

COMMON SUMMONED MONSTERS SUMMON MONSTER SUMMON MONSTER REFLEX AC / TOUCH / FLAT AC /Touch/FOOTED STR STR DEX DEX CON CON PECIAL PROPERTIES PECIAL PROPERTIES INT INT SECONDARY ATK. ATTACK BONUS SECONDARY ATK. ATTACK BONUS WIS WIS PECIAL PROPERTIES PECIAL PROPERTIES CHA CHA FEATS SPECIAL PROPERTIES AND ABILITIES FEATS SPECIAL PROPERTIES AND ABILITIES **SUMMON MONSTER** SUMMON MONSTER AC / TOUCH / FLAT AC / TOUCH / FLAT STR STR PRIMARY ATK. DEX PRIMARY ATK. DEX CON CON SPECIAL PROPERTIES SPECIAL PROPERTIES INT INT SECONDARY ATK. ATTACK BONUS DAMAGE SECONDARY ATK. ATTACK BONUS WIS WIS PECIAL PROPERTIES PECIAL PROPERTIES CHA CHA FEATS SPECIAL PROPERTIES AND ABILITIES FEATS SPECIAL PROPERTIES AND ABILITIES SUMMON MONSTER SUMMON MONSTER CR CR AC /Touch/FLAT AC /TOUCH/FOOTED STR STR DEX PRIMARY ATK. DEX PRIMARY ATK. CON SPECIAL PROPERTIES CON SPECIAL PROPERTIES INT INT SECONDARY ATK. ATTACK BONUS DAMAGE SECONDARY ATK. ATTACK BONUS DAMAGE CRIT. WIS WIS SPECIAL PROPERTIES PECIAL PROPERTIES CHA CHA FEATS SPECIAL PROPERTIES AND ABILITIES FEATS SPECIAL PROPERTIES AND ABILITIES

INVENTORY

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.
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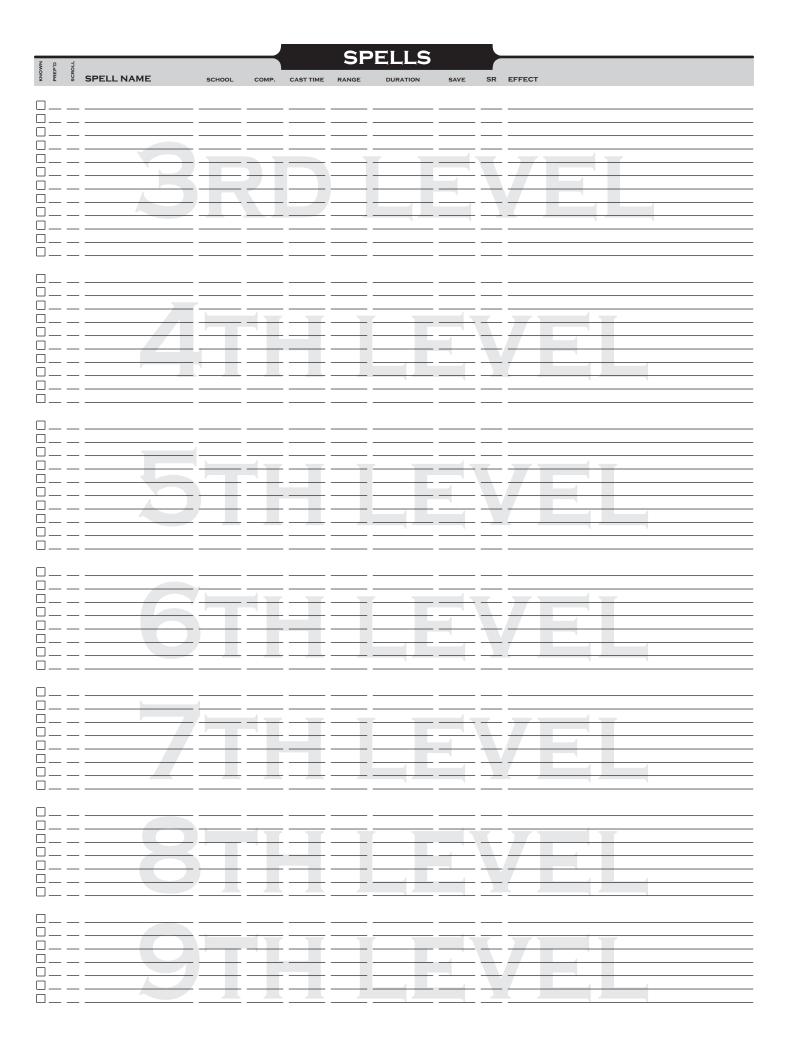
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CONTAINER	LBS.
CAPACITY:	

