RIFTS

d20
system

d20 system RIFTS

v3.4

Introduction
What This Is and
What This Is Not

Introduction

What this is

This is a much needed conversion. The D20 System, made by Wizards of the Coast has its problems but not as much as the Palladium system does. I love the Rifts setting very much, however the mechanics suck. Rifts has many fantastically done elements in it, Siembieda and his brilliant confederates have a mastery of telling and creating a setting, though most importantly they know what to say and what to left unsaid about a hook. I am no Guru about gaming, or a master of either system, but I think I have presented a reasonable conversion. It's clunky, (maybe even a little more so than the original system) but after the characters are done (by far the most cumbersome of the conversion) the DM is left to FIAT, fudge and DMD her way through the story. Though there may be no real difference in the characters perspectives of how the game plays out, but to a storyteller, DM, GM, Keeper, Etc. the difference is there. One of the best things about the D20 system is the fact that it is open ended (though some mechanics breakdown at upper reaches). The Rifts system is open ended as well, but the skills and a few other nuances of the game may as well be as closed as a Rolemaster game (See chart 11-B.32 subsection Q for skills and nuances vs. systems). The D20 system is clean, simple (at least superficially) and is, lets face it, sweeping the current gaming market (with only White-Wolf seemingly safe for the moment, and maybe Godlike). Palladium is much too proud to ever convert to this 'other' system and Wizards won't do it unless there is a buck in it (no offense to Monte Cook, Bruce Cordell, Skip Williams and the other brilliant writers at WOTC) so someone had to do it, and break every copyright license along the way (even some I didn't really have to). So here it is 100+ pages of D20 Rifts.

To the others out there that have also been doing the same, such as the D20 project and others, keep up the exceptional work, and I hope you find this useful in your own efforts to produce a better game.

What this is not

This is not Dungeons and Dragons with Rifts elements, this is, PPE and ISP chugging super juicer-techno-wielding cyborg-crazies Rifts. This is Rifts with elements used from the D20 system where I thought were needed. This is not the "meet in the 'Green Griffon' with the patriarch of the local castle Rifts game" (though it could be), This is the random rifting, dimension hopping, Splugorth-running-from, lobbin' fusion blocks from the escape hatch of a stolen piece of Kydian power armor -- Rifts game, that people enjoy (Though I also enjoy a cup of coffee with a Invincible guardsmen to discuss scare tactics now and again). I have tried to use the D20 system to clarify, _not change_, as much of the Rifts rules as possible, and also to allow more codified game play and running. This was not an easy task, some things (like item creation) D20 and Rifts just don't see eye to eye on (_eh....and the whole thing about feats......_).

Final Word

Please read carefully, I have tried to explain my decisions as best I could. I recommend (as with any other rulebook) that this book be read three times before playing, some ideas are presented several times throughout the book and sometimes are elucidated more every time. Two key concepts to this conversion, is the idea that 1st level characters represent what one will become many levels down the road. As a result when making a character always make them first level first and then advance them (this helps for figuring out the ten percent rule) and also that power and killing progression is slower in these rules, but in the end these characters are pretty even (maybe even a little stronger). I have violated a few of Kevin Siembieda's visions of what characters should be able to do, but I feel they are reasonable. View the character sheet and then draw extrapolations, this book has been written with the idea that only veteran Rifts players will be reading this, and as a result the D20 rules are more explicit and the Palladium rules left to _a priori_ knowledge.

Now, go game.

RPPG Unite.

Special thanks to all my playtesters who had to rewrite their characters at every session and never once got to look at the rules.

Chapter 1
General Conversion Primer

General Conversions

This section is meant as a primer for people who are already familiar with both the Palladium/Rifts system and the D20 system.

M.D.C. and S.D.C.

M.D.C. and S.D.C. are converted to hit points at a one to one ratio. Previously M.D.C. materials receive a damage reduction value of 100/MD. Weapons that previously did M.D. now have the descriptor MD allowing them to bypass materials that have 100/MD damage reduction. Any MD weapon that damages a material without the MD descriptor does its damage times 100.

Environmental, Power and Robotic Armor

Hit points and AC

These marvels of technology all have the MD damage reduction value of 100/MD. Since these pieces of equipment completely seal the pilot (in most cases, in Palladium if they do not, it has an A.R. number) they count as 100% cover. In this case only the pilots DEX bonus is applicable to the AC to hit the power armor. To comprehend this, understand that these pieces of armor can often withstand hundreds of points of damage and are nearly invulnerable to normal weapons.

Augmented STR and DEX

When operating/using armor that has its own STR and DEX values (P.S. and P.P) these replace the pilots, for better or worse.

Healing

A person capable of healing naturally recovers hit points per day equal to 10% of their starting HP (base hit points) times their level. Armor, Robots and force fields do not heal unless otherwise stated. Certain conditions allow for increased healing, such as IRMSS kits, rest and trained physicians (successful Heal/Medicine Check). Hit points and ability scores are recovered at the following rates.

Base HP x level x type of care x miscellaneous modifier
= hit points recovered per day.
Level x type of care x miscellaneous modifier
= ability points recovered

Table 1-1: Healing

Hit Point Recovery	Normal	Normal and Long Term Care Check from a successful Heal/Medicine Check
Strenuous Activity	0x	0x
Light Activity	1x	2x
Complete Bed Rest	1.5x	3x

Ability Score Recovery	N	L.T. Care
Strenuous Activity	0x	0x
Light Activity	1x	2x
Complete Bed Rest	2x	4x

Hit Location

Hit Location is largely disregarded. To hit a specific spot on a target you must succeed in hitting an AC that is 50% more and modified with size bonuses and penalties (after the 50% calculation).

I.e. to hit the head of a medium sized creature with and AC of 20, one would need to successfully hit an AC of 30 plus the AC bonuses for the small target (+1 to AC)

Additional appendages allow more armor to be distributed around the body, increasing over all hit points.

Melee Rounds and Attacks per Melee

1 melee round becomes 1 round (d20 System) which lasts only 6 seconds opposed to 15. Attacks per melee are disregarded. Multiple actions/attacks are possible in one round, but only through feats and base attack progression.

Horror Factor

Disregarded, at DM's discretion fear saves and other such mechanics for startling/horrifying events may be used.

Speed Scores and Base Speed

For deciding the speed scores for things that only have their running speed given apply the following formula. Round the result to the nearest ten.

$$\text{Base Speed} = \frac{\text{Mph x } 5280}{2400} = \text{ft. per 6 seconds}$$

$$\text{Base Speed} = \frac{\text{kmph x } 3280.83}{2400} = \text{ft. per 6 seconds}$$

Supernatural, Robotic and Normal STR (P.S.)

The descriptors of different kinds of strength function as virtual size increases. This means that a medium sized cyborg with robotic (cybernetic) strength can lift/haul/push/carry weight equal to that of a large creature with the same strength.

When operating/using armor that has its own STR and DEX values (P.S. and P.P) these replace the pilots, for better or worse.

Hand to Hand Damage in Rifts

Without the unarmed strike feat all damage is subdual (unless a -4 penalty to hit is taken) and follows the following table 1-2: Unarmed Damage.

