saw	3d6	20	Slashing	—	Large	10 lb.	9	—
Kama	1d6	20	Slashing	—	Small	2 lb.	5	—
Katana	2d6	19–20	Slashing	—	Large	6 lb.	12	—
Kukri	1d4	18–20	Slashing	—	Small	1 lb.	5	—
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	3	—
Three-section staff	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	4	—

Simple Melee Weapons
Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

Brass Knuckles: These pieces of molded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack.   When used by a character with the Brawl technique, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage. The cost and weight given are for a single item.

Cleaver: Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife: This category of weapon includes hunting knives, butterfly or "balisong" knives, switchblades, and bayonets (when not attached to rifles).

Metal Baton: This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can't be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip: Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used.

Rifle Butt: The butt of a rifle can be used as an impromptu club.

Sap: This weapon, essentially a smaller version of a club, deals nonlethal damage instead of lethal damage.

Stun Gun: Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage,(do not add the character's Str bonus) and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

Tonfa: This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual –4 penalty.

Archaic Melee Weapons
Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet (Fixed): The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—clublike at one end and spearlike at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Hatchet: This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword: This classic, straight blade is the weapon of knighthood and valor.

Machete: This long-bladed tool looks much like a short, lightweight sword.

Rapier: The rapier is a lightweight sword with a thin blade.

Spear: This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

Straight Razor: Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

Sword Cane: This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Exotic Melee Weapons
Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency is required for each one in order to avoid the –4 nonproficient penalty.

Chain: Also called the manriki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent. The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent. If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon.
Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.
When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

Chain Saw: Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

Kama: A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Katana: The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency, it can be used with one hand. For a wielder without the proficiency, the katana must be used with two hands, and the standard –4 nonproficiency penalty applies.

Kukri: This heavy, curved dagger has its sharp edge on the inside of the curve.

Nunchaku: A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Three-Section Staff: Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use. The three-section staff is a double weapon. A character can fight with it as if fighting with two weapons, but if he or she does, the character incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed

weapon and a light weapon.

Improvised Weapons

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a –4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiencies cannot offset the –4 penalty.

Table: Improvised Weapon Damage by Size

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him or herself using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Table: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Three proficiencies cover the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy).

Armor Table

Armor is described by a number of statistics, as shown on Table: Armor.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.

Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Protection: The protective value of the armor. This range is rolled after each hit and subtracted from the damage dealt.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he or she isn't proficient (doesn't have the appropriate proficiency).

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks. Even if A character's Dexterity bonus drops to +0 because of armor, the character are not considered to have lost his or her Dexterity bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Speed (30 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his or her base speed is 30 feet (the normal speed for most human beings).

Weight: This column gives the armor's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

Restriction: The restriction rating for the armor, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the armor on the black market.

Table: Armor

Armor	Type	Prot.	Nonprof. Bonus	Max Dex Bonus	Armor Penalty	Speed (30 ft.)	Wt.	Pur. DC	Restr.
Light Armor									
Leather jacket	Impromptu	1d2	+1	+8	–0	30	4 lb.	10	—
Leather armor	Archaic	1d4	+1	+6	–0	30	15 lb.	12	—
Light undercover shirt	Concealable	1d4	+1	+7	–0	30	2 lb.	13	Lic (+1)
Pull-up pouch vest	Concealable	1d4	+1	+6	–1	30	2 lb.	13	Lic (+1)
Undercover vest	Concealable	1d6	+1	+5	–2	30	3 lb.	14	Lic (+1)
Medium Armor									
Concealable vest	Concealable	1d6+1	+2	+4	–3	25	4 lb.	15	Lic (+1)
Chainmail shirt	Archaic	1d8+1	+2	+2	–5	20	40 lb.	18	—
Light-duty vest	Tactical	1d8+1	+2	+3	–4	25	8 lb.	16	Lic (+1)
Tactical vest	Tactical	1d10+1	+2	+2	–5	25	10 lb.	17	Lic (+1)
Heavy Armor									
Special response vest	Tactical	2d6	+3	+1	–6	20	15 lb.	18	Lic (+1)
Plate mail	Archaic	2d8	+3	+1	–6	20	50 lb.	23	—
Forced entry unit	Tactical	2d10	+3	+0	–8	20	20 lb.	19	Lic (+1)

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket: This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Leather Armor: This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Light Undercover Shirt: Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up Pouch Vest: This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed.