MAGIC	ITEMS
HEAD REF.	FACE REF.
THROAT REF.	SHOULDERS REF.
BODY REF.	ARMS REF.
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WAIST REF.	RING REF.
FEET REF.	RING REF.
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WEAPONRY REF.	WONDROUS ITEMS REF.
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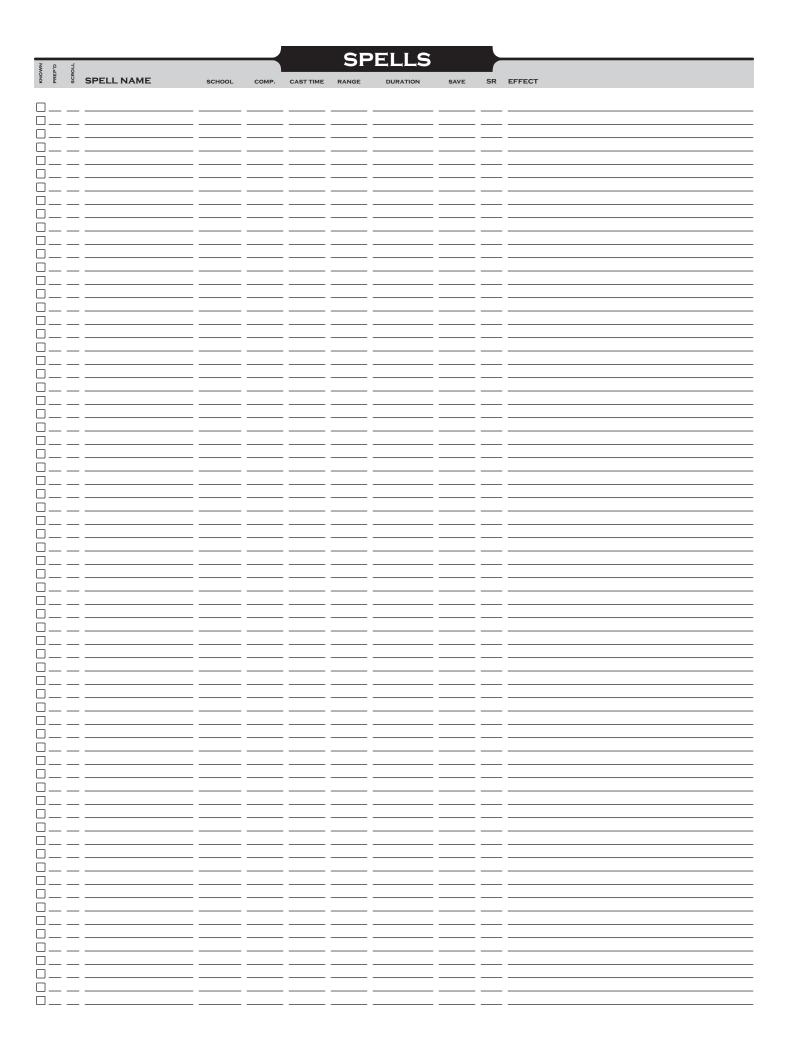
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SPELLS PER DAY											CONDITIONAL MODIFIERS		FEATURES SAVE 10 +
BONUS SPELLS	_											TIMES PER DAY	TOTAL 1/2 CLASS KEY STAT. MISC. LEVEL MODIFIER
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SPELLS KNOWN													
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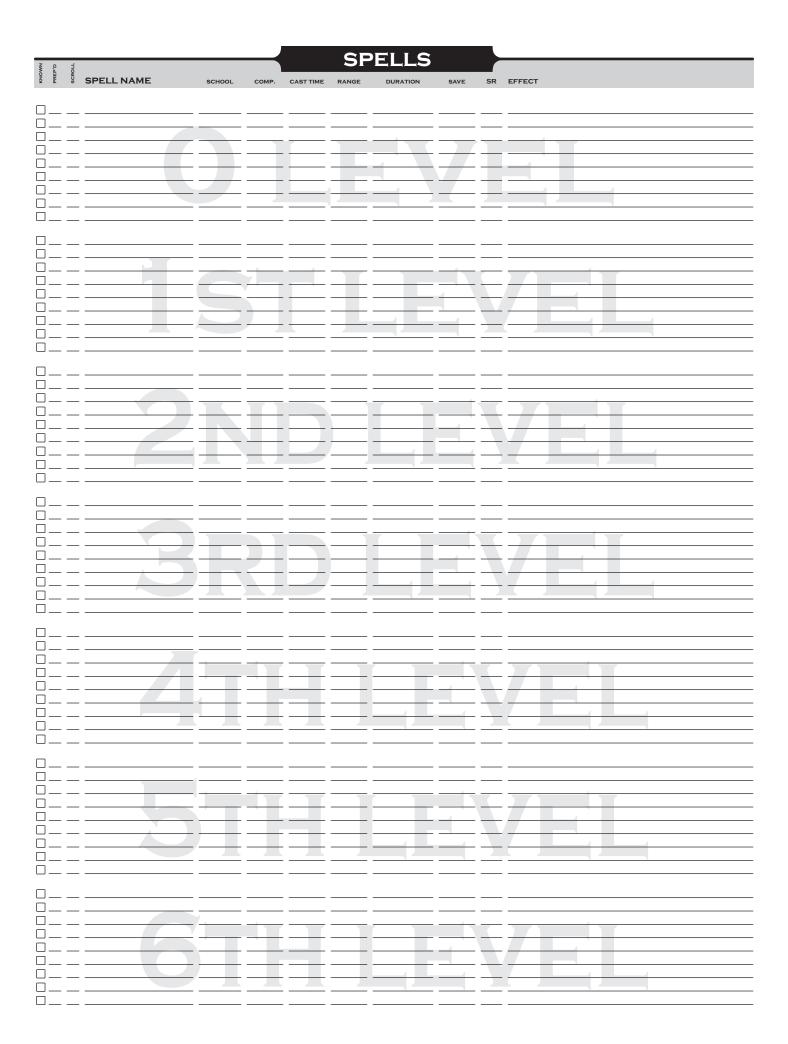
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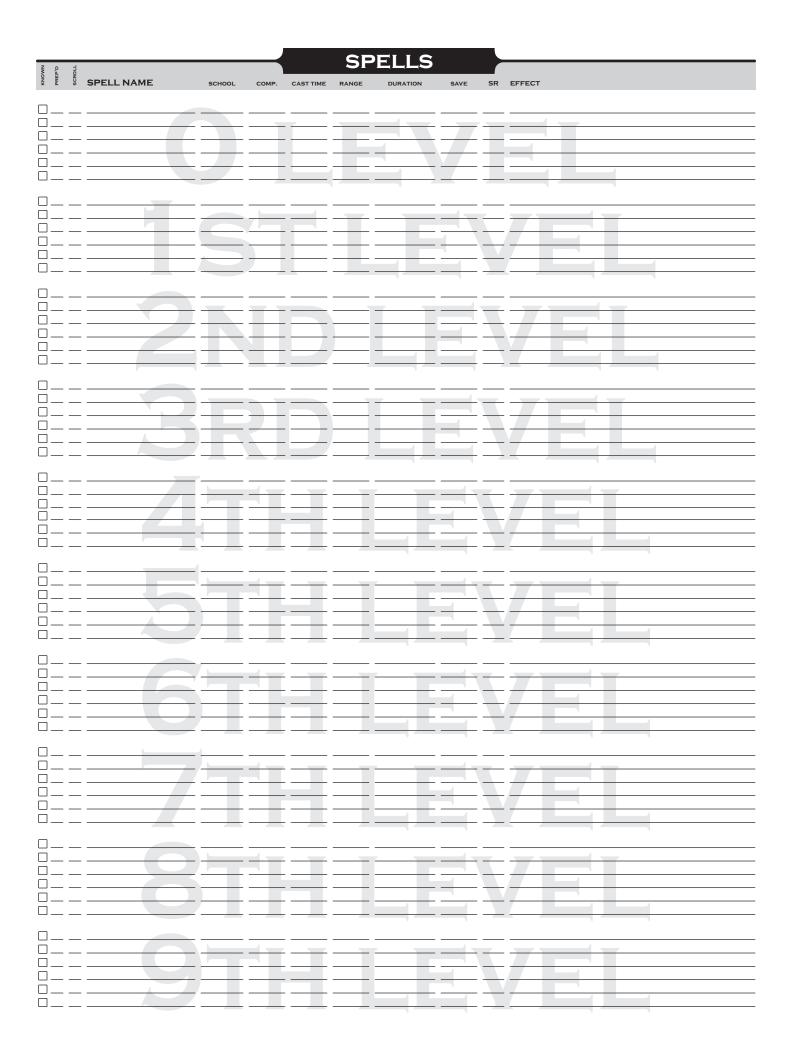


	FEATURES
SPELLS PER DAY CONDITIONAL MODIFIERS	/ SAVE DC = 10 + + + +
BONUS	TIMES PER TOTAL 1/2 CLASS KEY STAT. MISC. DAY LEVEL MODIFIER
0 1st 2nd 3rd 4th 5th 6th 7th 8th 9th	
SPELLS KNOWN	
SAVE DC	

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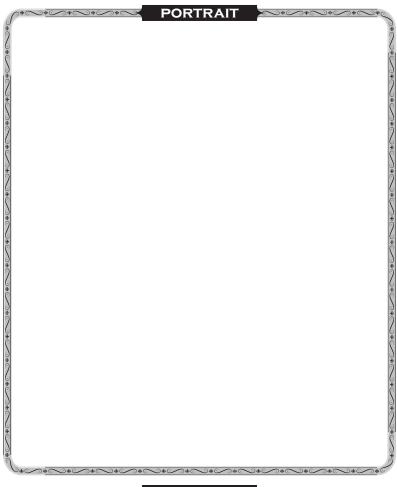
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ACTIONS IN COMBAT	
	ATTACK OF
STANDARD ACTION	OPPORTUNITY ¹
ATTACK (MELEE) ATTACK (RANGED)	NO YES
ATTACK (UNARMED) ACTIVATE A MAGIC ITEM OTHER THAN A POTION OR OI	YES L NO
AID ANOTHER	MAYBE ²
CAST A SPELL (1 STANDARD ACTION CASTING TIME) CHANNEL ENERGY	YES NO
CONCENTRATE TO MAINTAIN AN ACTIVE SPELL	NO
DISMISS A SPELL DRAW A HIDDEN WEAPON (SEE SLIGHT OF HAND SKIL	NO L) NO
DRINK A POTION OR APPLY AN OIL ESCAPE A GRAPPLE	YES NO
FEINT	NO
LIGHT A TORCH WITH A TINDERWIG LOWER SPELL RESISTANCE	YES NO
READ A SCROLL	YES
READY (TRIGGERS A STANDARD ACTION) STABILIZE A DYING FRIEND (SEE HEAL SKILL)	NO YES
TOTAL DEFENSE USE EXTRAORDINARY ABILITY	NO NO
USE SKILL THAT TAKES 1 ACTION	USUALLY
USE SPELL-LIKE ABILITY USE SUPERNATURAL ABILITY	YES NO
MOVE ACTION	
MOVE	YES
CONTROL A FRIGHTENED MOUNT DIRECT OR REDIRECT AN ACTIVE SPELL	YES NO
DRAW A WEAPON ³ LOAD A HAND CROSSBOW OR LIGHT CROSSBOW	NO YES
OPEN OR CLOSE A DOOR	NO
MOUNT/DISMOUNT A STEED MOVE A HEAVY OBJECT	NO YES
PICK UP AN ITEM	YES
SHEATHE A WEAPON STAND UP FROM PRONE	YES YES
READY OR DROP A SHIELD RETRIEVE A STORED ITEM	NO YES
FULL-ROUND ACTION	TES
FULL ATTACK	NO
CHARGE ⁴ DELIVER COUP DE GRACE	NO YES
ESCAPE FROM A NET	YES
EXTINGUSIH FLAMES LIGHT A TORCH	NO YES
LOAD A HEAVY OR REPEATING CROSSBOW LOCK OR UNLOCK WEAPON IN LOCKED GAUNTLET	YES YES
PREPARE TO THROW A SPLASH WEAPON	YES
RUN USE SKILL THAT TAKES 1 ROUND	YES USUALLY
USE A TOUCH SPELL ON UP TO SIX FRIENDS WITHDRAW	YES NO
FREE ACTION	110
CEASE CONCENTRATION ON A SPELL	NO
DROP AN ITEM DROP TO THE FLOOR	NO NO
PREPARE SPELL COMPONENTS TO CAST A SPELL ⁵ SPEAK	NO NO
SWIFT ACTION	
CAST A QUICKENED SPELL	NO
IMMEDIATE ACTION CAST FEATHER FALL	NO
No Action	
DELAY 5-FOOT STEP	NO NO
ACTION TYPE VARIES	
PERFORM A COMBAT MANEUVER ⁶ USE FEAT ⁷	YES VARIES
1 REGARDLESS OF THE ACTION, IF YOU MOVE OUT OF A TH SQUARE, YOU USUALY PROVOKE AN ATTACK OF OPPORT COLUMN INDICATES WHETHER THE ACTION ITSELF, NOT	UNITY. THIS
PROVOKES AN ATTACK OF OPPORTUNITY. 2 IF YOU AID SOMEONE PERFORMING AN ACTION THAT WO	DULD
NORMALLY PROVOKE AN ATTACK OF OPPORTUNITY, THE	N THE ACT OF
AIDING ANOTHER PROVOKES AN ATTACK OF OPPORTUN 3 IF YOU HAVE A BASE ATTACK BONUS OF +1 OR HIGHER,	
COMBINE ONE OF THESE ACTION WITH A REGULAR MOV	E. IF YOU
HAVE THE TWO-WEAPON FIGHTING FEAT, YOU CAN DRA OR ONE-HANDED WEAPONS IN THE TIME IT WOULD NORI	
TO DRAW ONE.	TED TO
4 MAY BE TAKEN AS A STANDARD ACTION IF YOU ARE LIMITAKING ONLY A SINGLE ACTION IN A ROUND.	I ED TO
5 UNLESS THE COMPONENT IS AN EXTREMELY LARGE OR	
6 SOME COMBAT MANEUVERS SUBSTITUTE FOR A MELEE AN ACTION. AS MELEE ATTACKS, THEY CAN BE USED OF	
ATTACK OR CHARGE ACTION, ONE OF MORE TIMES IN A F	FULL-ATTACK
ACTION, OR EVEN AS AN ATTACK OF OPPORTUNITY. OTH AS A SEPARATE ACTION.	HER ARE USED
7 THE DESCRIPTION OF A FEAT DEFINES ITS EFFECT.	