Table 1-2: Unarmed Damage

Size*	Damage**
Colossal-size	2d8
Huge-Size	2d6
Large-size	2d4
Medium-size	2d3
Small-size	2d2
Tiny-size	1d2

* This includes virtual size increases.

** This is subdual damage unless the Improved Unarmed Strike is used.

Psionics and I.S.P.

The psionics system is kept almost entirely identical. Powers have been assigned power levels based upon total expended I.S.P. divided by 3 rounded down. All psionic powers are Wisdom based (at DM's discretion). Conversions for psionic bonuses are presented later in this book.

Recovering I.S.P.

Meditation* = 6 I.S.P. + WIS /hour

Sleep or relaxation = 2 I.S.P. + WIS /hour

* Meditation counts as two times the equivalent number of hours of sleep.

Magic and P.P.E.

The magic system is kept almost entirely the same. Levels of spells are used as presented. Magic is all Intelligence based (DM's discretion). Conversions for Magical bonuses and effects are presented later in this book. P.P.E. is based on Constitution. All Rifts spells have verbal and somatic components.

Recovering P.P.E.

Meditation* = 10 P.P.E. + CON /hour

Sleep or relaxation = 5 P.P.E. + CON /hour

* Meditation counts as an equivalent number of hours of sleep.

Percentage system conversion

$25 - ([Base \% + 1^{st} Level \%] / 100 \times 20)$ for DC, bonuses to the roll are +1 per level.

E.g. Sense Ley Line 30%+5% per level for 6th Level Ley Line Walker

Rifts: Percentage chance at 1st level of success = 35%

D20: 0.35 x 20 = 7,

DC = 25 − 7 = 18, Modifier = +1 x Level

Therefore the base is DC 18 for a Ley Line walker to sense a ley line, with a modifier equal to the level of the character.

Innate abilities like this should also receive a bonus based on an ability score. I.e. Ley Line Walker = Magic User = CHA bonus

Note: A good short hand is take the target percentage and divide by 5 and then take the answer and subtract it from 25 to determine the DC.

Weapons

Weapons entries need little conversion. Their damage transfers directly one to one, with or without the MD modifier depending on whether it had that in the original rifts material. Maximum effective range is halved and treated as the weapons range increment.

Payload and shots per e-clip all directly translate. All diameters and radii are the same.

Armor

Armor entries need little conversion as well; their damage capacity directly correlates to hit points with or without the MD modifier depending on whether it had that in the original rifts material. Any armor check penalty and max DEX is based upon the penalty to prowl as well as the mobility (Round down I.e. Great, 2% = Excellent, 0%). All A.R. ratings need to have 5 added to them. Remember that even though a creature's AC might be high with full plate on, they still run the risk of getting hit personally, unlike in other armor than has no A.R. rating, merely the DEX bonus. E.g. DEX = +4, Creature in MD Studded Leather has an AC of 22 to hit the body, Creature in Power Armor has a AC of 14 to hit the armor only, no threats to the body unless the Power Armor gets destroyed. Rituals cannot be performed in anything that has an arcane spell failure greater than 15%.

Armor Check Penalties

Armor check penalties are calculated by the armor's penalty to prowl. For every 5% prowl penalty the armor is calculated as having an Armor check penalty related to that number and all other related restrictions (I.e. max DEX, Arcane Spell Failure, Base Speed limitations). Though seldom the Armor Check Penalty for MD armor gets very high, this is representative of their fine construction and maneuverability. All modern armors are classed as Light armor (even though some are referred to as 'heavy').

Table 1-3: Deciding Armor Check Penalties

Mobility	Prowl Penalty	Max DEX	Armor Check Penalty	Arcane Spell Failure
Excellent	0%	10	0	0%
Excellent	-5%	8	0	5%
Good	-5%	6	0	10%
Good	-10%	5	-1	15%
Fair	-10%	5	-2	20%
Fair	-15%	4	-3	25%
Fair/Poor	-20%	4	-4	30%
Poor	-25%	3	-5	35%

Powered armor is self propelled and is not subject to armor check penalties, there are just tasks it can and cannot perform at the DM's discretion. E.g. a person in powered armor cannot perform a Sleight of Hand or Move Silently check.

Ability Scores

Every character (player character, NPC, or monster) has six basic Ability Scores: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA).

The Score of these Abilities ranges from 0 to infinity. The normal human range is 3 to 18. If a human receives a 17 or 18 in an ability score, an additional d6 may be rolled and added to the total. If that roll is a 6 another d6 may be rolled and added to that ability score. You may keep doing this until a 6 is not rolled. In Rifts often special things happen to ability score over 30, in the conversion those special changes are disregarded.

RIFTS CONVERSION

I.Q., Intelligence Quotient as per Intelligence Attribute (**INT**)

M.E., Mental Endurance as per Wisdom Attribute (**WIS**)

M.A., Mental Affinity as per Charisma Attribute (**CHA**)

P.S., Physical Strength as per Strength Attribute (**STR**)

P.P., Physical Prowess as per Dexterity Attribute (**DEX**)

P.E., Physical Endurance as per Constitution Attribute (**CON**)

P.B., Physical Beauty is disregarded. The concept of beauty varies from species to species; this idea should be used at the discretion of the D.M. No matter how attractive a Xiticix is, a human is just not going to find it alluring, and vice a versa.

Spd., Speed, take the average speed score, multiply by 3 and round to the nearest ten, this becomes the base speed score. When dice are involved the average of the die is used, when number are involved the exact number is used.

Ability Modifiers

Each ability will have a modifier. The modifier can be calculated using this formula: Ability Score minus 10 divided by 2, round down.

An ability score of 15 provides a +3 modifier, and an ability score of 7 provides a -2 modifier. The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Use of Ability Scores

Apply the Strength modifier to:
- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon. (Exceptions: Off-hand attacks receive only half the Strength modifier, while two-handed attacks receive one and a half times the Strength modifier. A Strength penalty, but not a bonus, applies to attacks made with a bow or a sling.)
- Skills that have Strength as their key ability.

Apply the Dexterity modifier to:
- Ranged attack rolls.
- Armor Class (AC), provided the character can react to the attack.
- Reflex saving throws.
- Bonuses to initiative
- Skills that have Dexterity as their key ability.

Apply the Constitution modifier to:
- Each Hit Point increase and P.P.E. increases (though a penalty can never drop an increase below 1).
- Fortitude saving throws.
- Skills that have Constitution as their key ability.
  Note: If a character's Constitution changes enough to alter his or her Constitution modifier, his or her hit points also increase or decrease accordingly at the same time.

Apply the Intelligence modifier to:
- Skills that have Intelligence as their key ability.
- New levels of spells at level advancement.

Apply the Wisdom modifier to:
- Will saving throws.
- Skills that have Wisdom as their key ability.
- New powers at level advancement.
- I.S.P. increases at level advancement.

Apply the Charisma modifier to:
- Skills that have Charisma as their key ability.
- Any Checks that represent an attempt to influence others.
- Caster checks for magic.

