

## ACROBATICS (Dex; Armor Check Penalty • CR 87-89)

### Moving through narrow spaces

You are considered flat-footed. If you take damage, make another check.

Failure means you fall or are knocked prone.

Surface Width	Base Acrobatics DC
Greater than 3 feet wide	0*
1-3 feet wide	5*
7-11 inches wide	10
2-6 inches wide	15
Less than 1 inch wide	20

\*No check is needed unless DC rises above 10 due to surface conditions (see below).

### Moving through threatened square or enemy space w/o provoking an attack of opportunity.

No additional penalty if moving half speed. At full speed, DC increases by 10.

Can do so when prone; however, it is a full-round action to move 5 feet and the DC increases by 5.

Situation	Base Acrobatics DC*
Move through a threatened area	Opponent's CMD
Move through an enemy's space	5 + opponent's CMD

\* DC increases by 2 for each additional opponent avoided in 1 round.

### Jumping from a height or across a distance

DCs double if there is not at least 10 feet for a running start. If you fail by 4 or less, you can grab for the edge; if you fail by 5 or more, you fall or land prone.

No jump can allow you to exceed your maximum movement for one round. For a running jump, the roll indicates how far you jumped (or failed to jump); halve for a standing long jump. If you fall as a result of a missed jump, you may make a DC 15 Acrobatics check to ignore the first 10 feet fallen (falling rules, CR 443).

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
20 feet	20
More than 20 feet	+5 per 5 feet

High Jump	Acrobatics DC
1 foot	4
2 feet	8
3 feet	12
4 feet	16
More than 4 feet	+4 per foot

Acrobatics Modifiers	DC Modifier
Slightly obstructed (gravel, sand)	+2
Severely obstructed (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (<45°)	+2
Severely sloped (>45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in storm)	+5
Severely unsteady (earthquake)	+10
Move at full speed on narrow or uneven surfaces	+5*

\* This does not apply to checks made to jump.

## APPRAISE (Int • CR 90)

DC 20 to appraise a common item; if succeed by 5 or more, can also tell if item has magic properties. Additional attempts to appraise give same result.

## BLUFF (Cha • CR 90)

Opposed by Sense Motive check. If you fail, next attempt takes a -10 penalty or may be impossible. Can also use Bluff to *feint*, or to pass secret messages.

Circumstances	Bluff Modifier
Target wants to believe you	+5
Lie is believable	-
Lie is likely	-5
Lie is far-fetched	-10
Lie is impossible	-20
Target is drunk or impaired	+5
You possess convincing proof	Up to +10

## CLIMB (Str • CR 90-91)

Use to climb a slope (<60°) or a wall (>60°). Failure by 4 or less means no progress; failure by 5 or more means you fall. You need both hands free to climb. You lose your Dexterity bonus to AC while climbing. If you take damage while climbing, make Climb check against the DC of the wall/slope; failure means you fall.

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the <i>rope trick</i> spell
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands
20	An uneven surface with narrow handholds and footholds, such as a typical wall in a dungeon
25	A rough surface, such as a natural rock wall or a brick wall
30	An overhang or ceiling with handholds only
-	A perfectly smooth, flat vertical (or inverted) surface cannot be climbed

Climb DC Modifier*	Example Surface or Activity
-10	Climbing a chimney (artificial or natural) or other location where you can brace yourself against two opposite walls
-5	Climbing a corner where you can brace against perpendicular walls
+5	Surface is slippery

\* These modifiers are cumulative; use all that apply.

To catch yourself while falling: from wall (DC = wall's DC +20); from slope (DC = slope's DC +10). You can also catch a falling character (see CR 91).

## DIPLOMACY (Cha • CR 93-94)

Use to change the initial attitude of an NPC. For every 5 by which your check result exceeds the DC, the NPC's attitude improves another step (note: a NPC's attitude cannot be shifted more than 2 steps in this way). If you fail by 4 or less, there is no change; if you fail by 5 or more, the NPC's attitude worsens one step. Diplomacy is ineffective against NPCs who already had plans to harm you. You can only make one Diplomacy check every 24 hours.