7 THE DESCRIPTION OF A FEAT DEFINES ITS EFFECT.



BACKGROUND			
BACKGROUND			

СОМВА	T MANEUVERS	PORTRAIT ************************************
CMB		3
CIVID	TOTAL B.A.B. STR. SIZE	ý.
BULL RUSH STANDARD ACT	MODIFIER MODIFIER	
+ Vs. CMD	FAILURE YOU END YOUR MOVEMENT IN FRONT OF THE TARGET.	
CMB Bonus	PASS YOU PUSH THE TARGET 5FT.	6
☐ IMPROVED	YOU PUSH THE TARGET +5FT FOR PASS +5 EVERY 5 YOU BEAT THE CMD, UP TO	
GREATER	YOUR AVAILABLE MOVEMENT.	
DISARM STANDARD AC	VOLUDBOR THE WEADON OR ITEM	6
+ Vs. CMD	YOU ATTEMPTED THE DISARM WITH.	
CMB Bonus	FAILURE NOTHING HAPPENS. TARGET DROPS 1 ITEM IT CARRIES.	*
ATTEMPTING TO DISARM WHILE UNARMED IMPOSES A -4 PENALTY.	YOU PICK WHICH ITEM.	6
☐ IMPROVED ☐ GREATER	PASS +10 TARGET DROPS TIEMS CARRIED IN BOTH HANDS, MAX OF 2.	
GRAPPLE STANDARD	_	9
+ Vs. CMD	FAILURE NOTHING HAPPENS.	6
CMB Bonus	PASS YOU AND YOUR OPPONENT ARE GRAPPLED; YOU GET +5 TO MAINTAIN THE GRAPPLE, AND YOU CAN PERFORM ANY OF THE FOLLOWING	
IMPROVED GREATER ACTIONS WHILE GRAPPLING	ACTIONS:	*
MOVE BOTH YOU AND YOU	JR TARGET UP TO HALF YOUR SPEED. AT THE END OF YOUR ICE YOUR TARGET IN ANY SQUARE ADJACENT TO YOU.	()
PLACING HIM ON A HAZAR WITH A +4 BONUS.	RD GIVES HIM A FREE ATTEMPT TO BREAK YOUR GRAPPLE	
DAMAGE OR AN ATTACK MADE WITH	R TARGET = YOUR UNARMED STRIKE, A NATURAL ATTACK, H ARMOR SPIKES OR A LIGHT OR ONE-HANDED WEAPON.	
OPPONENT IS PINNED. W	HER LETHAL OR NON-LETHAL. HILE PINNING, YOU ARE STILL CONSIDERED GRAPPLED,	(b)
WHILE OPPONENT IS PINNED	D OR UNCONSCIOUS, YOU CAN USE ROPE TO TIE HIM UP. THIS	
TIE UP WORKS LIKE A PIN EFFECT, E GRAPPLED, YOU CAN TIE HIM	BUT THE DC TO ESCAPE = 20 + YOUR CMB. IF THE TARGET IS 1 UP AT A-10 PENALTY.	* O
RELEASE YOU CAN RELEASE YOUR	GRAPPLE AS A FREE ACTION.	6
OVERRUN STANDARD / M	OVE / CHARGE YOUR TARGET CAN CHOOSE TO AVOID YOU, LETTING YOU	
+ Vs. CMD	PASS. IF NOT, MAKE A COMBAT MANEUVER CHECK.	* 0
CMB BONUS YOU MOVE THROUGH AN OPPONENTS	Pass You move through a target's	6
SQUARE, WHO IS NO MORE THAN 1 SIZE CATEGORY LARGER THAN YOU.	YOU MOVE THROUGH A TARGET'S	
☐ IMPROVED ☐ GREATER	PASS +5 SPACE AND THE TARGET IS KNOCKED PRONE.	
SUNDER IN PLACE OF A	MELEE ATTACK	
+ Vs. CMD	FAILURE NOTHING HAPPENS. DEAL DAMAGE TO THE ITEM	BACKGROUND
	DEAL DAMAGE TO THE ITEM NORMALLY. HARDNESS APPLIES. AT PASS 50% HP. THE ITEM GAINS THE	BACKGROUND
+ Vs. CMD	DEAL DAMAGE TO THE ITEM NORMALLY, HARDNESS APPLIES, AT	BACKGROUND
+ Vs. CMD	DEAL DAMAGE TO THE ITEM NORMALLY, HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION, AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK	BACKGROUND
+ Vs. CMD CMB BONUS IMPROVED GREATER	PASS DEAL DAMAGE TO THE ITEM NORMALLY, HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK FITHE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG.	BACKGROUND
+ Vs. CMD CMB BONUS IMPROVED GREATER IN PLACE OF A	DEAL DAMAGE TO THE ITEM NORMALLY, HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION, AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK	BACKGROUND
+ Vs. CMD CMB BONUS GREATER TRIP IN PLACE OF A Vs. CMD	PASS DEAL DAMAGE TO THE ITEM NORMALLY, HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION, AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK IF THE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG. FAIL +10 YOU ARE KNOCKED PRONE. FAIL LOW YOU ARE KNOCKED PRONE.	BACKGROUND
+ Vs. CMD CMB BONUS IMPROVED GREATER TRIP IN PLACE OF A Vs. CMD CMB BONUS IMPROVED GREATER FEINT STANDAR	PASS DEAL DAMAGE TO THE ITEM NORMALLY, HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK FITHE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG. FAIL-10 YOU ARE KNOCKED PRONE. FAILURE NOTHING HAPPENS. PASS TARGET IS KNOCKED PRONE.	BACKGROUND
+ Vs. CMD CMB BONUS IMPROVED GREATER TRIP IN PLACE OF A Vs. CMD CMB BONUS IMPROVED GREATER FEINT STANDAR 10+ SENSE Vs. MOTIVE Vs. O'NOTIVE	PASS DEAL DAMAGE TO THE ITEM NORMALLY. HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK MELEE ATTACK MELEE ATTACK FITHE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG. FAILURE NOTHING HAPPENS. PASS TARGET IS KNOCKED PRONE. D ACTION FAILURE NOTHING HAPPENS. PASS TARGET IS DENIED DEX BONUS TO	BACKGROUND
HONUS WE STANDAR TEINT STANDAR FEINT STANDAR TO + BONUS ON	DEAL DAMAGE TO THE ITEM NORMALLY. HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION, AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK MELEE ATTACK METHE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG. FAIL 10 YOU ARE KNOCKED PRONE. FAILURE NOTHING HAPPENS. PASS TARGET IS KNOCKED PRONE. D ACTION FAILURE NOTHING HAPPENS. PASS TARGET IS DENIED DEX BONUS TO AC FOR YOUR NEXT ATTACK. VS. NON HUMANOID CREATURES = 44 PENALTY.	BACKGROUND
HONUS WE STANDAR TEINT STANDAR FEINT STANDAR TO + BONUS ON	PASS DEAL DAMAGE TO THE ITEM NORMALLY, HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK FITHE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG. FAIL-10 YOU ARE KNOCKED PRONE. FAILURE NOTHING HAPPENS. PASS TARGET IS KNOCKED PRONE. D ACTION FAILURE NOTHING HAPPENS. PASS TARGET IS DENIED DEX BONUS TO AC FOR YOUR NEXT ATTACK.	BACKGROUND
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HONOR OF THE PROPERTY OF A COMB BONUS TRIP IN PLACE OF A VS. CMD CMB BONUS IMPROVED GREATER FEINT STANDAR 10 + BAB + WIS IMPROVED GREATER THE STANDAR 10 + BAB + WIS IMPROVED GREATER	PASS	BACKGROUND
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H VS. CMD CMB BONUS IMPROVED GREATER TRIP IN PLACE OF A VS. CMD CMB BONUS IMPROVED GREATER FEINT STANDAR CMB BONUS IMPROVED GREATER DIRTY TRICK STANDAR H WIS IMPROVED IMPROVED IMPROVED IMPROVED	PASS DEAL DAMAGE TO THE ITEM NORMALLY. HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK FITHE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG. FAIL 10 YOU ARE KNOCKED PRONE. FAILURE NOTHING HAPPENS. PASS TARGET IS KNOCKED PRONE. D ACTION FAILURE NOTHING HAPPENS. PASS TARGET IS DENIED DEX BONUS TO AC FOR YOUR NEXT ATTACK. VS. NON HUMANOID CREATURES = -4 PENALTY. VS. CREATURE WITH NO INT SCORE = IMPOSSIBLE. D ACTION FAILURE NOTHING HAPPENS. SITUATIONAL ATTACK THAT CAN MAKE THE TARGET BLINDED, DAZZLED, DEAFENED, ENTANGLED, SHAKEN, OR SICKENED FOR I ROUND. IT CAN BE REMOVED AS A MOVE ACTION.	BACKGROUND
H VS. CMD CMB BONUS IMPROVED GREATER TRIP IN PLACE OF A VS. CMD CMB BONUS IMPROVED GREATER FEINT STANDAR CMB BONUS 10 + SANDAR WIS STANDAR TO + BAB US. CMD CMB BONUS VS. CMD CMB BONUS VS. CMD CMB BONUS	DEAL DAMAGE TO THE ITEM NORMALLY, HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK FITHE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG. FAILURE NOTHING HAPPENS. PASS TARGET IS KNOCKED PRONE. D ACTION FAILURE NOTHING HAPPENS. PASS TARGET IS DENIED DEX BONUS TO AC FOR YOUR NEXT ATTACK. VS. NON HUMANOID CREATURES = 4 PENALTY. VS. ANIMAL INT (1 OR 2) = 4 PENALTY. VS. CREATURE WITH NO INT SCORE = IMPOSSIBLE. D ACTION FAILURE NOTHING HAPPENS. SITUATIONAL ATTACK THAT CAN MAKE THE TARGET BILNDED, DAZZLED, DEAFENED, ENTANGLED, SHAKEN, OR DICKENEED FOR I ROUND, IT CAN BE	BACKGROUND
H VS. CMD CMB BONUS IMPROVED GREATER TRIP IN PLACE OF A VS. CMD CMB BONUS IMPROVED GREATER FEINT STANDAR CMB BONUS IMPROVED GREATER DIRTY TRICK STANDAR H WIS IMPROVED IMPROVED IMPROVED IMPROVED	PASS DEAL DAMAGE TO THE ITEM NORMALLY. HARDNESS APPLIES, AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT. MELEE ATTACK MELEE ATTACK MELEE ATTACK IF THE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG. FAILURE NOTHING HAPPENS. PASS TARGET IS KNOCKED PRONE. D ACTION FAILURE NOTHING HAPPENS. PASS TARGET IS DENIED DEX BONUS TO AC FOR YOUR NEXT ATTACK. VS. NON HUMANOID CREATURES = 4 PENALTY. VS. ANIMAL INT (1 OR 2) = 4 PENALTY. VS. CREATURE WITH NO INT SCORE = IMPOSSIBLE. D ACTION FAILURE NOTHING HAPPENS. PASS SITUATIONAL ATTACK THAT CAN MAKE THE TARGET BLINDED, DAZZLED, DEAFENED, ENTANGLED, SHAKEN, OR ERMOVED AS A MOVE ACTION. PASS +5 ADD +1 ROUND TO THE DURATION FOR EVERY 5 YOU BEAT THE CMD.	BACKGROUND
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SKILL DCs

