

ACROBATICS (*Dex; Armor Check Penalty*)

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 2 inches wide	20

Check: A successful Acrobatics check allows you to move half speed across such surfaces.
 - While using Acrobatics this way you are flat-footed and lose your Dex bonus to AC.
 - If you take damage while balancing, you must make another check at the same DC to avoid falling or being knocked prone.
 * No Acrobatics check is needed to move across these surfaces unless the modifiers to the surface (below) increase the DC to 10 or higher.

Situation	Base Acrobatics DC*	Long Jump	DC	High Jump	DC
Move through a threatened area (1/2 speed)	Opponent's CMD	5 feet	5	1 foot	4
Move through a threatened area (normal speed)	Opponent's CMD + 10	10 feet	10	2 feet	8
Move through an enemy's space	5 + opponent's CMD	15 feet	15	3 feet	12
Move 5' while prone (requires FULL ROUND ACTION)	Opponent's CMD + 5	20 feet	20	4 feet	16
FALLING: Ignore the first 10 feet fallen	15	> 20 feet	+5 per 5'	> 4 feet	+4 per 1'

- You can't exceed your speed with a jump check.
 - DCs are doubled without a 10' start.
 - If you fail a jump check by 4 or less you can make a DC 20 Reflex save to catch the other side.

Acrobatics Modifiers	DC Mod
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 a 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.

BLUFF (*Cha*)

Circumstances	Bluff Modifier
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

Check: Bluff is opposed by Sense Motive
Retry for deceiving: -10; if DM allows
Feint: Standard Action. Causes opponent to lose Dex bonus to AC against your next attack. DC = 10 + Opp BAB + Opp. Wis Mod OR 10 + Opp. Sense Motive, if better
Secret Messages: Simple message: DC 15; Complex message: DC 20. If you fail by 5 or more, the target gets the wrong message. Others can detect with Sense Motive.

CLIMB (*Str; Armor Check Penalty*)

DC	Example Surface or Activity
0	A slope too steep to walk up; a knotted rope against a wall.
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 smooth, flat vertical (or inverted) surface cannot be climbed.

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

Check: With a successful check you move one-quarter your speed.
 Fail by 4 or less: Make no progress
 Fail by 5 or more: Fall
Accelerated Climbing: By taking a -5 penalty, you can move ½ speed
Catch Yourself When Falling:
 On a wall: DC = Wall's DC + 20
 On a slope: DC = Slope's DC + 10
Catch a Falling Character While Climbing:
 If a falling creature is above or adj. to you, if you make a melee touch attack vs. the creature and a climb check with a DC = Wall's DC + 10, you can catch the creature assuming you can carry your load and its weight.