Changing Ability Scores

Ability scores can increase with no limit.
- Poisons, diseases, and other effects can temporarily harm an ability (temporary ability damage). Ability points lost to damage return on their own, typically at a rate of 1 point per day. See above notes for specific rates.
- Some effects drain abilities, resulting in a permanent loss (permanent ability drain). Points lost this way don't return on their own.
- As a character ages, some ability scores go up and others go down.
- There are also many operations, treatments and Character Classes that receive changes to ability scores.

Aging

When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM.

Table 1-4: Aging Effects*

Middle Age: -1 to STR, CON, and DEX; +1 to INT, WIS, and CHA

Old: -2 to STR, CON, and DEX; +1 to INT, WIS, and CHA

Venerable: -3 to STR, CON, and DEX, +1 to INT, WIS, and CHA

* These changes are cumulative over the aging process

When an ability score changes, all attributes associated with that score change accordingly.

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Non-organic STR, CON and DEX can not be modified by diseases that normally affect living tissue. Other effects such as power drain and obvious technological indicators could have a diminishing effect on bionics, robotics and cybernetics.

Aging effects only affect organic tissue. Full conversion cyborgs and the such would not be affected by the detriments of aging, but would gain the mental adjustments. Robotic and Immortal creatures are not affected by aging.

For determining these age categories for a variety of races, refer to there total life span. At 40% of their life span the creature would enter middle age. At 60% of their life span the creature would enter old age. At 80% of their life span the creature would enter venerable age. For creatures that do not have a life span listed, use human life span as a guide, or the GM may choose an appropriate life span.

Chapter 2
Class Conversion and Level Advancement

Classes and Levels

In Rifts there are three types of Character Classes.

- O.C.C. Occupational Character Classes: These classes are similar to normal D20 classes. These can be used by almost any creature regardless of race. Some O.C.C.s are ECL, See Chapter 9 for more on this.
- R.C.C. Racial Character Classes: These classes are species Specific. These classes can only be used by specific races. Some R.C.C.s are ECL, See Chapter 9 for more on this.
- P.C.C. Psychic Character Classes: These classes can only be taken by races capable of psychic/mental discipline. Some P.C.C.s are ECL, See Chapter 9 for more on this.

Level gain is as normal. When characters gain levels they potentially increase in their Base Attack Bonus, Hit Points, I.S.P., P.P.E., Ability Scores, Psionics, Spells, Feats Etc.

Attributes and Supernatural Attributes

All Attributes are kept as per listing and converted to the corresponding d20 ability score.

Supernatural & Robotic Strength

Supernatural strength imposes a virtual size increase for determining strength related task of two steps. (A medium character with supernatural strength would function as huge creatures for the purposes of lifting, carrying, dragging, unarmed damage, grappling, Etc.) A robotic strength increases the virtual size of the character by one step.

Supernatural Constitution

Supernatural Constitution (P.E.) allows the character to fatigue at 1/10 the normal rate. This character would be able to run, carry, pull and do other laborious tasks for tens times as long as normal character. A Supernatural constitution also allows the character to take twice his constitution score in damage below zero before being dead. See Death, Dying and Healing in chapter 7 for a full explanation of this ability.

Hit points

When characters advance in level they receive 10% of their starting (I.e. first level) hit points or 2d6 whichever is greater (starting hit points is for each class only, separate totals are kept for both classes.

Variant Systems

- Advancement is 5% + 1d10% of first level points (round down, unfortunately this method usually requires a calculator of some sort, but has some randomness to it)
- Advancement is 10% of Current hit points (exponential point growth

Base Attack Bonus and Saves

These values increase as per Table: 2-1 through Table: 2-6 in their archetypal class.

I.S.P. and Psionics

I.S.P. increases the same way hit point advancement progresses, (10% or 2d6 whichever is greater, with the same variant systems as well). Psionics are kept categorized in their variant types (Healer, Sensitive, Physical, Super and Bleeder). Psionic powers increase at (10% x number of powers x level) (variant systems also applicable) each of the starting powers are added up (number of powers, not I.S.P.) when the character accumulates (keep remainders from level to level) a whole number in one of the categories (healer, sensitive, physical, super or bleeder), that character receives a new power from that category. Psionic users also receive their wisdom modifier divided by ten percent to add to any existing psionic category for the purposes of achieving new powers. Remainders may be kept as standard.

E.g. a Mind Melter advances to level 2 from level 1
I.S.P. increases 10% from 100 I.S.P. (Average) to 110 I.S.P.
Sensitive Powers $= 5 \times 0.10 \times 2^{nd}$ level $= 1.0$
Physical Powers $= 5 \times 0.10 \times 2^{nd}$ level $= 1.0$
Healing Powers $= 3 \times 0.10 \times 2^{nd}$ level $= .6$
Super Powers $= 3 \times 0.10 \times 2^{nd}$ level $= .6$
This Mind Melter also has a WIS mod of $+5$. This 0.5 ($+5/10$) may be added to any existing category. In this case the Mind Melter will add 0.4 to his healing category and 0.1 to his super power category. Leaving her a remainder of 0.7 in super which can be built onto next level.

The Mind Melter receives one new power in the Sensitive, Healing and Physical Categories. No new powers in Super (since its total does not equal one), but one new power in super next level at minimum.

Bonuses and qualities for Psionic powers are halved rounded up following the O.C.C. bonuses rules. Anything that has S.D.C. or M.D.C, the smaller number of the two is converted to hit points with or without the MD quality and used as such.

Note: All characters have at least 3d6 starting I.S.P. that increases as they level. Unless they have at least one I.S.P. based power

however they are completely unable to use these points. However Psychic vampires and the such can still draw it out of them.

<u>Maxing Out</u>

When all powers are achieved in one category, the Psychic can choose powers from another category of equal power as long as the psychic knows at least one power from that category. The Psychic can choose powers from another category of lesser power as long as the psychic has no other reason not to learn that category. (With the exception of Phase and Bleeder powers that are class specific, though Phase Mystics and Mind Bleeders, may choose from Sensitive, Healer and Physical and eventually Super). The Psychic can also but these numbers towards another psychic class (If already a multi-classed psychic (I.e. Mind Melter/Mind Bleeder). In this system when all possibly powers (in this case, when all Healer, Sensitive, Physical and Super have been learned by the Mind Melter, they can put their excess points into their Mind Bleeder Class to be used when that advances in level. The Psychic can also choose to add these points to their base I.S.P. at a one to one ratio.

P.P.E. and Spells

P.P.E increases the same way hit point advancement progresses, (10% or 2d6 whichever is greater, with the same variant systems as well). Magical spells are added up (number of spells x (max possible levels of the spells at first level) x 0.10 x (new experience level achieved)) these points can then be spent on new spells paying 1 point for a new level one spell, 2 points for a new level two spell, Etc. A magic user can never learn a spell greater than their level +1. Variant Systems are applicable here as well.

Decimals in regards to spell progression are carried from one level to the next. The Magic user also receives her CHA mod divided ten to add to the total gained this level.

Note: Spells of Legend are considered 21st Level Spells

E.g. 1st level Mystic goes to 2nd level.