ACROBATICS			
SURFACE WIDTH	DC		
• >3 FEET WIDE	0*		
1-3 FEET WIDE	5*		
 7-11 INCHES WIDE 	10		
 2-6 INCHES WIDE 	15		
• <2 INCHES WIDE	20		

NO CHECK IS NEEDED TO MOVE UNLESS SURFACE TYPE INCREASES DC BY 10 OR MORE.

SITUATION	DC
 TREAT A FALL AS IF IT WERE 10FT. 	15
SHORTER THAN IT REALLY IS WHEN	
DETERMINING DAMAGE.	
 MOVE AT ONE-HALF SPEED AS PART 	OPP. CMD
OF NORMAL MOVEMENT, PROVOKING	
NO ATTACKS OF OPPORTNITY WHILE	
DOING SO. FAILURE MEANS YOU	
PROVOVE ATTACKS OF OPPORTUNITY	

NORMALLY. CHECK SEPERATELY FOR EACH OPPONENT YOU MOVE PAST. MOVE AT ONE-HALF SPEED THROUGH OPP. CMD+5 AN AREA OCCUPIED BY AN ENEMY AS PART OF NORMAL MOVEMENT, PROVOKING NO ATTACKS OF

OPPORTUNITY WHILE DOING SO.
FAILURE MEANS YOU STOP BEFORE ENTERING THE ENEMY-OCCUPIED AREA AND PROVOKE AN ATTACK OF OPPORTUNITY FROM THAT ENEMY. CHECK SEPERATLY FOR EACH

CHECK SEPERATLY FOR EACH OPPONENT.

*EACH ADDITIONAL ENEMY AFTER THE FIRST ADDS +2 TO THE DC. TO MOVE AT FULL SPEED ADDS +10 TO THE DC. YOU CANNOT PERFORM THESE MANUVERS IF YOUR SPEED IS REDUCED BY LOAD SIZE OR ARMOR, UNLESS YOUR SPEED IS ENHANCED TO NORMAL LAND SPEED OF A CREATURE YOUR SIZE.

LONG JUMP		HIGH JUMP	
DISTANCE	DC*	DISTANCE	DC*
5 FEET	5	1 FOOT	4
10 FEET	10	2 FEET	8
15 FEET	15	3 FEET	12
20 FEET	20	4 FEET	16
ETC	ETC	ETC	ETC

*REQUIRES A 20-FOOT RUNNING START. IF NOT DOUBLE THE DC.

TERRAIN	DC MOD.
SLIGHTLY OBSTRUCTED	+2
 SEVERELY OBSTRUCTED 	+5
 SLIGHTLY SLIPPERY 	+2
 SEVERELY SLIPPERY 	+5
SLIGHTLY SLOPED	+2
SEVERELY SLOPED	+5
 SLIGHTLY UNSTEADY 	+2
 MODERATELY UNSTEADY 	+5
 SEVERELY UNSTEADY 	+10
 HARD TERRAIN AT FULL SPEED 	+5*
*DOES NOT APPLY TO CHECKS MA	ADE TO JUMP.

BLUFF

CIRCUMSTANCES	BLUFF MOD.
 WANTS TO BELIEVE YOU 	+5
 Lie is believable 	+0
 Lie is unlikely 	- 5
 Lie is far-fetched 	-10
 LIE IS IMPOSSIBLE 	-20
 TARGET IS DRUNK/IMPAIRED 	+5
 HAVE CONVINCING PROOF 	UP TO +10

Сымв

CLIMB DC	EXAMPLE SURFACE OR ACTIVITY	CREA
Ο	SLOPE TOO STEEP TO WALK UP; KNOTTED ROPE WITH WALL TO BRACE UP AGAINST.	RIDE
5	ROPE WITH WALL TO BRACE, OR KNOTTED ROPE, OR ROPE AFFECTED BY ROPE TRICK SPELL.	GUIDE STAY
10	SURFACE WITH LEDGES, A VERY ROUGH WALL, OR SHIP'S RIGGING.	• FIGHT
15	SURFACE WITH ADEQUATE HANDHOLDS AND FOOTHOLDS, AN UNKNOTTED ROPE, OR PULLING YOURSELF UP WHEN DANGLING BY YOUR HANDS.	SOFT LEAP SPUR
20	UNEVEN SURFACE WITH SOME NARROW HANDHOLDS AND FOOTHOLDS.	CONT FAST
25	ROUGH SURFACE, SUCH AS A NATURAL ROCK WALL.	SLEI
30	AN OVERHAND OR CEILING WITH HANDHOLDS BUT NO FOOTHOLDS.	TASK
I	A PERFECTLY SMOOTH FLAT VERTICAL SURFACE CANNOT BE CLIMBED.	PALM COIN I IFT A
DC мор.*	EXAMPLE SURFACE OR ACTIVITY	• LIFT A
-10	CLIMBING A CHIMNEY OR OTHER LOCATION WHERE YOU CAN BRACE AGAINST TWO OPPOSITE WALLS.	USE
-5	CLIMBING A CORNER WHERE YOU CAN BRACE AGAINST PERPANDICULAR WALLS.	• ACTIV
+5	SURFACE IS SLIPPERY.	DECIF USE A
*THESE MODIFIERS STACK		

DISABLE DEVICE			
DEVICE	TIME	DC*	
SIMPLE	1 ROUND	10	
TRICKY	1 D4 ROUNDS	15	
DIFFICULT	2D4 ROUNDS	20	
WICKED	2D4 ROUNDS	25	

*IF YOU ATTEMPT TO LEAVE BEHINED NO TRACE OF YOUR TAMPERING ADD 5 TO THE DC.