Undercover Vest: Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

Medium Armor
Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed.

Concealable Vest: Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Chainmail Shirt: This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Light-Duty Vest: A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armors.

Tactical Vest: The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Heavy Armor
For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Plate Mail: This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

Special Response Vest: Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit: The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

APPENDIX F: STATISTICS FOR ANIMALS

Ape
Species Traits:
Low-Light Vision:
Scent: This ability allows an ape to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Ape: Large animal; hp 20; Init +2; Spd 30 ft., climb 30 ft.; Attack/Defend +4 (−1 size, +2 Dex, +5 skill); Target +1; Grap +9; Atk +6 melee (1d6+5, claw); Full Atk +6 melee (1d6+5, 2 claws) and +1 melee (1d6+2, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.
Skills: Climb +18, Hand to Hand +7, Listen +6, Spot +6.

Bat
Species Traits
Blindsight (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other animals, that allow them to locate objects and animals within 30 feet. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5 feet.
Skill Bonuses: Bats receive a +4 species bonus on Listen and Spot checks. These bonuses are lost if the bat's blindsight is negated.

Bat: Diminutive animal; hp 1; Init +2; Spd 5 ft., fly 40 ft. (good); Attack/Defend +6 (+4 size, +2 Dex); Target +6; Grap −17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; SQ blindsight 30 ft.; Str 1, Dex 15, Con 10, Int 2, Wis 14; Cha 4.
Skills: Listen +9, Move Silently +6, Spot +9.

Bear
Species Traits:
Improved Grab: To use this ability, the bear must hit with a claw attack.
Scent: This ability allows a bear to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Bear: Large animal; hp 30; Init +1; Spd 40 ft.; Attack/Defend +5 (−1 size, +1 Dex, +5 skill); Target +0; Grap +17; Atk +10 melee (1d8+8, claw); Full Atk +12 melee (1d8+8, 2 claws), +0 melee (2d8+4 bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ improved grab, low-light vision, scent; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.
Skills: Climb +18, Hand to Hand +5 (Weapon Finesse: Claw); Listen +6, Spot +6.
Qualities: Toughness.

Cat
Species Traits:
Skill Bonuses: Cats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the cat's Hide bonus rises to +8. Cats use their Dexterity modifier for Climb checks.

Cat: Tiny animal; hp 2; Init +2; Spd 30 ft.; Attack/Defend +7 (+2 size, +2 Dex, +3 skill); Target +4; Grap −10; Atk +7 melee (1d2−4, claw); Full Atk +7 melee (1d2−4, 2 claws), +2 melee (1d3−4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.
Skills: Balance +10, Climb +5, Escape Artist +4, Hand to Hand +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4.

Crocodile
Species Traits
Aquatic: Crocodiles can move in water without making Swim checks and cannot drown in water.
Improved Grab: To use this ability, a crocodile must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Skill Bonus: Crocodiles gain a +12 species bonus on Hide checks when submerged.

Medium Crocodile: Medium-Size animal; hp 11; Init +1; Spd 20 ft., swim 30 ft.; Attack/Defend +3 (+1 Dex, +2 skill); Target +1; Grap +6; Atk +3 melee (1d8+6, bite), or +3 melee (1d12+6, tail slap); Full Atk +3 melee (1d8+6, bite), or +3 melee (1d12+6, tail slap); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, improved grab, low-light vision; Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2.
Skills: Hand to Hand +3, Hide +7 (+19 when submerged), Listen +5, Spot +5.

Huge Crocodile: Huge animal; hp 48; Init +1; Spd 20 ft., swim 30 ft.; Attack/Defend +4 (–2 size, +1 Dex, +5 skill); Target -1; Grap +21; Atk +4 melee (2d8+12, bite), or +4 melee (1d12+12, tail slap); Full +4 melee (2d8+12, bite), or +4 melee (1d12+12, tail slap); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ aquatic, improved grab, low-light vision; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.
Skills: Hand to Hand +6, Hide +0 (+4 while submerged), Listen +5, Spot +5.