Starting Attitude	Diplomacy DC
Hostile	25 + creature's Charisma modifier
Unfriendly	20 + creature's Charisma modifier
Indifferent	15 + creature's Charisma modifier
Friendly	10 + creature's Charisma modifier
Helpful	0 + creature's Charisma modifier

Once a creature is Indifferent, you can make requests using the creature's current DC as modified by the following table:

Request	Diplomacy DC Modifier
Give simple advice or directions	-5
Give detailed advice	-
Give simple aid	-
Reveal an unimportant secret	+5
Give lengthy or complicated aid	+5
Give dangerous aid	+10
Reveal an important secret	+10 or more
Give aid that could result in punishment	+15 or more
Additional requests	+5 per request



## SPELL RESISTANCE = creature's SR vs. 1d20 + caster level

## FALLING (CR 443)

1d6 per 10 feet to a maximum of 20d6. Terminal velocity is 176 feet per second, and it takes 5.42 seconds (approximately 1 round) to reach TV. Basically, in one round, you can fall about 1000 feet.

## DISABLE DEVICE (Dex, Armor Check Penalty, Trained Only • CR 94-95)

The GM makes the check secretly. If check fails by 4 or less, you have failed but may try again. If check fails by 5 or more, something goes wrong. Disabling a simple device takes 1 round (full-round action); disabling more difficult devices can take from 1d4 to 2d4 rounds.

Device	Time	Disable Device DC*	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Extreme	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

\* If you attempt to leave behind no trace of your tampering, add 5 to the DC. Opening locks (note: DC increases by 10 if you do not have thieves' tools)

Lock Quality	Disable Device DC
Simple	20
Average	25
Good	30
Superior	40

## DISGUISE (Cha • CR 95)

The GM makes the check secretly. Disguise is opposed by a Perception check. If you come to the attention of someone who is suspicious, it is assumed they are taking 10 on their Perception check.

Disguise	Check Modifier
Minor details only	+5
Disguised as different gender <sup>1</sup>	-2
Disguised as different race <sup>1</sup>	-2
Disguised as different age category <sup>1</sup>	-2 <sup>2</sup>
Disguised as different size category <sup>1</sup>	-10

<sup>1</sup> These modifiers are cumulative; use all that apply.

<sup>2</sup> Per step of difference between your actual age category and your disguised age category (young, adulthood, middle age, old, and venerable – see CR 169).

If you are disguised as someone the NPC would recognize, the check is modified further:

Familiarity	Viewer's Perception Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

## ESCAPE ARTIST (Dex; Armor Check Penalty • CR 95-96)

Escaping from ropes, manacles, a tight space, or a grapple.

Restraint	Escape Artist DC
Rope/bindings	Binder's CMB + 20
Net, <i>animate rope</i> , <i>command plants</i> , <i>control plants</i> , or <i>entangle</i>	20
<i>Snare</i> spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's CMD

## FLY (Dex; Armor Check Penalty • CR 96-97)

When flying, fly checks are only required when making a difficult maneuver.

Flying Maneuver	Fly DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 feet of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at greater than 45° angle	20

Make a Fly check for the following: attacked while flying, collision while flying, avoid falling damage, high wind speeds (see CR 96-97).

## HANDLE ANIMAL (Cha; Trained Only • CR 97-98)

Includes handling, "pushing", teaching tricks, training, and "breaking" wild animals (see CR 97-98).

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20*
Train an animal for a general purpose	15 or 20*
Rear a wild animal	15 + HD of animal

\* See the specific trick or purpose (CR 97-98).

## HEAL (Wis • CR 98-99)

Task	DC
First aid	15
Long-term care	15
Treat wounds from caltrops, <i>spike growth</i> , or <i>spike stones</i>	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

*First aid*: stabilize dying character; staunch damage from bleed

*Long-term care*: treating a wounded character; patient recovers at double normal rate

*Treat wounds from caltrops, etc.*: success means character's movement no longer hampered

*Treat deadly wounds*: expend two uses from Healer's Kit, and patient gains 1 hit point per level (if DC exceeded by 5 or more, add your own Wisdom modifier)

*Treat poison/disease*: when character makes save vs. poison/disease, make a Heal check; if your check exceeds DC of poison/disease, the ailing character gains a +4 bonus on their save.