LOCK QUALITY	DC*	
SIMPLE	10	
 AVERAGE 	15	
• GOOD	20	
 SUPERIOR 	25	
*IF YOU DO NOT HAVE A SET OF THIEVES' TOOL		

THESE DCs INCREASE BY 10.

DISGUISE

DISGUISE	CHECK MOD.
MINOR DETAILS ONLY	+5
A DIFFERENT GENDER	-2
A DIFFERENT RACE	-2
A DIFFERENT AGE CATEGORY	-2~
A DIFFERENT SIZE CATEGORY	-10
*THESE MODIFIERS STACK.	

~PER STEP BETWEEN ACTUAL AGE CATEGORY
AND DISGUISED AGE CATEGORY.

FAMILIARITY	VIEWER BONUS
 RECOGNIZES ON SIGHT 	+4
 FRIENDS OR ASSOCIATES 	+6
 CLOSE FRIENDS 	+8
 INTIMATE 	+10

ESCAPE ARTIST RESTRAINT

ROPE/BINDINGS	BINDER'S CMB+20
NET, ANIMATE ROPE, COMMAN	ND 20
PLANTS, CONTROL PLANTS, E	NTANGLE
SNARE SPELL	23
MANACLES	30
TIGHT SPACE	30
MASTERWORK MANACLES	35
GRAPPLER	GRAPPLER'S CMD

DC

PERCEPTION

DETAIL	DC
HEAR THE SOUND OF BATTLE	-10
SMELL ROTTING GARBAGE	-10
DETECT THE SMELL OF SMOKE	0
• HEAR THE DETAILS OF A CONVERSATION	
NOTICE A VISIBLE CREATURE	0
DETERMINE IF FOOD IS SPOILED	5
HEAR A CREATURE WALKING	10
HEAR A WHISPERED CONVERSATION	15
FIND THE AVERAGE CONCEALED DOOR	15
 HEAR A KEY TURN IN A LOCK 	20
FIND THE AVERAGE SECRET DOOR	20
 HEAR A BOW BEING DRAWN 	25
 FEEL A BURROWING CREATURE 	25
NOTICE A PICKPOCKET	OPP. SOH
NOTICE A STEALTHED CREATURE	OPP. SLTH
FIND A HIDDEN TRAP	VARIES
IDENTIFY A POTION THROUGH TASTE	15+C.I vi.

CIRCUMSTANCE	DC Mod.
DISTANCE TO SOURCE OF CHECK	+1/10 FT.
THROUGH A CLOSED DOOR	+5
THROUGH A WALL	+10/FT. THICK
FAVORABLE CONDITIONS	-2
 Unfavorable conditions 	+2
TERRIBLE CONDITIONS	+5
 CREATURE W/CHECK IS DISTRACTI 	ED +5
CREATURE W/CHECK IS ASLEEP	+10
CPEATURE OR OR IECT IS INIVISIBLE	+20

RIDE

TASK	DC
GUIDE WITH KNEES	5
STAY IN SADDLE	5
FIGHT W/ COMBAT-TRAINED MOUNT	10
COVER	15
SOFT FALL	15
• Leap	15
SPUR MOUNT	15
CONTROL MOUNT IN BATTLE	20
FAST MOUNT OR DISMOUNT	20

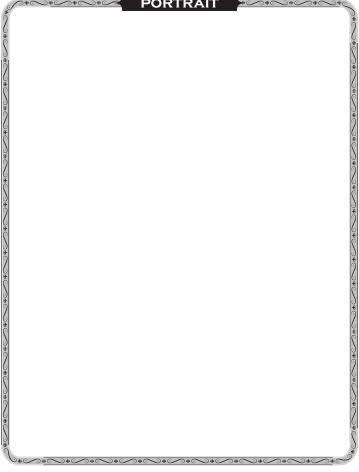
SLEIGHT OF HAND

TASK	DC
PALM A COIN-SIZED OBJECT, MAKE A	10
COIN DISAPPEAR.	
LIFT A SMALL OBJECT FROM A PERSON	20

USE MAGIC DEVICE

TASK	DC
ACTIVATE BLINDLY	25
DECIPHER A WRITTEN SPELL	25+SPELL LVL.
USE A SCROLL	20+CASTER LVL.
USE A WAND	20
FMULATE A CLASS FEATURE	20

 EMULATE A CLASS FEATURE
 EMULATE AN ABILITY SCORE
 EMULATE A RACE
 EMULATE AN ALIGNMENT
 SEE CRB PG. 109 SPECIAL 25 30



BACKGROUND					
<u> Блоконоскі</u>					

	СОМВ	AT M	ANEUVERS
	смв -		
		TOTAL	B.A.B. STR SIZE MODIFIER MODIFIER
BULL R	USH STANDARD ACT		
CMB +	Vs. CMD	FAILURE	OF THE TARGET.
☐ IMPR		Pass	YOU PUSH THE TARGET 5FT. YOU PUSH THE TARGET +5FT FOR EVERY
GREA	ATER	Pass +5	YOU PUSH THE TARGET +5FT FOR EVERY 5 YOU BEAT THE CMD, UP TO YOUR AVAILABLE MOVEMENT.
DISAF	STANDARD AC		YOU DROP THE WEAPON OR ITEM
+	Vs. CMD	FAIL -10	YOU ATTEMPTED THE DISARM WITH.
CMB ATTEMPTING	BONUS TO DISARM WHILE	FAILURE	NOTHING HAPPENS. TARGET DROPS 1 ITEM IT CARRIES.
UNARMED IM	POSES A -4 PENALTY. WED GREATER	Pass +10	YOU PICK WHICH ITEM. TARGET DROPS ITEMS CARRIED IN BOTH HANDS, MAX OF 2.
GRAPE		ACTION	EGITTIANES, MAX GI Z.
+	vs. CMD	_	NOTHING HAPPENS.
СМВ	Bonus	Pass	YOU AND YOUR OPPONENT ARE GRAPPLED; YOU GET +5 TO MAINTAIN THE GRAPPLE, AND YOU
	WED GREATER WHILE GRAPPLING		CAN PERFORM ANY OF THE FOLLOWING ACTIONS:
Move	MOVE BOTH YOU AND YO MOVEMENT, YOU CAN PLA	ACE YOUR TA	IP TO HALF YOUR SPEED. AT THE END OF YOUR RGET IN ANY SQUARE ADJACENT TO YOU. I A FREE ATTEMPT TO BREAK YOUR GRAPPLE WITH
DAMAGE	AN ATTACK MADE WITH A DAMAGE CAN BE EITHER	RMOR SPIKES LETHAL OR N	
Pin	YOU LOSE YOUR DEX BOY	NUS TO AC.	IG, YOU ARE STILL CONSIDERED GRAPPLED, BUT SCIOUS, YOU CAN USE ROPE TO TIE HIM UP. THIS
TIE UP		BUT THE DC T	TO ESCAPE = 20 + YOUR CMB. IF THE TARGET IS
	YOU CAN RELEASE YOUR	GRAPPLE AS	A FREE ACTION.
OVER	STANDARD / M		GE ET CAN CHOOSE TO AVOID YOU, LETTING YOU DT, MAKE A COMBAT MANEUVER CHECK.
CMB +	Vs. CMD		YOU STOP IN FRONT OF TARGET.
YOU MOVE T	THROUGH AN OPPONENTS	Pass	YOU MOVE THROUGH A TARGET'S SPACE.
SIŽĖ CATEGO	HO IS NO MORE THAN 1 DRY LARGER THAN YOU.	Pass+5	YOU MOVE THROUGH A TARGET'S SPACE AND THE TARGET IS KNOCKED PRONE.
SUND	_	MELEE ATTA	~k
	vs. CMD		NOTHING HAPPENS.
СМВ	Bonus	Pass	DEAL DAMAGE TO THE ITEM NORMALLY. HARDNESS APPLIES. AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT.
☐ IMPRO			
IRIE			GET HAS MORE THAN 2 LEGS, ADD +2 TO THE CH ADDITIONAL LEG.
CMB +	Vs. CMD	FAIL-10	YOU ARE KNOCKED PRONE.
Пмрго		PASS	NOTHING HAPPENS. TARGET IS KNOCKED PRONE.
FEIN	T STANDARI		
+	VS. OR		NOTHING HAPPENS. TARGET IS DENIED DEX BONUS TO AC
СМВ	BONUS 10 + BAB + Wis		FOR YOUR NEXT ATTACK. UMANOID CREATURES = -4 PENALTY.
☐ IMPRO	VED GREATER	VS. ANIMAL VS. CREATI	. INT (1 OR 2) = -8 PENALTY. URE WITH NO INT SCORE = IMPOSSIBLE.
DIRTY T	RICK STANDARI		NOTHING HAPPENS.
+ CMD	Vs. CMD		SITUATIONAL ATTACK THAT CAN MAKE THE TARGET BLINDED, DAZZLED,
	BONUS OVED	Pass	DEAFENED, ENTANGLED, SHAKEN, OR SICKENED FOR 1 ROUND. IT CAN BE REMOVED AS A MOVE ACTION.
GREA		Pass+5	ADD +1 ROUND TO THE DURATION FOR EVERY 5 YOU BEAT THE CMD.
DRA	G STANDARI	ACTION	
+	vs. CMD	FAILURE PASS	NOTHING HAPPENS. YOU DRAG THE TARGET BACK 5 FT.
СМВ	Bonus	Pass+5	YOU DRAG THE TARGET +5 FT. FOR EVERY 5 YOU BEAT THE CMD, UP TO YOUR REMAINING MOVEMENT. YOU
Пмрго	VED GREATER	. A35 +5	YOUR REMAINING MOVEMENT. YOU MUST TRAVEL IN A STRAIGHT LINE.
REPOSI	TION STANDARI		NOTHING HADDENG
CMB +	Vs. CMD Bonus	PASS	NOTHING HAPPENS. YOU MOVE THE TARGET 5 FT, WITHIN YOUR CURRENT REACH. THE TARGET CANNOT BE MOVED TO A SPACE THATS INTRINSICALLY DANGEROUS.
☐IMPR		Pass +5	YOU MOVE THE TARGET +5 FT, FOR EVERY 5 YOU BEAT THE CMD, THE FINAL 5 FT, CAN BE A SPACE ADJACENT TO YOUR REACH.
STEA	STANDARI	O ACTION	
+	vs. CMD	YOU MUST H UNHELD ITEM	AVE ONE HAND FREE TO STEAL. CHOOSE A VISIBLE, M ON YOUR TARGET, LOOSE ITEMS ARE NORMAL,
СМВ	Bonus	FASTENED IT CLOSELY WO	TEMS ARE HARDER (+5 DC OR MORE), AND ANYTHING DRN CANNOT BE STOLEN. STEALING WITH A WHIP CAN A-4 PENALTY.
	OVED		NOTHING HAPPENS.
GREA	ATER	Pass	YOU STEAL THE CHOSEN ITEM FROM YOUR TARGET.