Dog
Species Traits
Scent: This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.
Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Small Dog: Small animal; hp 5; Init +3; Spd 40 ft.; Attack/Defend +4 (+1 size, +3 Dex); Target +4; Grap –3; Atk +4 melee (1d4+1, bite); Full Atk +4 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.
Skills: Jump +3, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Medium-Size Dog: Medium-size animal; hp 10; Init +2; Spd 40 ft.; Attack/Defend +3 (+2 Dex, +1 skill); Target +2; Grap +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
Skills: Hand to Hand +3, Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.

Ferret
Species Traits
Attach: If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret is treated as if it has a Dexterity modifier of -5 in regards to the DC of a Ranged Attack or to any rolls to oppose Melee or Hand to Hand attack rolls.
Scent: This ability allows a ferret to detect approaching enemies, sniff out hidden foes, and track by sense of smell.
Skill Bonuses: A ferret receives a +8 species bonus on Balance checks and a +4 species bonus on Move Silently checks. It uses its Dexterity modifier for Climb checks.

Ferret: Tiny animal; hp 2; Init +2; Spd 20 ft., climb 20 ft.; Attack/Defend +4 (+2 size, +2 Dex); Target +4; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ attach, low-light vision, scent; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.
Skills: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4.

Hawk
Species Traits
Skill Bonus: Hawks gain a +8 species bonus on Spot checks in daylight.

Hawk: Tiny animal; hp 2; Init +3; Spd 10 ft., fly 60 ft. (average); Attack/Defend +7 (+2 size, +3 Dex, +2 skill); Target +5 Grap –10; Atk +7 melee (1d4–2, claw); Full Atk +7 melee (1d4–2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.
Skills: Hand to Hand +5, Listen +6, Spot +6 (+14 in daylight).

Herd Animal
Species Traits

Stampede: A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. It runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Herd Animal: Large animal; hp 22; Init +0; Spd 40 ft.; Attack/Defend +2 (–1 size, +3 skill); Target -1; Grap +11; Atk +2 melee (1d8+6, butt); Full Atk +2 melee (1d8+6, butt); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ stampede; Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4.
Skills: Hand to Hand +3, Listen +8, Spot +5.

Horse

A horse cannot fight while carrying a rider.
Species Traits
Scent: This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Horse: Large animal; hp 20; Init +1; Spd 60 ft.; Attack/Defend +2 (–1 size, +1 Dex, +2 skill); Target +0; Grap +7; Atk +2 melee (1d4+1, hoof); Full Atk +2 melee (1d4+1, 2 hooves); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ scent, low-light vision; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.
Skills: Hand to Hand +2, Listen +6, Spot +6.

Monkey

Species Traits

Monkey: Tiny animal; hp 2; Init +2; Spd 30 ft., climb 30 ft.; Attack/Defend +4 (+2 size, +2 Dex); Target +4; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.
Skills: Balance +10, Climb +13, Hide +13, Listen +4, Spot +4.

Owl

Species Traits
Skill Bonuses: Owls receive a +8 species bonus on Listen checks and a +14 species bonus on Move Silently checks. They receive a +8 species bonus on Spot checks in dusk and darkness.

Owl: Tiny animal; hp 2; Init +3; Spd 10 ft., fly 40 ft. (average); Attack/Defend +5 (+2 size, +3 Dex); Target +5; Grap –10; Atk +5 melee (1d2–2, claw); Full Atk +5 melee (1d2–2, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ low-light vision; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.
Skills: Listen +14, Move Silently +20, Spot +6 (+14 in dusk and darkness).

Rat

Species Traits
Scent: This ability allows a rat to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.
Skill Bonuses: Rats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. They use their Dexterity modifier for Climb checks.

Rat: Tiny animal; hp 2; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Attack/Defend +4 (+2 size, +2 Dex); Target +4; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent, low-light vision; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.
Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10.