## INTIMIDATE (Cha • CR 99)

Force an opponent to act friendly toward you for 1d6 x 10 minutes. DC = 10 + target's HD + target's Wisdom modifier. If you fail by 5 or more, target attempts to hinder your activities. You can also use this check to demoralize an enemy. If successful, target is shaken. DC = 10 + target's HD + target's Wisdom modifier. Effect last 1 minute (note: this time period increases by 1 minute for every 5 by which you exceed the DC. You gain a +4 bonus if you're larger than your target; you take a -4 penalty if you're smaller than your target.

## KNOWLEDGE (Int; Trained Only • CR 99-101)

To identify a monster, the DC equals 10 + the monster's CR (5 for common monsters, 15 for rare monsters). For every 5 by which you exceed the DC, you recall one fact about the monster. You must possess the appropriate Knowledge:

Knowledge	Monster
Arcana	Constructs, dragons, magical beasts
Dungeoneering	Aberrations, oozes
Nature	Animals, fey, monstrous humanoids, plants, vermin
Planes	Outsiders
Religion	Undead

Many more Knowledge check examples in CR 101.



## TOUCH ATTACKS (CR 185-186)

Only the casting provokes an attack of opportunity; not the touching. Note: you can cast a melee touch spell as a standard action (provokes attack of opportunity), take a move action, and then touch the target as a free action (no attack of opportunity). After that round, the spell is either discharged, or held. If you hold it, casting the spell becomes a standard action, not a free action; however, you cannot hold a ranged touch attack (CR 185-186).

**Melee:** BAB + Strength

**Ranged:** BAB + Dexterity

## PERCEPTION (Wis • CR 102)

Perception is usually reactive, but intentionally looking is a move action.

Detail	Perception DC
Hear the sound of battle	-10
Notice the stench of rotting garbage	-10
Detect the smell of smoke	–
Hear the details of a conversation	–
Notice a visible creature	–
Determine if food is spoiled	5
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key being turned in a lock	20
Find the average secret door	20
Hear a bow being drawn	25
Sense a burrowing creature underneath you	25
Notice a pickpocket	Opposed by Sleight of Hand
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap
Identify the powers of a potion via taste	15 + potion's caster level
Perception Modifiers	DC Modifier
Distance to the source, object, or creature	+1 per 10 feet
Through a closed door	+5
Through a wall	+10 per foot of thickness
Favorable conditions	-2
Unfavorable conditions	+2
Terrible conditions	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20

## SENSE MOTIVE (Wis • CR 104)

Task	Sense Motive DC
Hunch <sup>1</sup>	20
Sense enchantment <sup>2</sup>	25 or 15
Discern secret message <sup>3</sup>	Varies

<sup>1</sup> Use to see if you're talking to an imposter, or if someone is untrustworthy.

<sup>2</sup> Use to see if someone is being influenced by an enchantment; DC 25. If target is dominated (e.g. *dominate person*), the DC is only 15.

<sup>3</sup> Use to detect a hidden message being passed on by someone using Bluff. Beat DC by 5 or more to intercept and understand message. Beat DC by 4 or less to know something is up. Fail DC by 4 or less and detect nothing. Fail DC by 5 or more and misinterpret hidden message.

## SLEIGHT OF HAND (Dex; Armor Check Penalty; Trained Only • CR 104-106)

If you fail, you can try again at a -10 to the DC. A Sleight of Hand check is a standard action; if performed as a move action, there is a -20 penalty to the DC.

Sleight of Hand DC	Task
10*	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

\* If you are being watched, the check is opposed by a Perception check instead. If hiding an item on your person, the check is opposed by Perception. If actively being frisked, the following modifiers apply to your Sleight of Hand DC:

Task	Sleight of Hand DC Modifier
Being frisked for item other than dagger	-4
Hidden item is a dagger	-2
Hidden item is coin-sized or smaller	–
You are wearing heavy/baggy clothing	-2

## MOVEMENT AND DISTANCE (CR 172)

Speed	30 feet
<i>One minute</i>	
Walk	300 ft.
Hustle	600 ft.
Run (x3)	900 ft.
Run (x4)	1200 ft.