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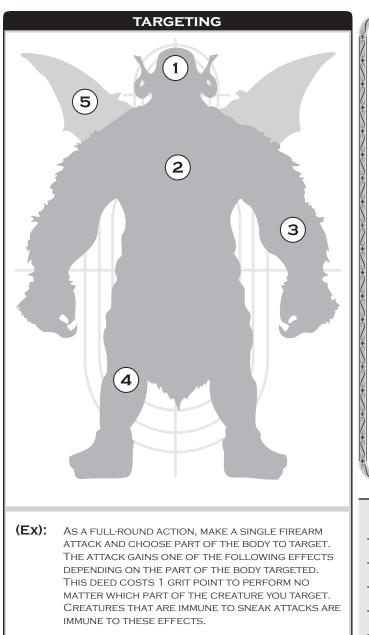
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ACTIONS IN COMBAT ATTACK OF STANDARD ACTION OPPORTUNITY¹ ATTACK (MFLFF) NO ATTACK (RANGED) YES ATTACK (UNARMED) YES ACTIVATE A MAGIC ITEM OTHER THAN A POTION OR OIL NO MAYBE² AID ANOTHER CAST A SPELL (1 STANDARD ACTION CASTING TIME) YES CHANNEL ENERGY NO CONCENTRATE TO MAINTAIN AN ACTIVE SPELL NO DISMISS A SPELL NO DRAW A HIDDEN WEAPON (SEE SLIGHT OF HAND SKILL) NO DRINK A POTION OR APPLY AN OIL YES ESCAPE A GRAPPLE NO FEINT NO LIGHT A TORCH WITH A TINDERWIG YES LOWER SPELL RESISTANCE READ A SCROLL NO YFS READY (TRIGGERS A STANDARD ACTION) NO STABILIZE A DYING FRIEND (SEE HEAL SKILL) YES TOTAL DEFENSE NO USE EXTRAORDINARY ABILITY NO USE SKILL THAT TAKES 1 ACTION USUALLY USE SPELL-LIKE ABILITY YES USE SUPERNATURAL ABILITY NO Move Action YES CONTROL A FRIGHTENED MOUNT YFS DIRECT OR REDIRECT AN ACTIVE SPELL NO DRAW A WEAPON³ NO LOAD A HAND CROSSBOW OR LIGHT CROSSBOW YES OPEN OR CLOSE A DOOR MOUNT/DISMOUNT A STEED NO NO MOVE A HEAVY OBJECT PICK UP AN ITEM YES SHEATHE A WEAPON YFS STAND UP FROM PRONE YES READY OR DROP A SHIELD RETRIEVE A STORED ITEM YES **FULL-ROUND ACTION** FULL ATTACK NO CHARGE⁴ NO DELIVER COUP DE GRACE YES ESCAPE FROM A NET YES **EXTINGUSIH FLAMES** NO LIGHT A TORCH YFS LOAD A HEAVY OR REPEATING CROSSBOW YES LOCK OR UNLOCK WEAPON IN LOCKED GAUNTLET YES PREPARE TO THROW A SPLASH WEAPON YFS RUN YES USE SKILL THAT TAKES 1 ROUND USUALLY USE A TOUCH SPELL ON UP TO SIX FRIENDS YES WITHDRAW NO FREE ACTION CEASE CONCENTRATION ON A SPELL NO DROP AN ITEM NO DROP TO THE FLOOR NO PREPARE SPELL COMPONENTS TO CAST A SPELL⁵ NO SPFAK NO SWIFT ACTION CAST A QUICKENED SPELL NO **IMMEDIATE ACTION** CAST FEATHER FALL NO No Action DELAY NO 5-FOOT STEP NO **ACTION TYPE VARIES** PERFORM A COMBAT MANEUVER⁶ LISE FEAT7 VARIES REGARDLESS OF THE ACTION, IF YOU MOVE OUT OF A THREATENED SQUARE, YOU USUALY PROVOKE AN ATTACK OF OPPORTUNITY. THIS COLUMN INDICATES WHETHER THE ACTION ITSELF, NOT MOVING, PROVOKES AN ATTACK OF OPPORTUNITY. IF YOU AID SOMEONE PERFORMING AN ACTION THAT WOULD NORMALLY PROVOKE AN ATTACK OF OPPORTUNITY, THEN THE ACT OF AIDING ANOTHER PROVOKES AN ATTACK OF OPPORTUNITY AS WELL. IF YOU HAVE A BASE ATTACK BONUS OF +1 OR HIGHER, YOU CAN COMBINE ONE OF THESE ACTION WITH A REGULAR MOVE. IF YOU HAVE THE TWO-WEAPON FIGHTING FEAT, YOU CAN DRAW TWO LIGHT OR ONE-HANDED WEAPONS IN THE TIME IT WOULD NORMALLY TAKE TO DRAW ONE. MAY BE TAKEN AS A STANDARD ACTION IF YOU ARE LIMITED TO TAKING ONLY A SINGLE ACTION IN A ROUND. UNLESS THE COMPONENT IS AN EXTREMELY LARGE OR AWKWARD ITEM. SOME COMBAT MANEUVERS SUBSTITUTE FOR A MELEE ATTACK, NOT AN ACTION. AS MELEE ATTACKS, THEY CAN BE USED ONCE IN AN ATTACK OR CHARGE ACTION, ONE OF MORE TIMES IN A FULL-ATTACK ACTION, OR EVEN AS AN ATTACK OF OPPORTUNITY. OTHER ARE USED AS A SEPARATE ACTION. THE DESCRIPTION OF A FEAT DEFINES ITS EFFECT.