Raven

Raven: Tiny animal; hp 2; Init +2; Spd 10 ft., fly 40 ft. (average); Attack/Defend +4 (+2 size, +2 Dex); Target +4; Grap –13; Atk +4 melee (1d2–5, claw); Full Atk +4 melee (1d2–5, claw); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6.
Skills: Listen +6, Spot +6.

Shark

Species Traits

Aquatic: Sharks can move in water without making Swim checks and cannot drown in water.

Keen Scent: A shark can notice animals by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

Bonus Quality: Sharks gain the bonus quality: Toughness.

Shark: Medium-size animal; hp 12; Mas 13; Init +2; Spd swim 60 ft.; Attack/Defend +4 (+2 Dex, +2 skill); Target +2; Grap +3; Atk +4 melee (1d6+1, bite); Full Atk +4 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ aquatic, keen scent, low-light vision; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Hand to Hand +4, Listen +7, Spot +7, Swim +9.

Qualities: Toughness.

Snake

Species Traits

Improved Grab: Only constrictor snakes have this ability. To use this ability, a constrictor snake must hit with its bite attack. If it gets a hold, it can constrict (see below). See Improved Grab.

Constrict: With a successful grapple check against a animal of its size or smaller, a constrictor snake deals damage equal to its bite damage.

Poison: A viper injects venom with a successful bite. The victim must succeed on a Fortitude save or take 1d6 points of temporary Constitution damage; a second Fortitude save must be made 1 minute later to negate the venom's secondary damage (same as the initial damage). The save DC is equal to 11 + the snake's Constitution modifier (DC 11 for a Tiny viper).

Scent: This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

Constrictor Snake: Medium-size animal; hp 14; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; Attack/Defend + (+3 Dex, +2 skilll); Target +3; Grap +5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); FS 5 ft. by 5 ft. (coiled); Reach 5 ft.; SQ improved grab, constrict 1d6+4, scent, low-light vision; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hand to Hand +5, Hide +11, Listen +9, Spot +9, Swim +11.

Qualities: Toughness

Tiny Viper: Tiny animal; hp 2; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; Attack/Defend +5 (+2 size, +3 Dex); Target +5; Grap –10; Atk +5 melee (1d3–2 plus poison, bite); Full Atk +5 melee (1d3–2 plus poison, bite); FS 2 1/2 ft. by 2 1/2 ft. (coiled); Reach 0 ft.; SQ poison, scent, low-light vision; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8, Swim +11.

Tiger

Species Traits

Pounce: If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab: To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake (see below). See Improved Grab.

Rake: A tiger that gets a hold of its target can make two rake attacks (+9 melee) with its hind legs for 1d8+6 points of damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: Tigers receive a +4 species bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, their Hide bonus improves to +8.

Tiger: Large animal; hp 22; Init +2; Spd 40 ft.; Attack/Defend +6 (–1 size, +2 Dex, +5 skill); Target +1; Grap +14; Atk +6 melee (1d8+6, claw); Full Atk +6 melee (1d8+6, 2 claws), +5 melee (2d6+3, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, rake 1d8+3, low-light vision; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hand to Hand +7 (Weapon Finesse: Bite), Hide +5 (+9 in tall grass or undergrowth), Listen +3, Move Silently +9, Spot +3, Swim +11.

Toad

Species Traits
Skill Bonuses: A toad's coloration gives it a +4 species bonus on Hide checks.

Toad: Diminutive animal; hp 1; Init +1; Spd 5 ft.; Attack/Defend +5 (+4 size, +1 Dex); Target +5; Grap –17; Atk none; Full Atk none; FS 1 ft. by 1 ft.; Reach 0 ft.; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.
Skills: Hide +21 (includes +4 species bonus), Listen +5, Spot +4.

Wolf

Species Traits
Scent: This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.
Trip: A wolf that hits with a bite attack can attempt to trip the opponent as a free action without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.
Skill Bonuses: Wolves receive a +4 species bonus on Survival checks when tracking by scent.

Wolf: Medium-size animal; hp 10; Init +2; Attack/Defend +3 (+2 Dex, +1 skill); Target +2; Grap +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach5 ft.; SQ scent, trip, low-light vision; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
Skills: Hand to Hand +1, Hide+3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).

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