Speed	30 feet
<i>One hour</i>	
Walk	3 miles
Hustle	6 miles
<i>One day</i>	
Walk	24 miles

## STEALTH (Dex; Armor Check Penalty • CR 106-107)

If people are watching you, you can't use Stealth; however, you can use Bluff to distract a person then Stealth at a -10 penalty because you have to move fast.

Task/Condition	Stealth DC Modifier
Move at half speed	–
Move at full speed	-5
Fine (size)	+16
Diminutive	+12
Tiny	+8
Small	+4
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16

### Sniping

If you've successfully used Stealth and are at least 10 feet from your target, you can make a ranged attack and maintain your Stealth by making another successful check at a -20 penalty.

## SURVIVAL (Wis • CR 107-108)

Survival DC	Task
10	Get along in the wild. Move up to half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.

### Follow Tracks

Make a check every mile, or every time a condition arises that makes it difficult to follow the trail. If you are untrained in Survival, you can only make checks if the DC is 10 or lower. No penalty at half speed, -5 at normal speed, -20 for double normal speed. If you lose the trail, you may try to find it again after 1 hour (outdoors) or 10 minutes (indoors) of searching. DC depends on surface and other conditions:

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20
Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: <sup>1</sup>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	–
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow since the trail was made	+10
Poor visibility: <sup>2</sup>	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category.

2 Apply only the largest modifier from this category.

## SPELLCRAFT (Int; Trained Only • CR 106)

Allows you to identify a spell being cast, to learn a spell in a spellbook or on a scroll, prepare a scroll from a borrowed book, identify a magic item, decipher a scroll, or craft a magic item.

Task	Spellcraft DC
Identify a spell as it is being cast <sup>1</sup>	15 + spell level
Learn a spell from a spellbook or scroll <sup>2</sup>	15 + spell level
Prepare a spell from a borrowed spellbook <sup>3</sup>	15 + spell level
Identify the properties of a magic item using <i>detect magic</i> <sup>4</sup>	15 + item's caster's level
Identify the properties of a magic item using <i>identify</i> <sup>4</sup>	5 + item's caster's level
Decipher a scroll	20 + spell level
Craft a magic item	Varies by item

<sup>1</sup> View must be unobstructed; otherwise, use Perception skill penalties. No retries.

<sup>2</sup> If you fail, you must wait one week to try again.

<sup>3</sup> If you fail, you must wait one day to try again.

<sup>4</sup> Takes three rounds; you can only try once per day.

## CONCENTRATION CHECK DCs (CR 207)

Situation	Concentration Check DC
Cast defensively	15 + double spell level
Injured while casting	10 + damage dealt + spell level
Continuous damage while casting	10 + 1/2 damage dealt + spell level
Affected by a non-damaging spell while casting	DC of the spell + spell level
Grappled or pinned while casting	10 + grapppler's CMB + spell level
Vigorous motion while casting	10 + spell level
Violent motion while casting	15 + spell level
Extremely violent motion while casting	20 + spell level
Wind with rain or sleet while casting	5 + spell level
Wind with hail and debris while casting	10 + spell level
Weather caused by spell	See spell
Entangled while casting	15 + spell level

## SPECIAL ATTACKS (CR 197-203)

**Aid Another:** If engaged with an enemy that is engaged in combat with an ally, you can choose to Aid Another. Make attack against AC 10. If successful, ally gains +2 to attack or +2 to AC (your choice). Stacks with aid from other allies.

**Charge:** Full-round action that lets you double-move and attack. Must move at least 10 feet, have line-of-sight, and nothing in the way (including allies). You get +2 to attack and -2 to AC. Also get +2 to CMB if attempting a Bull Rush.