SKILL DCs						
ACROBATICS	DIPLOMACY	RIDE				
SURFACE WIDTH DC	STARTING ATTITUDE DC	TASK DC				
• >3 FEET WIDE 0* • 1-3 FEET WIDE 5*	HOSTILEUNFRIENDLY25 + TARGET'S CHA MOD.20 + TARGET'S CHA MOD.	• GUIDE WITH KNEES 5 • STAY IN SADDLE 5				
• 7-11 INCHES WIDE 10 • 2-6 INCHES WIDE 15	• INDIFFERENT 15 + TARGET'S CHA MOD. • FRIENDLY 10 + TARGET'S CHA MOD.	FIGHT W/ COMBAT-TRAINED MOUNT 10 COVER 15				
• <2 INCHES WIDE 20	HELPFUL O + TARGET'S CHA MOD.	SOFT FALL 15 LEAP 15				
*No check is needed to move unless surface type increases DC by 10 or more.	REQUEST DC MOD.	SPUR MOUNT 15 CONTROL MOUNT IN BATTLE 20				
SITUATION	ADVICE OR DIRECTIONS DETAILED ADVICE +0	• FAST MOUNT OR DISMOUNT 20				
SITUATION DC • TREAT A FALL AS IF IT WERE 10FT. 15	• SIMPLE AID +0 • AN UNIMPORTANT SECRET +5	SLEIGHT OF HAND				
SHORTER THAN IT REALLY IS WHEN DETERMINING DAMAGE.	LENGTHY OR COMPLICATED AID +5 DANGEROUS AID +10	TASK DC				
MOVE AT ONE-HALF SPEED AS PART OF NORMAL MOVEMENT, PROVOKING OPP. CMD	AN IMPORTANT SECRET +10 OR MORE AID THAT COULD RESULT IN +15 OR MORE	PALM A COIN-SIZED OBJECT, MAKE A COIN DISAPPEAR.				
NO ATTACKS OF OPPORTNITY WHILE DOING SO. FAILURE MEANS YOU	PUNISHMENT • ADDITIONAL REQUESTS +5 PER REQUEST	LIFT A SMALL OBJECT FROM A PERSON. 20				
PROVOKE ATTACKS OF OPPORTUNITY NORMALLY. CHECK SEPERATELY	DISABLE DEVICE	SURVIVAL				
FOR EACH OPPONENT YOU MOVE PAST.	DEVICE TIME DC*	TASK DC • GET ALONG IN THE WILD 10				
AN AREA OCCUPIED BY AN ENEMY AS	• SIMPLE 1 ROUND 10 • TRICKY 1 D4 ROUNDS 15	• +2 TO FORT. SAVES VS. WEATHER 15 WHILE MOVING (+4 IF STATIONARY)*				
PART OF NORMAL MOVEMENT, PROVOKING NO ATTACKS OF	DIFFICULT 2D4 ROUNDS 20 WICKED 2D4 ROUNDS 25	AVOID GETTING LOST AND 15 NATURAL HAZARDS.				
OPPORTUNITY WHILE DOING SO. FAILURE MEANS YOU STOP BEFORE	*IF YOU ATTEMPT TO LEAVE BEHINED NO TRACE OF YOUR TAMPERING ADD 5 TO THE DC.	PREDICT WEATHER UP TO 24 IN 15 ADVANCE.~				
ENTERING THE ENEMY-OCCUPIED AREA AND PROVOKE AN ATTACK OF		*APPLIES TO ONE OTHER CHAR. FOR EVERY POINT YOUR CHECK EXCEEDS 15.				
OPPORTUNITY FROM THAT ENEMY. CHECK SEPERATLY FOR EACH	• SIMPLE 10	~+24 HOURS FOR EVERY FIVE POINTS YOUR CHECK EXCEEDS 15.				
OPPONENT. *EACH ADDITIONAL ENEMY AFTER THE FIRST	• AVERAGE 15 • GOOD 20	SURFACE DC				
ADDS +2 TO THE DC. TO MOVE AT FULL SPEED ADDS +10 TO THE DC. YOU CANNOT	SUPERIOR 25 *IF YOU DO NOT HAVE A SET OF THIEVES' TOOLS,	VERY SOFT GROUND 5				
PERFORM THESE MANUVERS IF YOUR SPEED IS REDUCED BY LOAD SIZE OR ARMOR, UNLESS	THESE DCS INCREASE BY 10.	• SOFT GROUND 10 • FIRM GROUND 15				
YOUR SPEED IS ENHANCED TO NORMAL LAND SPEED OF A CREATURE YOUR SIZE.	DISGUISE	• HARD GROUND 20				
SPEED OF A CREATURE TOUR SIZE.	DISGUISE CHECK MOD.	CONDITION DC MOD. • PER THREE CREATURES IN GROUP -1				
LONG JUMP DISTANCE DC* DISTANCE DC*	MINOR DETAILS ONLY +5 A DIFFERENT GENDER -2 A DIFFERENT RACE -2	SIZE OF CREATURE BEING TRACKED FINE +8				
5 FEET 5 1 FOOT 4	A DIFFERENT AGE CATEGORY -2~	DIMINUTIVE +4 TINY +2				
10 FEET 10 2 FEET 8 15 FEET 15 3 FEET 12	• A DIFFERENT SIZE CATEGORY -10 *THESE MODIFIERS STACK.	SMALL +1 MEDIUM +0				
20 FEET 20 4 FEET 16 ETC ETC ETC ETC	~PER STEP BETWEEN ACTUAL AGE CATEGORY AND DISGUISED AGE CATEGORY.	LARGE -1 HUGE -2				
*REQUIRES A 20-FOOT RUNNING START. IF NOT DOUBLE THE DC.	FAMILIARITY VIEWER BONUS	GARGANTUAN -4 COLOSSAL -8				
T	• RECOGNIZES ON SIGHT +4 • FRIENDS OR ASSOCIATES +6	PER 24 HOURS SINCE TRAIL WAS +1 MADE.				
TERRAIN DC MOD. • SLIGHTLY OBSTRUCTED +2	• CLOSE FRIENDS +8 • INTIMATE +10	PER HOUR OF RAIN SINCE TRAIL +1 WAS MADE.				
SEVERELY OBSTRUCTED +5 SLIGHTLY SLIPPERY +2	_	FRESH SNOW SINCE TRAIL WAS +10 MADE.				
• SEVERELY SLIPPERY +5 • SLIGHTLY SLOPED +2	ESCAPE ARTIST RESTRAINT DC	POOR VISIBILITY OVERCAST OR MOONLESS NIGHT +6				
• SEVERELY SLOPED +5 • SLIGHTLY UNSTEADY +2	ROPE/BINDINGS BINDER'S CMB+20	MOONLIGHT +3 FOG OR PRECIPITATION +3				
MODERATELY UNSTEADY +5 SEVERELY UNSTEADY +10	NET, ANIMATE ROPE, COMMAND PLANTS, CONTROL PLANTS, ENTANGLE	Target hides trail (half speed) +5				
HARD TERRAIN AT FULL SPEED +5* *DOES NOT APPLY TO CHECKS MADE TO JUMP.	• SNARE SPELL 23 • MANACLES 30	SPELLCRAFT				
_	TIGHT SPACE 30 MASTERWORK MANACLES 35	TASK • IDENTIFY A SPELL AS IT IS BEING CAST 15+SPELL LVL.				
BLUFF CIRCUMSTANCES BLUFF MOD.	• GRAPPLER GRAPPLER'S CMD	LEARN A SPELL FROM A SPELLBOOK 15+SPELL LVL. OR SCROLL.				
WANTS TO BELIEVE YOU +5	HEAL TASK DC	PREPARE A SPELL FROM A BORROWED SPELLBOOK. 15+SPELL LVL.				
LIE IS BELIEVABLE +0 LIE IS UNLIKELY -5	STABILIZE A DYING CHARACTER 15	IDENTIFY PROPERTIES OF AN ITEM WITH 15+ITEM'S CL DETECT MAGIC.				
• LIE IS FAR-FETCHED -10 • LIE IS IMPOSSIBLE -20	LONG-TERM CARE (DAY OR MORE) TREAT WOUNDS FROM CALTROPS, 15	DECIPHER A SCROLL. CRAFT A MAGIC ITEM. VARIES BY ITEM				
TARGET IS DRUNK/IMPAIRED +5 HAVE CONVINCING PROOF UP TO +10	SPIKE GROWTH, OR SPIKE STONES • TREAT DEADLY WOUNDS (1 HOUR) 20	USE MAGIC DEVICE				
Сымв	• TREAT POISON POISON'S SAVE DC • TREAT DISEASE DISEASE'S SAVE DC	TASK DC				
CLIMB DC EXAMPLE SURFACE OR ACTIVITY	PERCEPTION	ACTIVATE BLINDLY DECIPHER A WRITTEN SPELL 25+SPELL LVL.				
O SLOPE TOO STEEP TO WALK UP; KNOTTED ROPE WITH WALL TO BRACE UP AGAINST.	DETAIL DC • HEAR THE SOUND OF BATTLE -10	USE A SCROLL USE A WAND 20				
5 ROPE WITH WALL TO BRACE, OR KNOTTED ROPE, OR ROPE AFFECTED BY ROPE TRICK	SMELL ROTTING GARBAGE -10	EMULATE A CLASS FEATURE EMULATE AN ABILITY SCORE SPECIAL*				
SPELL. 10 SURFACE WITH LEDGES, A VERY ROUGH	HEAR THE DETAILS OF A CONVERSATION O	EMULATE A RACE 25 EMULATE AN ALIGNMENT 30				
wall, or ship's rigging. 15 Surface with adequate handholds	NOTICE A VISIBLE CREATURE 0 DETERMINE IF FOOD IS SPOILED 5 HEAR A CREATURE WALKING 10	*SEE CRB pg. 109				
AND FOOTHOLDS, AN UNKNOTTED ROPE, OR PULLING YOURSELF UP WHEN DANGLING BY YOUR HANDS.	HEAR A WHISPERED CONVERSATION FIND THE AVERAGE CONCEALED DOOR 15	CONCENTRATION				
20 UNEVEN SURFACE WITH SOME NARROW HANDHOLDS AND FOOTHOLDS.	HEAR A KEY TURN IN A LOCK 20 FIND THE AVERAGE SECRET DOOR 20	TASK • CAST DEFENSIVELY. 15 + DOUBLE SPELL LVL				
25 ROUGH SURFACE, SUCH AS A NATURAL ROCK WALL.	HEAR A BOW BEING DRAWN FEEL A BURROWING CREATURE 25	INJURED WHILE CASTING. 10 + DMG DEALT + SPELL LVL CONTINUOUS DAMAGE WHILE CASTING. 10 + 1/2 DMG DEALT				
30 An overhand or ceiling with handholds but no footholds.	NOTICE A PICKPOCKET NOTICE A STEALTHED CREATURE OPP. SOH OPP. SLTH	+ SPELL LVL • AFFECTED BY A NON-DMG SPELL DC OF THE SPELL + SPELL LVL				
A PERFECTLY SMOOTH FLAT VERTICAL SURFACE CANNOT BE CLIMBED.	Find a hidden trap Identify a potion through taste 15+C.LvL.	WHILE CASTING. • GRAPPLED OR PINNED WHILE CASTING. 10 + GRAPPLERS CMB				
DC MOD.* EXAMPLE SURFACE OR ACTIVITY	CIRCUMSTANCE DC MOD.	+ SPELL LVL • VIGOUROUS MOTION WHILE CASTING. 10 + SPELL LVL				
-10 CLIMBING A CHIMNEY OR OTHER LOCATION	DISTANCE TO SOURCE OF CHECK +1/10 FT.	VIOLENT MOTION WHILE CASTING. EXTREMELY VIOLENT MOTION WHILE 20 + SPELL LVL				
WHERE YOU CAN BRACE AGAINST TWO OPPOSITE WALLS.	THROUGH A WALL +10/FT. THICK	CASTING. • WIND WITH RAIN OR SLEET WHILE 5 + SPELL LVL				
-5 CLIMBING A CORNER WHERE YOU CAN BRACE AGAINST PERPANDICULAR WALLS.	• FAVORABLE CONDITIONS -2 • UNFAVORABLE CONDITIONS +2 • TERRIBLE CONDITIONS +5	CASTING. • WIND WITH HAIL AND DEBRIS WHILE 10 + SPELL LVL				
+5 SURFACE IS SLIPPERY. *THESE MODIFIERS STACK	CREATURE W/CHECK IS DISTRACTED +5 CREATURE W/CHECK IS ASLEEP +10	CASTING. • WEATHER CAUSED BY SPELL. SEE SPELL				
	• CREATURE WY CHECK IS ASLEEP +10 • CREATURE OR OBJECT IS INVISIBLE +20	ENTANGLED WHILE CASTING. 15 + SPELL LVL				