P.P.E base at first level is 40 (Average) increases to 48 (2d6 = 6 + CON Mod of +2, which is higher than 10%)

Spell repertoire could have been as high as 6 2nd level spells at first level. (Whether or not the person took 6 1st level spells doesn't matter)

6 x 2 x 0.10 x (2nd level) = 2.4

This Mystic also has a CHA mod of +8 and there adds a total of 0.8 (+8/10) to the total number of levels that can be learned this level. Leaving the Mystic with 0.2 points in remainder that can be added to next level.

The mystic can choose new spells not exceeding 3rd level (max spell level is character level +1) and a total of 3 levels of spells. I.e. 1 2nd & 1 1st or 3 1st, Etc.

Bonuses and qualities for magical powers are halved rounded up following the O.C.C. bonuses rules. Anything that has S.D.C. or M.D.C, the smaller number of the two is converted to hit points and used as such.

<u>Maxing Out</u>

When and If all Spells have been learned by the Magic User, the Magic user may devote these levels to another class of magic user (In a multi-classed character, I.e. Mystic/Ocean Wizard, Once all available spells for the Mystic have been learned, The Mystic may donate it's points to it's study of ocean magic, to be used for buying spells when that class levels) or increase their P.P.E. on a one to one ratio with their excess spell levels.

Feats and Ability Increases

Feats, maximum skill ranks and ability increases progress as shown below.

Table 2-0: Ranks, Feats and Ability Increases by Level

Level	Max Class Skill Ranks	Max Cross-Class Skill Ranks	Feats	Ability Increase
1st	4	2	1st	
2nd	5	2.5		
3rd	6	3	2nd	
4th	7	3.5		Increase
5th	8	4		
6th	9	4.5	3rd	
7th	10	5		
8th	11	5.5		Increase
9th	12	6	4th	
10th	13	6.5		
11th	14	7		
12th	15	7.5	5th	Increase
13th	16	8		
14th	17	8.5		
15th	18	9	6th	
16th	19	9.5		Increase
17th	20	10		
18th	21	10.5	7th	
19th	22	11		
20th	23	11.5		Increase

All O.C.C.s, R.C.C.s and P.C.C. are broadly classified into the following progressions that indicate how Base Attack Bonus and Saving Throws Progress.

Archetypal Classes

At first level the character receives four times their skill points.

Beings of Arms

The characters are the quintessential fighters. They are born and bred for combat and the constant threat of death. This choice or path in life has made them progress quickly in the arts of combat and strength of self, but they lack in mystic understanding and other nuances of the world around them.

Table 2-1: Being-of-Arms

Cyborg Soldiers, Headhunters, Juicers, Crazies, Glitter Boys and other such beings whose primary skill is causing damage

Level	Base Attack	Fort	Ref	Will
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

Skill Points per level: 2 + INT Bonus

Automatic Class Skills: Climb, Intimidate, Ride, Jump

Scholars and Adventurers

These people are the naturally inquisitive and love to discover the unknown. This natural passion lends them to discovery and study of possibly all things in life. Their curiosity is in more than just academia, and easily extends into the social, political and the martial situations.

Table 2-2: Scholars and Adventurers

Rogue Scholars, Rogue Scientists, Body Fixers, Cyber-docs, Operators, Vagabonds, City Rats and other such creatures that enjoy understanding, not just fighting their environment

Level	Base Attack	Fort	Ref	Will
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Skill Points per level: 6 + INT Bonus

Automatic Class Skills: Knowledge, Spellcraft, Psicraft, Decipher Script, Forgery
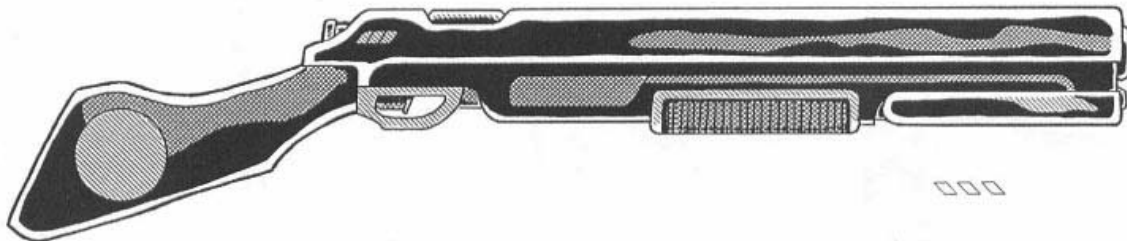
Practitioners of Magic

These characters are the quintessential supernaturalists. These characters have tapped into a force more powerful than their own and learned how to harness the energy within to extract their will upon the environment around them. This discipline has left them little time to study and grasp all of the concepts around them in the natural world, but they have vast magical power to compensate.

Table 2-3: Practitioners of Magic

Ley Line Walkers, Shifters, Summoners, Techno-Wizards, Warlocks, Witches, Diabolists and other beings that have dedicated their lives to the pursuit of magic

Level	Base Attack	Fort	Ref	Will
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+1	+1	+1	+3
4th	+2	+1	+1	+4
5th	+2	+1	+1	+4
6th	+3	+2	+2	+5
7th	+3	+2	+2	+5
8th	+4	+2	+2	+6
9th	+4	+3	+3	+6
10th	+5	+3	+3	+7
11th	+5	+3	+3	+7
12th	+6/+1	+4	+4	+8
13th	+6/+1	+4	+4	+8
14th	+7/+2	+4	+4	+9
15th	+7/+2	+5	+5	+9
16th	+8/+3	+5	+5	+10
17th	+8/+3	+5	+5	+10
18th	+9/+4	+6	+6	+11
19th	+9/+4	+6	+6	+11
20th	+10/+5	+6	+6	+12

Skill Points per level: 4 + INT Bonus

Automatic Class Skills: Concentration, Knowledge (Arcana), Scry, Spellcraft

Adept Warriors/Adventurers

These characters are the fusion of mystic power and sheer force of body. These are the creatures that were born with supernatural power and trained for its martial use. These powerful warriors and inquisitive adventurers have a mystic edge to them and make the most of it through discipline and training. However this concentration of will makes them a little aloof to skills and tasks that most people take for granted.

Table 2-4: Adept Warriors/Adventurers

Tattooed Man, Maxi Man, Sea Inquisitor, Slayer, Demon Queller and other specially magically adept warriors and adventurers

Level	Base Attack	Fort	Ref	Will
1st	+0	+2	+0	+0
2nd	+1	+3	+0	+0
3rd	+2	+3	+1	+1
4th	+3	+4	+1	+1
5th	+3	+4	+1	+1
6th	+4	+5	+2	+2
7th	+5	+5	+2	+2
8th	+6/+1	+6	+2	+2
9th	+6/+1	+6	+3	+3
10th	+7/+2	+7	+3	+3
11th	+8/+3	+7	+3	+3
12th	+9/+4	+8	+4	+4
13th	+9/+4	+8	+4	+4
14th	+10/+5	+9	+4	+4
15th	+11/+6/+1	+9	+5	+5
16th	+12/+7/+2	+10	+5	+5
17th	+12/+7/+2	+10	+5	+5
18th	+13/+8/+3	+11	+6	+6
19th	+14/+9/+4	+11	+6	+6
20th	+15/+10/+5	+12	+6	+6

Skill Points per level: 2 + INT Bonus

Automatic Class Skills: Concentration, Knowledge (Arcana), Spellcraft, Use Supernatural Device, Climb

Psionicists

These are the characters who have taken mind over matter to the nth degree. They can manipulate, transform and destroy with the mere flash of an eye. These characters have focused on mental discipline and concentration, for the manipulation of the vast world around them.