CONDITIONS

Bleed	Take damage at the start of turn. DC 15 Heal check to stop.
Blinded	-2 AC, lose Dex to AC, -4 to Str, Dex and Perception skills, all opponents have total concealment (50% miss), must make DC 10 Acrobatics to move faster than half speed or you fall prone.
Confused	All creatures are enemies d% Behavior 01–25 Act normally. 26–50 Do nothing but babble incoherently. 51–75 Deal 1d8 points of damage + Str modifier to self with item in hand. 76–100 Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).
Cowering	Can take no actions. -2 AC, lose Dex to AC
Dazed	Can take no actions, but not penalty to AC
Dazzled	-1 to Attack and sight based Perception checks
Deafened	-4 on Init and Perception, 20% failure with verbal spell
Disabled	Can take a single action. Can move half speed. Taking a Standard action results in 1 damage.
Dying	Can't take any actions. Make a DC 10 Con check with a penalty equal to negative hp. Success: Stabilized, Failure: 1 hit point. DEAD AT NEGATIVE CON score.
Entangled	Move at half speed, can not run or charge, -2 to attacks, -4 to Dex. Casting spell requires DC 15 + Spell Level Concentration check.
Exhausted	Move at half speed, cannot run or charge, -6 to Str and Dex. After 1 hour of complete rest you are Fatigued.
Fascinated	Take no actions. -4 to reaction Perception/Insight. Potential threat allows new save. Obvious threat automatically breaks.
Fatigued	Can't run or charge, -2 to Str and Dex. Doing anything else that would cause fatigue causes Exhaustion
Flat-footed	Lose Dex to AC and CMD and can't make AOOs
Frightened	Flees from source of fear if possible, otherwise may attack. -2 on attacks, saves, skill and ability checks.
Grappled	Can't make AOOs, Can't move, -4 to Dex, -2 to attacks and Combat Maneuver checks except those to grapple or escape. Can't use two hands. Casting a spell requires a Concentration check (DC 10 + grappler's CMB + Spell Level).
Helpless	Treated as Dex 0 (-5 modifier). Melee attacks get +4. Coup de grace: Full round action, Requires melee weapon (or be adjacent with a bow or crossbow), automatic hit and scores a critical. If the target survives it must make a DC 10 + DMG Fort save or die
Nauseated	Single move action per turn. Unable to attack, cast spells or do anything that requires attention
Panicked	Drop anything it's holding and flee at top speed from source of fear and other dangers in encounters in a random direction. -2 to saves, skill and ability checks
Paralyzed	Str and Dex of 0 and Helpless, can take purely mental actions.
Pinned	Can't move, Flat-footed, -4 to AC, can take verbal and mental actions and attempt Combat Maneuver or Escape Artist check to escape. Can't cast spells with Somatic components. Spells require DC 10 + grappler's CMB + Spell Level or lose the spell
Prone	Lying on the ground. -4 to melee attacks, -4 AC vs. melee attacks, +4 AC to ranged attacks, can't use a ranged weapon (except a crossbow).
Shaken	-2 to attacks, saves, skill and ability checks
Sickened	-2 to attacks, saves, damage rolls, skill and ability checks
Staggered	Can only take a move or standard action in a round, not both
Stunned	Drop items held. Can't take actions. -2 AC and lose Dex to AC
Unconscious	Knocked out and Helpless.

DIPLOMACY (Cha)

Starting Attitude	Diplomacy DC
Hostile	25 + creature's <u>Cha</u> modifier
Unfriendly	20 + creature's <u>Cha</u> modifier
Indifferent	15 + creature's <u>Cha</u> modifier
Friendly	10 + creature's <u>Cha</u> modifier
Helpful	0 + creature's <u>Cha</u> modifier

Request	Diplomacy DC Modifier
Give simple advice or directions	-5
Give detailed advice	+0
Give simple aid	+0
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

Check: Requires 1 minute of continuous interaction. Make a Diplomacy check vs. a NPC's initial attitude. For every 5 points you succeed, increase the attitude by one step (not more than 2 Steps). If you fail by 5 or more, decrease the attitude by 1 step.

Duration: Typically 1d4 hours

Requires: a creature that understands you and has an INT of at least 3.

Gather Information: Spend 1d4 hours canvassing people in the area. Common Information: DC 10; Obscure Information: DC 20

DISABLE DEVICE (Dex; ACP; Trained Only)

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

Check: This check is made secretly by the DM. If you succeed the device is disabled, if you fail by 4 or less you can try again, if you fail by 5 or more something goes wrong.

Action: Simple: 1 round (Full round action), Tricky: 1d4 rds, Difficult: 2d4 rounds. Opening a lock: a Full Round action.

* If you attempt to leave behind no trace of your tampering, add 5 to the DC.

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

ESCAPE ARTIST (Dex; Armor Check Penalty)

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

Action: Escaping from ropes, manacles or other restraints (except a grappler) requires 1 minute.

FLY (Dex; Armor Check Penalty)

Flying Maneuver	Fly DC
Move less than half speed and remain flying OR avoid fall	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

Check: Only when making a complex maneuver. Without a check a creature can remain flying if it moved at least half its speed.