### Combat maneuvers (CMB vs CMD)

**Bull Rush:** Push opponent. Does no harm. Roll attack die against opponent's CMD. For every 5 points by which you exceed the CMD, you push your opponent 5 feet. There is a -4 penalty for every other opponent being pushed. Provokes an attack of opportunity unless you have the Improved Bull Rush feat.

**Disarm:** If successful, opponent drops one weapon of your choice. Provokes an attack of opportunity. Unless you have the Improved Disarm feat. If you are unarmed, there is a -4 penalty to your attack.

**Grapple:** Must make check every round to maintain grapple. If target fails to break grapple on first attempt, you get a +5 bonus to maintain grapple in subsequent rounds. Unless you have the Improved Grapple feat, initiating a grapple provokes an attack of opportunity. Can do the following while grappling: 1) Move up to half speed, 2) inflict damage equal to unarmed strike, natural attack, or an attack with spiked armor or a light or one-handed weapon, 3) give opponent the pinned condition, which negates your Dex bonus to AC, 4) tie up a pinned opponent with another CMB check at a -10 penalty. If others assist you, gain +2 bonus to initiate grapple for every ally assisting. Break a grapple with a CMB or Escape Artist check.

**Overrun:** Move through an opponent's square if your CMB check exceeds opponent's CMD by 5 or more. If you exceed their CMD by 5 or more, you also knock them prone. Opponent adds +2 for every leg it has over 2. Note: opponent can choose to let you pass unimpeded. Provokes an attack of opportunity unless you have the Improved Overrun feat.

**Reposition (APG 322):** Force opponent to a new square as a standard action. If attack is successful, foe move 5 feet for every 5 by which you beat the foe's CMD. Foe must remain adjacent to you except for the last 5 feet of movement. Provokes an attack of opportunity unless you have the Improved Reposition feat. Allies do not get attacks of opportunity unless you possess the Greater Reposition feat.

**Sunder:** You choose to attack an item held or worn by an opponent. If damage would take item to below 0 hp, you can choose to leave it broken with 1 hp. Provokes an attack of opportunity unless you have the Improved Sunder feat.

**Trip:** If successful, you knock your opponent prone. If you fail your check by 10 or more, you are knocked prone instead. Opponent adds +2 for every leg it has over 2. Provokes an attack of opportunity unless you have the Improved Trip feat.

**Feint:** This is a standard action, though you can feint as a move action if you have the Improved Feint feat. Make a Bluff check. DC for opponent to oppose your Bluff equals 10 + BAB + Wisdom modifier, or 10 + Sense Motive, if higher.

**Throw Splash Weapon:** Make ranged touch attack. Success deals damage to primary target plus splash damage to anyone within 5 feet of target. If you target an empty square, make ranged touch attack against AC 5. If you miss, roll a d8 to determine where it landed (starting in front of target and proceeding clockwise around target).

**Two-Weapon Fighting:** -6 penalty with primary hand; -10 with off-hand. If off-hand weapon is light, penalties for both hands are reduced by 2. If you have the Two-Weapon Fighting feat, penalty for primary hand is reduced by 2, and penalty for off-hand is reduced by 6.

## USE MAGIC DEVICE (Cha; Trained Only • CR 108-109)

Read a spell or activate a magic item. See CR p. 108-109. You can retry to activate, but if you roll a natural 1, then you can't try again for 24 hours.

Task	Use Magic Device DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See CR p. 109
Emulate a race	25
Emulate an alignment	30

## FEATS (CR 113-137)

Feat	Benefit
Combat Casting	+4 on Spellcraft for defensive casting
Combat Reflexes	Additional attacks of opportunity equal to DEX modifier
Critical Focus	+4 bonus to confirm critical hits
Empower Spell	All variable, numeric effects of a spell are increased by half (2 higher)
Enlarge Spell	Double the range of a spell (1 higher)
Extend Spell	Double the duration of a spell (1 higher)
Heighten Spell	Increases effective level of a spell, including DC
Lunge	Increase reach by 5 ft, but AC takes -2 penalty
Maximize Spell	All variable, numeric effects of a spell are maximized (3 higher)
Mobility	+4 to AC against attacks of opportunity
Point-blank Shot	+1 to attack and damage within 30 feet
Power Attack	-1 to attack, +2 to damage; doubles every BAB increment of four
Quicken Spell	Cast a spell as a swift action (4 higher)
Spring Attack	Move before and after you attack
Step Up	Take a 5-foot step as an immediate action; can't do it next round
Vital Strike	Deal twice normal damage on single attack
Widen Spell	Doubles area-of-effect of a spell (3 higher)

## SMASHING ITEMS (CR 173-175)

Smashing an item is accomplished via the sunder combat maneuver (CR 201) and is opposed by objects AC.