1 - HEAD: THE TARGET IS DAMAGED NORMALLY, AND IS ALSO CONFUSED FOR 1 ROUND. THIS IS A

MIND-AFFECTING EFFECT.

2 - TORSO: TARGETING THE TORSO THREATENS A CRITICAL ON A 19–20.

3 - ARM:

THE TARGET TAKES NO DAMAGE FROM THE HIT BUT DROPS ONE CARRIED ITEM OF THE GUNSLINGER'S CHOICE, EVEN IF THE ITEM IS WIELDED WITH TWO HANDS, ITEMS HELD IN A LOCKED GAUNTLET ARE NOT DROPPED ON

A HIT.

4 - LEG: THE TARGET IS DAMAGED NORMALLY AND KNOCKED PRONE. CREATURES THAT HAVE

FOUR OR MORE LEGS OR THAT ARE IMMUNE TO TRIP ATTACKS ARE IMMUNE TO

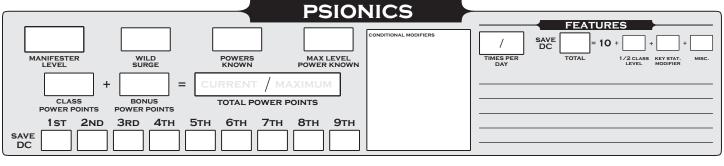
THIS EFFECT.

5 - WING: THE TARGET IS DAMAGED NORMALLY, AND MUST MAKE A DC 20 FLY CHECK OR FALL

20 FT.

BACKGROUND					

	INDBLADE		PORTRAIT PHONE
WEAPON SPECIAL PROPERTY	ENHANCEMENT VALUE	REQUIRED LEVEL	
Defending	+1	5	
DISTANCE	+ 1	5	
FLAMING	+1	5	
Frost	+1	5	
GHOST TOUCH	+1	5	
KEEN**	+1	5	
LUCKY*	+1	5	*
MERCIFUL	+1	5	
MIGHTY CLEAVING	+1	5	
Psychokinetic*	+1	5	→
SHOCK	+1	5	
Sundering*	+1	5	7
Vicious	+1	5	6
Anarchic	+2	7	
AXIOMATIC	+2	7	Ĭ ¥
Collision*	+2	7	
FLAMING BURST	+2	7	
FROST BURST	+2	7	
HOLY	+2	7	
MINDCRUSHER*	+2	7	
PSYCHOKINETIC BURST		7	
SHOCKING BURST	+2	7	
SUPPRESSION*	+2	7	6
Unholy	+2	7	
Wounding	+2	7	* O
BODYFEEDER*	+3	9	
MINDFEEDER*	+3	9	Į (
SOULBREAKER*	+3	9 12	
Brilliant energy	+4	1/	
	1 5		
COUP DE GRACE* *OPTIONS DETAILED IN CHAPTER 7: **A KEEN MIND BLADE GAINS ITS BE		15 NLEASHED	BACKGROUND
COUP DE GRACE* OPTIONS DETAILED IN CHAPTER 7: *A KEEN MIND BLADE GAINS ITS BE	PSIONIC ITEMS IN PSIONICS UNDEFITS NO MATTER THE ASSIGN	15 NLEASHED NED DAMAGE TYPE	
COUP DE GRACE* *OPTIONS DETAILED IN CHAPTER 7: **A KEEN MIND BLADE GAINS ITS BE MIND E ATTACK BONUS TY ATTACK BONUS TY	PSIONIC ITEMS IN PSIONICS UENEFITS NO MATTER THE ASSIGN BLADE PRESETS PE RANGE DAM PECIAL PROPERTIES	15 NLEASHED NED DAMAGE TYPE	BACKGROUND
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COUP DE GRACE* *OPTIONS DETAILED IN CHAPTER 7. **A KEEN MIND BLADE GAINS ITS BE MIND E ATTACK BONUS ATTACK BONUS TY SE ATTACK BONUS TY SE SE ATTACK BONUS TY SE SE ATTACK BONUS TY SE	PECIAL PROPERTIES PE RANGE DAM PECIAL PROPERTIES PE RANGE DAM PECIAL PROPERTIES	NLEASHED NED DAMAGE TYPE AGE AGE CRITICAL	BACKGROUND
COUP DE GRACE* *OPTIONS DETAILED IN CHAPTER 7. **A KEEN MIND BLADE GAINS ITS BE MIND E ATTACK BONUS ATTACK BONUS TY SE ATTACK BONUS TY SE ATTACK BONUS TY SE ATTACK BONUS TY SE ATTAC	PECIAL PROPERTIES PE RANGE DAM PECIAL PROPERTIES PE RANGE DAM PECIAL PROPERTIES PE RANGE DAM PECIAL PROPERTIES	NLEASHED NED DAMAGE TYPE AGE CRITICAL AGE CRITICAL	BACKGROUND



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KNOWN	POWER NAME	SCHOOL	сомр.	CAST TIME	RANGE	DURATION	SAVE	PR	EFFECT
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