Creatures with Wings:

Damaged while flying: DC 10 Fly check or lose 10' altitude
Collision while flying with object your size or greater: DC 25 or fall

HEAL (Wis)

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

Long Term Care: After tending patient for a day and making a successful check, the patient recovers at twice the normal rate: 2 hp/level or 2 attribute points for 8 hrs; 4hp/level or 4 attribute points for a full day's rest. You can treat up to 6 patients at a time, but can't treat yourself.

Treat Wounds from Caltrops, Spike Growth or Spike Stones: A creature wounded by a caltrop moves at ½ speed. Healing a spike growth or spike stone wound requires 10 minutes.

Treat Deadly Wounds: Restore 1 hp/level. If you succeed the DC by 5 or more add your Wisdom modifier (if positive). Using this function of the heal skill requires 2 uses of a healer's kit. Without such a kit, you take a -2 to your Heal check.

KNOWLEDGE (Int; Trained Only for DC > 10)

Task	Skill	DC
Identify auras while using <i>detect magic</i>	Arcana	15 + spell level
Identify a spell effect that is in place	Arcana	20 + spell level
Identify materials created by magic	Arcana	20 + spell level
Identify a spell that just targeted you	Arcana	25 + spell level
Identify spells that use a specific material component	Arcana	20
Identify underground hazard	Dungeoneering	15 + hazard's CR
Identify mineral, stone, or metal	Dungeoneering	10
Determine slope	Dungeoneering	15
Determine depth underground	Dungeoneering	20
Identify dangerous construction	Engineering	10
Determine a structure's style or age	Engineering	15
Determine a structure's weakness	Engineering	20
Determine target's ethnicity or accent	Geography	10
Recognize regional terrain features	Geography	15
Know location of nearest community or noteworthy site	Geography	20
Know recent or historically significant event	History	10
Determine approximate date of a specific event	History	15
Obscure or ancient historical event	History	20
Local laws, rulers, and locations	Local	10
Common rumor or local tradition	Local	15
Know hidden organizations, rulers, and locations	Local	20
Identify natural hazard	Nature	15 + hazard's CR
Identify a common plant or animal	Nature	10
Identify unnatural weather	Nature	15
Determine artificial nature of feature	Nature	20
Know current rulers and banners	Nobility	10
Know proper etiquette	Nobility	15
Know line of succession	Nobility	20
Know the names of the planes	Planes	10
Recognize current plane	Planes	15
Identify a creature's planar origin	Planes	20
Recognize a common god's symbol	Religion	10
Know common mythology & tenets	Religion	15
Obscure god or clergy	Religion	20
Monster abilities/weaknesses	Varies	10 + CR



PERCEPTION (Wis)

Detail	Perception DC
Hear the sound of battle	-10
Notice the stench of rotting garbage	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
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 through taste	15 + the potion's caster level
Perception Modifiers	DC Modifier
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10/foot of thickness
Favorable conditions ¹	-2
Unfavorable conditions ¹	+2
Terrible conditions ²	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20

LIGHT SOURCES

Object	Normal	Increased	Duration
Candle	n/a ¹	5 ft.	1 hr.
<i>Everburning torch</i>	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Spell	Normal	Increase	Duration
<i>Continual flame</i>	20 ft.	40 ft.	Permanent
<i>Dancing lights</i> (torches)	20 ft. (each)	40 ft. (each)	1 min.
<i>Daylight</i>	60 ft. ²	120 ft.	30 min.
<i>Light</i>	20 ft.	40 ft.	10 min.

RIDE (Wis; Armor Check Penalty)

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Leap	15
Spur mount (+10 move, 1d3 dmg)	15
Control mount in battle	20
Fast mount or dismount	20

SPELLCRAFT (Int; Trained Only)

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

SURVIVAL (Wis)

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 <i>Fortitude</i> 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.