- **Armor Class** – Equal to 10 + size modifier + Dexterity modifier; inanimate objects have an AC of 3 + size modifier.
- **Hardness** – subtract objects hardness from damage; damage in excess of hardness is deducted from object's hit points.
- **Hit Points** – objects are broken at half hit points; objects are ruined at 0 hit points (energy attacks deal half damage, ranged weapons only deal half damage, magic items gain 2 to hardness and +10 to hit points for every +1 of enchantment).
- **Saving throws** - granted to magical items only (2 + half the caster level)

## BREAKING ITEMS (CR 175)

Use a Strength check (see chart for example DCs). Larger and smaller creatures get bonuses/penalties to break items. If an item has lost half of its hit points, the DC is reduced by 2.

## SIZE AND ARMOR CLASS OF OBJECTS (CR 174)

Size	AC Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	–
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

## ARMOR & WEAPON HARDNESS AND HIT POINTS (CR 175)

Weapon or Shield	Hardness <sup>1</sup>	Hit Points <sup>2,3</sup>
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special <sup>4</sup>	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

<sup>1</sup> Add +2 for each +1 enchantment bonus of magic items.

<sup>2</sup> The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

<sup>3</sup> Add 10 hp for each +1 enhancement bonus of magic items.

<sup>4</sup> Varies by material; see the Substance Hardness and Hit Points table.

## SUBSTANCE HARDNESS AND HIT POINTS (CR 175)

Substance	Hardness	Hit Points
Glass	1	1/in. of thickness
Paper or cloth	0	2/in. of thickness
Rope	0	2/in. of thickness
Ice	0	3/in. of thickness
Leather or hide	2	5/in. of thickness
Wood	5	10/in. of thickness
Stone	8	15/in. of thickness
Iron or steel	10	30/in. of thickness
Mithral	15	30/in. of thickness
Adamantine	20	40/in. of thickness

## OBJECT HARDNESS AND HIT POINTS (CR 175)

See also Walls (CR 411) and Doors (CR 413).

Object	Hardness	Hit Points	Break DC
Rope (1 in. diameter)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Masonry wall (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

## DCs TO BREAK OR BURST ITEMS (CR 175)

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
Condition	DC Adjustment*
<i>Hold portal</i>	+5
<i>Arcane lock</i>	+10

\* If both apply, use the larger number.

## ATTACK ROLL MODIFIERS (CR 195)

Attacker is...	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 <sup>1</sup>	-2 <sup>1</sup>
Flanking defender	+2	–
Invisible	+2 <sup>2</sup>	+2 <sup>2</sup>
On higher ground	+1	–
Prone	-4	-3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

<sup>1</sup> An entangled character also takes a -4 penalty to Dex.

<sup>2</sup> The defender loses any Dex bonus to AC

<sup>3</sup> Most ranged weapons can't be used while the attacker is prone.

## ARMOR CLASS MODIFIERS (CR 195)

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 <sup>1</sup>	-2 <sup>1</sup>
Concealed or invisible	See CR 196	
Cowering	-2 <sup>1</sup>	-2 <sup>1</sup>
Entangled	-2	-2
Flat-footed	-1	-1
Grappling (but attacker is not)	-1	-1
Helpless	-4 <sup>3</sup>	-3
Kneeling or sitting	-2	+2
Pinned	-4 <sup>3</sup>	-3
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 <sup>1</sup>	-2 <sup>1</sup>

<sup>1</sup> The defender loses any Dex bonus to AC.

<sup>2</sup> An entangled character takes a -4 penalty to Dex.