Table 2-5: Psionicists

Mind Melter, Mind Bleeder, Burster, Zapper, Psi-Nullifier and most other master psionicists

Level	Base Attack	Fort	Ref	Will
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+1	+1	+1	+3
4th	+2	+1	+1	+4
5th	+2	+1	+1	+4
6th	+3	+2	+2	+5
7th	+3	+2	+2	+5
8th	+4	+2	+2	+6
9th	+4	+3	+3	+6
10th	+5	+3	+3	+7
11th	+5	+3	+3	+7
12th	+6/+1	+4	+4	+8
13th	+6/+1	+4	+4	+8
14th	+7/+2	+4	+4	+9
15th	+7/+2	+5	+5	+9
16th	+8/+3	+5	+5	+10
17th	+8/+3	+5	+5	+10
18th	+9/+4	+6	+6	+11
19th	+9/+4	+6	+6	+11
20th	+10/+5	+6	+6	+12
Skill Points per level: 4 + INT Bonus				
Automatic Class Skills: Concentration, Knowledge (Psionics), Psicraft, Remote View				

Gifted Warrior/Adventurers

These warriors and adventurers are the blessed with power of mind and the strength of body. These are the characters that have that mental edge over the others more common. With the length of their training they have somewhat neglected the outside world, but have the strength of will and body to encounter whatever comes their way.

Table 2-6: Gifted Warrior/Adventurers

Psi-Stalkers, Dog Boys and others who have psychic abilities to compliment their normal skills and abilities.

Level	Base Attack	Fort	Ref	Will
1st	+0	+2	+0	+0
2nd	+1	+3	+0	+0
3rd	+2	+3	+1	+1
4th	+3	+4	+1	+1
5th	+3	+4	+1	+1
6th	+4	+5	+2	+2
7th	+5	+5	+2	+2
8th	+6/+1	+6	+2	+2
9th	+6/+1	+6	+3	+3
10th	+7/+2	+7	+3	+3
11th	+8/+3	+7	+3	+3
12th	+9/+4	+8	+4	+4
13th	+9/+4	+8	+4	+4
14th	+10/+5	+9	+4	+4
15th	+11/+6/+1	+9	+5	+5
16th	+12/+7/+2	+10	+5	+5
17th	+12/+7/+2	+10	+5	+5
18th	+13/+8/+3	+11	+6	+6
19th	+14/+9/+4	+11	+6	+6
20th	+15/+10/+5	+12	+6	+6
Skill Points per level: 2 + INT Bonus				
Automatic Class Skills: Concentration, Knowledge (Psionics), Psicraft, Use Supernatural Device, Climb				

Multi-Classing

Multi Classing is possible in Rifts but only to a maximum of one other class at character creation. All other classes must be played out through game play, with hopefully grueling initiating rites and tasks to prove why the character should be allowed to train with the class in question.

At character creation up to two classes may be applied. R.C.C.s and P.C.C.s must be applied first in that order. Then O.C.C.s may be applied. There are exceptions to this rule, if a character has somehow been transformed or the DM allows it this rule does not have to be followed.

For each additional class after the first, only ½ of the miscellaneous skill bonuses are applied. Every skill that receives a ¼ miscellaneous bonus is rounded down to the nearest half or whole number and counted as a class skill. (This means it is potentially possible to pick

up an O.C.C. and get nothing but class skills out of it, plus whatever other bonuses come with that class.)

Some R.C.C.s allow the racial skills to be occluded by an O.C.C. in this case the second class (the O.C.C.) skill bonuses are applied in full and not subject to the normal ½ miscellaneous bonus penalty. As a result no class skills are gleamed from the R.C.C. except for possibly the automatic skills that may be pertinent, such as Spellcraft for a magical creature or Knowledge (Arcana), Etc. Use Supernatural device is not necessarily a justifiable class skill, even though a creature may be innately supernatural, that does not mean that if the creature dedicates it's life to another class that it may be good at using and manipulating it's supernatural powers or devices that really on it.

CONVERTING O.C.C.S, R.C.C.S, AND P.C.C.S

I.Q., Intelligence Quotient as per Intelligence Attribute (**INT**)

M.E., Mental Endurance as per Wisdom Attribute (**WIS**)

M.A., Mental Affinity as per Charisma Attribute (**CHA**)

P.S., Physical Strength as per Strength Attribute (**STR**)

P.P., Physical Prowess as per Dexterity Attribute (**DEX**)

P.E., Physical Endurance as per Constitution Attribute (**CON**)

P.B., Physical Beauty is disregarded. The concept of beauty varies from species to species; this idea should be used at the discretion of the D.M. No matter how attractive a Xiticix is, a human is just not going to find it alluring, and vice a versa.

Spd., Speed, take the average speed score, multiply by 3 and round to the nearest ten, this becomes the base speed score. When dice are involved the average of the die is used, when number are involved the exact number is used.

Class Descriptions

Attribute Requirements → Ability Requirements

These are all retained, All the attributes should be converted to ability (P.S. becomes STR, Etc.) scores and followed exactly.

E.g. Prerequisite of I.Q. 7 becomes a prerequisite INT 7.

Alignment Requirements

A few classes restrict a character's possible alignments. An entry of "Any" means that characters of this class are not restricted in alignment. For classes that restrict alignments to specific type refer to the following conversions.

RIFTS ALIGNMENT CONVERSIONS

Table 2-7: Alignment Conversions

Rifts Alignment	D20 Alignment*
Diabolic	Chaotic Evil
Miscreant	Neutral Evil
Aberrant	Lawful Evil
Principled	Lawful Good
Scrupulous	Chaotic Good
Unprincipled	Neutral Good
Anarchist	Chaotic Neutral

*Lawful Neutral does not exist in Rifts but is a valid alignment choice.

Alignment Definitions

A character's or creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, and chaotic evil.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit. "Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others. "Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master. People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or even his homeland, but he would not do so for strangers who are not related to him. Animals and other creatures incapable of moral action are neutral rather than good or evil.

Law and Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, being judgmental, and a lack of adaptability. "Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. People who are neutral with respect to law and chaos have a normal respect for authority and feel neither a compulsion to obey nor to rebel. They are honest, but can be tempted into lying or deceiving others.

Animals and other creatures incapable of moral action are neutral.

O.C.C./R.C.C./P.C.C. bonuses → Class Bonuses

Initiative, Save, Dodge, and Ability Score bonuses

These bonuses are all halved (round up). Initiative, Save Bonuses (Horror Factor translates to Save Vs. Fear [Will]), Dodge (Translates to Reflex Save bonus), and Ability Scores increases are all kept as bonuses, though all bonuses are halved.