SWIM (Str; Armor Check Penalty)

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20 (can't take 10)
Success: Move action for one quarter speed, Full action for one-half speed. Fail by 4 or less: no progress; 5 or more, you sink	

SURVIVAL - TRACKING (Surface Modifiers)

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

SURVIVAL - TRACKING (Wis)

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow since the trail was made	+10
Poor visibility: ²	
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	
2 Apply only the largest modifier from this category.	
Check: A Survival check may represent activity over the course of hours or a full day.	
Following Tracks: Make a check to follow tracks for 1 mile—at least a full round action.	
Movement: You move at half speed; at normal speed with a -5; at double-speed at a -20.	
Special: If are trained in Survival you can automatically determine where true north lies.	
Untrained: You can't track if the DC is greater than 10	

CONCENTRATION (d20 + level + ability mod)

Situation	Concentration Check DC
Cast defensively	15 + double spell level
Injured while casting	10 + damage + spell level
Continuous damage while casting	10 + 1/2 damage + spell level
Affected by a non-damaging spell while casting	DC of the spell + spell level
Grappled or pinned while casting	10 + grappler'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

Attacker is...	Melee	Ranged
<u>Dazzled</u>	-1	-1
<u>Entangled</u>	-2 ¹	-2 ¹
Flanking defender	+2	—
<u>Invisible</u>	+2 ²	+2 ²
On higher ground	+1	+0
<u>Prone</u>	-4	-3
<u>Shaken</u> or <u>frightened</u>	-2	-2
Squeezing through a space	-4	-4

1 An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

2 The defender loses any Dexterity bonus to AC.

3 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealed or <u>invisible</u>	See Concealment	
Cowering	-2 ¹	-2 ¹
<u>Entangled</u>	+0 ²	+0 ²
<u>Flat-footed</u>	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ¹
<u>Helpless</u>	-4 ³	+0 ³
Kneeling or sitting	-2	+2
<u>Pinned</u>	-4 ³	+0 ³
<u>Prone</u>	-4	+4
Squeezing through a space	-4	-4
<u>Stunned</u>	-2 ¹	-2 ¹

1 The defender loses any Dexterity bonus to AC.

2 An entangled character takes a -4 penalty to Dexterity.

3 The defender is flat-footed and cannot add his Dexterity bonus to his Armor Class.

Weapon or Shield	Hardness ¹	Hit Points ^{2, 3}
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 ⁴	armor bonus × 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

¹ Add +2 for each +1 enhancement bonus of magic items.

³ Add 10 hp for each +1 enhancement bonus of magic items.

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	Hard	HP	Break
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
Hewn stone (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

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*
Hold portal	+5
Arcane lock	+10

* If both apply, use the larger number.

Size	AC Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Standard Action	AOO ¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another (2)	?
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 Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Read a scroll	Yes
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	AOO ¹
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon (3)	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount/dismount a steed	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from <u>prone</u>	Yes
Ready or drop a shield (3)	No
Retrieve a stored item	Yes
Full-Round Action	AOO ¹
Full attack	No
Charge (4)	No
Deliver coup de grace (see Helpless)	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes

Full-Round Action	AOO ¹
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use a touch spell on up to six friends	Yes
Withdraw (4)	No
Free Action	AOO ¹
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell (5)	No
Speak	No
Swift Action	AOO ¹
Cast a quickened spell	No
Immediate Action	AOO ¹
Cast <i>feather fall</i>	No
No Action	AOO ¹
Delay	No
5-foot step	No
Action Type Varies	AOO ¹
Perform a combat maneuver	Yes
Use feat (see specific Feat)	Varies

(1) For the action itself, not moving
(2) If the action provokes, so does aiding
(3) If your BAB is +1 or higher, you can combine with a move action
(4) If you are limited in actions, you may take this action as a Standard Action
(5) Unless the component is very large or heavy

COMBAT MANUEVER BONUS (CMB)
Base attack bonus + Strength mod + Special Size Modifier
Fine -8, Diminutive -4, Tiny -2, Small -1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8
COMBAT MANUEVER DEFENSE (CMD)
10 + Base Attack bonus + Str mod + Dex mod + Special Size Modifier

Two-Weapon Fighting	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
<u>Two-Weapon Fighting</u> feat	-4	-4
Off-hand weapon is light and <u>Two-Weapon Fighting</u> feat	-2	-2

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