<sup>3</sup> The defender is flat-footed and cannot add his Dex bonus to AC.



## CONDITIONS (CR 565-568)

**Bleed:** Take listed damage. Can be stopped with a DC 15 Heal check or any spell that cures hp damage. Bleed affects do not stack unless they're different types of damage.

**Blinded:** -2 to AC, no Dex bonus to AC, and -4 penalty on most Str- and Dex-based skill checks and opposed Perception skill checks. All checks that rely on vision fail. All opponents have total concealment (50% miss chance). Must make DC 10 Acrobatics check to move faster than half speed; if character fails, they fall prone.

**Confused:** Behavior of affected person as follows (roll % dice): 01-25% - act normally; 26-50% - do nothing but babble incoherently; 51-75% - deal 1d8 + Str modifier damage to self with item in hand; 76% - attack nearest creature (but not familiars). Allies using touch spell to help confused character must make melee touch attack. Affected character attacks last person to attack it until that person is dead or gone.

**Cowering:** Frozen in fear; no actions. -2 to AC. Loses any Dex bonus to AC.

**Dazed:** Unable to act normally; no actions. No penalty to AC.

**Dazzled:** Overstimulated eyes. -1 on attack rolls and sight-based Perception checks.

**Deafened:** -4 to initiative checks. Automatically fails any hearing-based Perception checks; -4 on opposed Perception checks. 20% chance of spell failure on spells with verbal components.

**Disabled:** Character has 0 hp or is at negative hp but stable. Can take a standard or move action only. Moves at half speed. Performing strenuous actions or a standard action causes character to lose 1 hp after completion of action. Recovering hp without help requires DC 10 Constitution check (modified by penalty equal to negative hp); if the character fails the check, they lose 1 hp and can try again after resting 8 hours.

**Dying:** Character has negative hp. Recovering hp without help requires DC 10 Constitution check (modified by penalty equal to negative hp); if the character fails the check, they lose 1 hp and can try again after resting 8 hours.

**Energy Drained:** Character gains negative levels. Cumulative -1 penalty on all ability checks, attack rolls, combat maneuver check, CMD, saving throws, and skill checks. Also, hp reduce by 5 for each negative level. Prepared spells are not lost, but character is effectively a lower-level spellcaster with regard to preparing new spells. If drain is temporary, character gets new saving throw each day. The only "cure" is the *restoration* spell.

**Entangled:** Creature moves at half speed, cannot run or charge, and takes a -2 penalty on attack rolls and a -4 penalty to Dex. Casting a spell while entangled requires a Concentration check (DC 15 + spell level).

**Exhausted:** Move at half speed, cannot run or charge, and takes -6 penalty on Str and Dex. Resting for 1 hour allows exhausted character to become fatigued.

**Fascinated:** Creature so entranced by supernatural or spell effect that it does nothing else. -4 on skill checks made as reactions. New saving throw if hostile creature approaches. An obvious threat breaks the effect. An ally make shake the creature to end the effect as a standard action.

**Fatigued:** Cannot run or charge. -2 penalty on Str and Dex. Condition ends with 8 hours of rest.

**Frightened:** Creature tries to flee the source of its terror. If it cannot, it can attack at -2 to attack, saving throws, skill checks, and all ability checks. Creature can use special abilities and spells to flee; in fact, it definitely would.

**Grappled:** Cannot move and takes -4 penalty to Dex. -2 to attack and all combat maneuvers except those used to break the grapple. Must make a Concentration check (DC 10 + grappler's CMB + spell level) or lose spell. Cannot make attacks of opportunity. Cannot use Stealth. Invisibility gives creature a +2 bonus to avoid being grappled.

**Helpless:** Creature has an effective Dex of 0. Melee (but not ranged) attacks against helpless creature get a +4 bonus. Rogues can sneak attack helpless creatures. Enemy can perform a coup de grace on a helpless creature. This attack is an automatic hit and automatic critical hit (unless creature is immune to critical hits). If defender survives, she must make a Fortitude save (DC 10 + damage dealt) or die.

**Incorporeal:** Immune to all non-magical attacks. Take half damage from magic weapons, spells, spell-like effects, and supernatural effects.