Save bonuses translate into Save versus Magic, Psionics, Fear (Horror Factor), Mind Control (Mind effects) and other relevant saving throw categories, though all bonuses are halved.

Base Speed and Hit Point bonuses

Base Speed and Hit Point bonuses are halved and taken as averages. Speed bonuses are averaged and halved and then multiplied by three and added to the Base Speed score.

Roll with impact or fall, Pull Punch, Attacks per Melee, Parry and Strike are disregarded.

Innate Ability bonuses

Percentile bonuses (to Innate abilities), are translated as a +1 to the characters ability to perform that action (a +1 bonus on a roll) for every 5% (not halved like every other bonus, and with a minimum of +1).

Spell Strength

Bonuses to Spell Strength are not halved and are treated like a plus one on to the DC of the spell save.

Innate Class Abilities

Class abilities are kept the same, all ranges and durations are kept as listed. Percentile functions are broken down to their first level value and then have an appropriate DC value calculated as per the formula below.

Innate class abilities should also receive an appropriate ability modifier to the roll.

E.g. If Magic based, apply CHA mod,

If Psionic based, apply WIS mod,

If Physically or Supernaturally based, apply CON mod.

Percentage system conversion

$25 - ([$Base % + 1st Level %] / 100 x 20) for DC, bonuses to the roll are +1 per level.

Base % is the initial percent before level modifications.

E.g. Sense Ley Line 30%+5% per level for 6th Level Ley Line Walker

Rifts: Percentage chance at 1st level of success = 35%

D20: .35 x 20 = 7,

DC = 25 − 7 = 18, Modifier = +1 x Level = +6

Therefore the base is DC 18 for a Ley Line walker to sense a ley line, with a modifier equal to the level of the character (+6).

Innate abilities like this should also receive a bonus based on an ability score. I.e. Ley Line Walker = Magic User = CHA bonus

Abilities that allow increased lifting

These are calculated as virtual size increases the same way cybernetic and supernatural strength receives virtual size increases.

I.S.P. and Psionics

I.S.P. and starting psionic powers are exactly as per listing. If no mention of I.S.P. is mentioned in the listing then the character has no I.S.P. base. See previous section for level advancement.

Chance of Being Psionic

Some races (like humans) have a chance as starting as a minor or major psionic. Two ways can be taken to deal with the ECL ramifications of this. One it can be decided by the player and the DM, that if the character successful turns out to be psionic that the player then pays the appropriate level adjustment, or the DM can allow it as bonus.

Automatic Psychic Powers

Though the psionicists do not follow the power progression scheme laid out by the Rifts class, they must adhere to any level limitations indicated. (E.g. not being able to take psi-sword before third.) Only the powers at first level are adhered to, any additional powers, even if Super psionic are not received)

P.P.E. and Magic

P.P.E. and starting magic are exactly as per listing. If there is no mention of P.P.E., assume the character starts with 3d6 points of P.P.E. energy plus 10% of base per level. See previous section for level advancement.

Initial Spell Knowledge

All initial spell knowledge is adhered to, even if the spells that are known violate these conversion rules. Initial spell knowledge that includes spells that normally violate the level+1 rule are able to be cast, though they must be done unaltered until the proper level is obtained to metamagically alter them.. Future spell progression is disregarded, and the rules here are followed, no additional spells that violate the level +1 rule may be received until the appropriate level of the character.

M.D.C./Hit Points → Hit Points

M.D.C., H.P. and S.D.C. are converted at a one to one ratio into hit points. S.D.C. and H.P. are added together (where applicable) to form total base hit points. Applicable constitution modifiers are applicable for each level of Hit Point Advancement. If a creatures base hit points are not listed assume 3d6 SDC and HP equal to PE score. (E.g. Cyborgs do not receive a constitution bonus to hit points; they have the hit points of their technological body, the same with other such mixtures of technology and sentience).

Class Table

These archetypal tables (Table 2-1 through 2-6) detail how a character improves Base Attack Bonus and Saves as he or she gains experience levels. Appropriate Tables are assigned by the DM based upon the six archetypal rifts characters.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus on Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus on Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus on Will saving throws. The character's Wisdom modifier also applies.

Special

Some classes have special abilities that are not covered in these conversion rules. If so, a Dm will have to arbitrate function and/or inclusion of these abilities.

Class Skills

The number of skill points the character starts with at 1st level, the number of skill points gained each level thereafter, and the list of Automatic class skills. Automatic Class Skills are skills that are class skills regardless of character skill lists. Skill points and automatic class skills are defined on Table 2-1 through 2-6. At first level the creatures receive 4 times their skill points plus Intelligence modifiers. (Skill points are added to intelligence modifier and then multiplied by 4 for first level)

Class Skills or Skills of Note or Skills

See Next Chapter.

Class Features

These are special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class. Class examples of class features include some or all of the following:

Sense Ley Lines
Sense Psychic and Magic Energy
Sense Supernatural Evil
Sense Ley Line Nexus

Investigation
Etc.

Other Features

Each class has certain unique capabilities.

Ex-Members

If, for some reason, a character is forced to give up this class, these are the rules for what happens.

Psionic Powers and Magical Spells of Note

Psionic – Machine Ghost

Machine Ghost allows for easy access to computer system and an alternate way to gain data from them, physical abilities and strategies can be used to do tasks that normally a craft (computers & electronics) check is needed for.

Psionic – Telemechanics

Telemechanics allows for an instant union with any system, only another sentient mind can block the psychic from taking over the machine and understanding every thing about it, as well as access codes, data, function, Etc.

Psionic – Telemechanic Mental Operation

Telemechanic Mental Operation and its permutations allow the manifestor to act as if he had the appropriate piloting class for that craft. For the purposes of piloting, ranks in the applicable pilot skill are used but instead of a DEX modifier as the base of this skill it becomes wisdom. If concentration is broken the craft powers down to it's 'off' state.
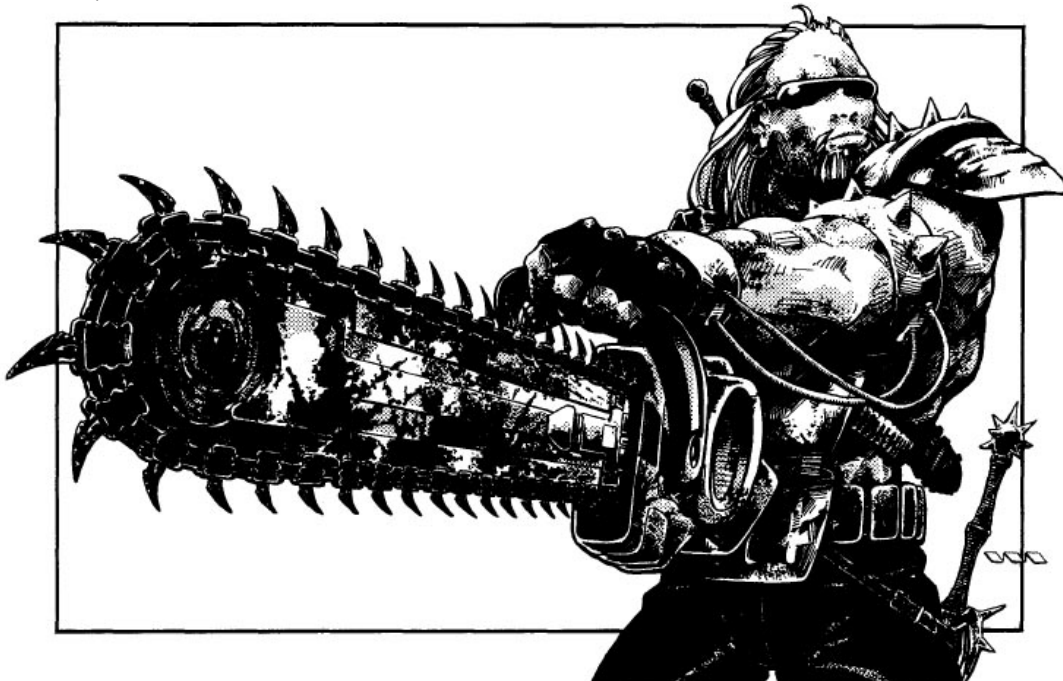
Chapter 3
Rifts Skill Conversions