**Invisible:** +2 on attack rolls against sighted creatures, and ignores opponent's Dex bonus to AC.

**Nauseated:** Unable to attack, cast spells, concentrate on spells, or do anything requiring attention. Can only take a single move action per turn.

**Panicked:** Creature must drop any held object(s) and flee. -2 on saving throws, skill checks, and ability checks. If cornered, creature cowers. Creature will use any spell or spell-like ability in its quest to flee.

**Paralyzed:** Creature has effective Str and Dex scores of 0 and is helpless. Flying creatures fall; swimming creatures begin drowning. Allies and enemies can move through a square occupied by a paralyzed creature as if it were difficult terrain.

**Pinned:** Cannot move and is flat-footed. Takes an additional -4 penalty to AC. Creature can attempt to break free via a combat maneuver or Escape Artist check. Cannot use spells that have somatic or material components. Other spells require a Concentration check (DC 1 + grappler's CMB + spell level) or lose spell. Does not stack with the grappled condition.

**Prone:** Character is lying on the ground. -4 penalty on melee attack rolls and cannot use ranged other than the crossbow. Creature gains a +4 bonus to AC against melee attacks. Standing up is a move action that provokes an attack of opportunity.

**Shaken:** -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

**Sickened:** -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

**Stable:** A dying creature who is no longer losing hp. Creature is unconscious and may make a DC 10 Constitution check (modified by penalty equal to negative hp) each hour to become conscious and disabled (even though hp are still negative).

**Staggered:** Creature may take a standard or move action (but not both) each round. Creature with nonlethal damage equal to current hp is staggered (if damage is lethal, see the disabled condition).

**Stunned:** Creature drops any held item, cannot take actions, takes a -2 penalty to AC, loses Dex bonus to AC.

## RANGED WEAPONS (UE 17-21)

Ranged weapons take a cumulative -2 penalty for each range increment. Thrown weapons have a maximum range of 5 range increments; projectile weapons have a maximum range of 10 range increments.

Weapon	Range
Aklys	20 ft.
Amentum	50 ft.
Axe musket	30 ft.
Blowgun	20 ft.
Blunderbuss	Special*
Bolas	10 ft.
Buckler gun	10 ft.
Chakram	30 ft.
Club	10 ft.
Coat pistol	10 ft.
Composite longbow	110 ft.
Composite shortbow	70 ft.
Culverin	30 ft.
Dagger	10 ft.
Dagger pistol	10 ft.
Dart	20 ft.
Double crossbow	80 ft.
Double hackbut	50 ft.
Double-barreled musket	50 ft.
Double-barreled pistol	20 ft.
Double-barreled shotgun	20 ft.
Dragon pistol	20 ft.
Halfling sling staff	80 ft.
Hand crossbow	30 ft.
Harpoon	10 ft.
Heavy crossbow	120 ft.
Hunga munga	15 ft.
Javelin	30 ft.
Kyoketsu shoge	20 ft.
Light crossbow	80 ft.
Light hammer	20 ft.
Longbow	100 ft.
Lungchuan tamo	10 ft.
Musket	40 ft.
Pepperbox	20 ft.
Pepperbox rifle	80 ft.
Pistol	20 ft.
Repeating hand crossbow	30 ft.
Repeating heavy crossbow	120 ft.
Repeating light crossbow	80 ft.
Revolver	20 ft.
Rifle	80 ft.
Rope dart	20 ft.
Shortbow	60 ft.
Shortspear	20 ft.
Shotgun	20 ft.
Shuriken	10 ft.
Sling	50 ft.
Spear	20 ft.
Starknife	20 ft.
Sword cane pistol	10 ft.
Throwing axe	10 ft.
Throwing shield	20 ft.
Trident	10 ft.
Tube arrow shooter	40 ft.
Underwater heavy crossbow	120 ft.
Underwater light crossbow	80 ft.
Warhammer musket	30 ft.
Wooden stake	10 ft.
Wushu dart	10 ft.

\* 15-ft cone when firing pellets, 10-ft cone when firing a bullet.