Skill Conversions

Class Skills and bonuses are based upon the parenthetical bonus an O.C.C./R.C.C./P.C.C. receives to O.C.C./R.C.C./P.C.C. Skills and O.C.C./R.C.C./P.C.C. Related Skills. For every 5% (exceptions to this rule are in the Table 3-3: Rifts Skill and corresponding D20 skills) bonus a character receives to a Rifts skill, the character receives a ½ rank in the listed D20 skill(s) as a miscellaneous bonus, and this skill is counted as a class skill. (Half ranks are important to keep track of, even in class skills because of multi-classing, though a half rank of a class skill can never be purchased with skill points. See variant systems for what to do with half points.) Any miscellaneous bonuses received from another class after the first one has been applied receives only ½ of those points, with the remainders rounded down to the nearest half or whole number. Any skill that receives even a ¼ bonus still counts as a class skill, even though at the end they may not have any miscellaneous modifiers in it.

O.C.C./R.C.C./P.C.C. skills

O.C.C./R.C.C./P.C.C. skills with no parenthetical modifier are counted as having no modifier in them, but they are counted as class skills.

> E.g. a City Rat O.C.C. receives a skill bonus in Streetwise of +20%, the City Rat O.C.C. now only receives a +2 miscellaneous bonus to Gather Information. The City Rat O.C.C. related skill bonus of Electronics: Basic +5%, translates into +½ miscellaneous bonus to craft (Computers and Electronics).

The minimum bonus you can receive for a parenthetical bonus or a O.C.C./R.C.C./P.C.C. class skill or a primary class is +½ miscellaneous bonus.

Skills of Note

In some class listings the character does not receive a class list, merely a Skills of Note list. This should be treated identical to the conversion for class skills, though note that characters that only have skills of note usually do not get any parenthetical bonuses, and are therefore starting out with only a few miscellaneous bonuses, though they have many class skills.

Skills

A Character class that only receives a skill list (and usually a meagre one at that) treats them all as class skills but will often not receive anything more than a +½ point miscellaneous modifier in them.

Related Skills

Related Skills that give a parenthetical bonus to categories of skills may choose a Main Skill (As listed at the top of the category) to be a class skill and given the appropriate bonuses. Related skills that do not have parenthetical bonuses are disregarded. These bonuses may be divided up among the skill options, with no less than a ½ point bonus going to any one skill.

Secondary Skills

Secondary Skills are disregarded entirely.

Advancing Skills

Skill learning and progression is disregarded, the d20 system is used instead.

Variant Skill Conversion

When all half ranks are totalled after a single class one of these systems may be used instead of keeping the half ranks.

- Have every half bonus round up if the next whole number is even and round down if the next whole number up is odd. Skills that do no get any miscellaneous bonus in them in the end still count as class skills. Even if a character has no miscellaneous bonus in the skill at the rounding, the skill still counts as a class skill.
- For every half bonus have the player 'flip a coin' if one side is flipped the bonus rounds up to the nearest whole number, if the other side, round down to the nearest whole number. Skills that do not have any miscellaneous bonuses, but did, still remain as class skills.

Note: These systems make the ¼ point for additional classes more important for determining class skills, and less important for actually gaining bonuses. These systems do make for a cleaner looking character sheet.

Weapons Classes and Pilot Classes

Weapon Classes and Pilot Classes may be purchased for a total of 2 points each. Points come from skill conversions, but they may also come from miscellaneous bonuses to other skills. Other bonuses may be converted at a one for one ratio to purchase weapons and pilot classes, but if the all miscellaneous bonuses are taken out of a skill, it no longer is a class skill, and a class skill must have at least one whole point in it to remain a class skill. (no reducing all miscellaneous bonuses to ½ just score pilot and weapon classes). Also conversions in this way can never be spent to receive Exotic, Heavy or Complex classes. It does not matter in which order classes are purchased. The upper limit of each requires a specific weapon/vessel to specialize in (Exotic, Heavy, Complex). The last category may be taken several times. These may also be acquired

as normal feat selections. Armor proficiency feats may also be purchased these ways at a ratio of 2 whole points to one armor feat.

Table 3-1: Weapon Classes

Cost	Archaic Melee Weapons	Archaic Ranged Weapons	Cost	Ranged MD Weapons
Free	Simple	Simple	Free	Basic
2pts.	Martial	Martial	2pts.	Advanced
+2pts.	Exotic(Specific)		+2pts.	Heavy(Specific)

Table 3-2: Pilot Classes

Cost	Pilot Class
2pts.	Simple
+2pts.	Basic
+2pts.	Advanced
+2pts.	Complex(Specific)

Ranged MD Weapon Classes

Basic
E.g. Laser Pistols, Laser Rifles, Grenades, Ion Blaster Pistols, Ion Blaster Rifles, Wilk's 320 Laser Pistol.

Advanced
E.g. Heavy Plasma Cannons, Assault Lasers, Grenade Launchers, WI-GL20 Automatic Grenade Launcher.

Heavy (one specific must be selected)
E.g. Heavy Energy Weapons, Rail Guns, Rocket Launchers, Fusion Blocks, VX-20 Super Cannon.

Note: Vibro, Plasma and other such melee weapons fall under their the archaic weapons class, they do additional damage count as MD weapons, but only need the archaic weapons class to use them.

Note: detriments to strike are still applicable in all cases, bonuses to strike are only available to those who are proficient.

Note: Arrows, crossbow bolts, sling bullets, mini-missiles, grenades (and those from a grenade launcher), fusion blocks (and those from a fusion launcher) count as 'slow' projectile weapons and as a result are subject to feats that affect relatively slow moving projectiles. E.g. Snatch Arrows/Projectiles, Return Shot, Etc.

Note: Weapons attached to cybernetics or the body and do not require the actual holding or physical triggering of the weapons, fall under the class of natural weaponry or pilot classes. Therefore: a cybernetic forearm laser does not require a weapons class to use.

Piloting Classes
Without these feats a person is incapable of piloting that category of craft. Simple tasks such as turning it on, and bringing it to function become incredibly hard. If a character is trying to operate a machine they do not have the pertinent piloting class for, suitable DEX, INT and WIS checks should be made to figure out simple processes. For actually piloting a craft that one is not proficient in, see the Pilot Skill.

Simple
Standard Interface Mechanics
E.g. Hover cycles, Motorcycles, A.T.V.s, Jet Packs, Trucks, Etc.

Basic
Complicated Interface Manual Robotics
I.e. Small Power Armor, Complicated Vehicles
E.g. SAMAS, Sky Cycles, APCs, Jet Aircraft, Helicopter, Etc.

Advanced
Complicated Interface Neuro-Robotics
I.e. Giant Power Armor, Special Power Armor, Robotic Power Armor, Complex Vehicles
E.g. Titans, Behemoth Explorers, Skull Walkers, Glitter Boys, Death's Head Transports, Etc.

Complex (One specific must be selected)
Complex Interfaces and Constructions
I.e. FTL Spacecraft, Interdimensional FTL Crafts, Star Frigates, Space Cruisers, Unique Spacecraft, Battleships, Cruisers Dreadnoughts, Etc.
E.g. Spinnerette Interceptor, CCW Battleship, Dwarven Iron Ship, Warshield Class Cruiser, Etc.

Note: Telemechanic Mental Operation can be used to simulate having anyone of these piloting classes. For the purposes of piloting the psychic uses WIS when piloting with telemechanic mental operation power instead of DEX. When using telemechanic mental operation absolute concentration must be maintained or the vehicle turns off.

Buying Additional Pilot Classes
Characters can also trade in other miscellaneous skill bonuses for additional pilot classes, at the same 2 pts. per class ratio.

Hand to Hand Conversions and Starting Weapons Classes

Buying Additional Weapons Classes
Hand to hand combat optional upgrades can be applied at the cost of converted skill points (2 points for each weapon class increase, maximum two weapon classes purchased this way). Other miscellaneous skill bonus can also be converted into weapons classes at a ratio or 2 pts. per class. This cannot be done with Improved Unarmed Strike option. Unless the character has at least one weapons class to put into the Improved Unarmed Strike option they cannot acquire this feat except through regular means.

Starting Weapons Classes

All Rifts characters start with simple melee, simple ranged and simple ranged MD weapons. Characters that start off with hand to hand Expert can trade it for one point towards purchasing weapons classes. Characters that start off with hand to hand martial or assassin can trade it in for a weapons class.

Receiving Weapons Classes

Characters that have Weapon proficiency slots can trade them for an increase in weapon class, with each WP worth ½ a point towards a weapons class.

As well as weapons classes, the Unarmed Strike Feat may be purchased for the cost of two points.

Language and Literacy Skills

Characters that have a literacy or language skill bonus can trade gained skill points for additional languages at a two for one basis.

Characters can also trade in other miscellaneous skill bonuses for additional languages as well, at the same 2 pts. per language ratio.

Table 3-3: Rifts Skills and Corresponding D20 Skills

Communications — Main Skills: +½pt./5% for: Cryptography & Communications
  Cryptography - ½pt./5% Cryptography & Communications
  Jamming - ½pt./5% Cryptography & Communications
  Laser - ½pt./5% Cryptography & Communications
  Optic Systems - ½pt./5% Cryptography & Communications
  Radio: Basic - ½pt./5% Cryptography & Communications
  Radio: Deep Space - 1pt./5% Cryptography & Communications
  Radio: Scramblers — 1½pt./5% Cryptography & Communications
  Surveillance Systems - ½pt./5% Cryptography & Communications
  T.V./Video - ½pt./5% Cryptography & Communications

Domestic — Main Skills: +½pt./5% for: Any Non-Tech Craft Skill, Survival, Perform
  Bonsai - ½pt./5% any Non Tech Craft
  Calligraphy - ½pt./5% any Non Tech Craft
  Cook - ½pt./5% Survival
  Dance - ½pt./5% Perform
  Fishing - ½pt./5% Survival
  Floral Arrangement - ½pt./5% any Non Tech Craft
  Gardening - ½pt./5% any Non Tech Craft
  Go - None
  Play Musical Instrument - None
  Poetry - ½pt./5% any Non Tech Craft
  Recycle - ½pt./5% Craft (Alchemy/Metallurgy)
  Sewing - ½pt./5% any Non Tech Craft
  Sing - ½pt./5% Perform

Electrical — Main Skills: +½pt./5% for: Craft (Electrical & Mechanical), Craft (Computer & Electronics)
  Computer Repair - ½pt./5% Craft (Computer & Electronics)

Electrical Engineer - 1pt./5% Craft (Electrical & Mechanical) or Craft (Computer & Electronics)
Electricity Generation - ½pt./5% Craft (Electrical & Mechanical)
Electronics: Basic - ½pt./5% Craft (Computer & Electronics)
Robot Electronics - ½pt./5% Craft (Computer & Electronics) & ½pt./5% Craft (Electrical & Mechanical)

Espionage — Main Skills: +½pt./5% for: Spot, Gather Information, Disguise, Diplomacy, Survival
  Detect Ambush - ½pt./5% Spot
  Detect Concealment - ½pt./5% Spot
  Disguise - ½pt./5% Disguise
  Escape Artist - ½pt./5% Escape Artist
  Forgery - ½pt./5% Forgery (Detect Forgery ½pt./5% Sense Motive)
  Imitate Voices & Impersonation - ½pt./5% Disguise
  Intelligence - ½pt./5% Gather Information
  Interrogation - ½pt./5% Intimidate
  Pick Pockets - ½pt./5% Sleight of Hand
  Seduction - ½pt./5% Diplomacy
  Sniper - 1pt. for Weapon Classes
  Tracking - ½pt./5% Survival
  Wilderness Survival - ½pt./5% Survival

Mechanics — Main Skills: +½pt./5% for: Craft (Electrical & Mechanical)
  Drive Repair: Chemical - ½pt./5% Craft (Electrical & Mechanical)
  Drive Repair: Ion - ½pt./5% Craft (Electrical & Mechanical)
  Drive Repair: Plasma - ½pt./5% Craft (Electrical & Mechanical)
  Drive Repair: Traction - ½pt./5% Craft (Electrical & Mechanical)
  Lock Smith - 1pt./5% Open Lock
  Mechanical Engineer - 1pt./5% Craft (Electrical & Mechanical)
  Mechanics: Aircraft - ½pt./5% Craft (Electrical & Mechanical)
  Mechanics: Automotive - ½pt./5% Craft (Electrical & Mechanical)
  Mechanics: Bioware - ½pt./5% Craft (Cybernetics & Robotics)
  Mechanics: Spacecraft - ½pt./5% Craft (Electrical & Mechanical)
  Mechanics: Submersible Vehicles - ½pt./5% Craft (Electrical & Mechanical)
  Robot Mechanics - ½pt./5% Craft (Electrical & Mechanical) & ½pt./5% Craft (Cybernetics & Robotics)
  Satellite Systems - ½pt./5% Cryptography & Communications
  Weapons Engineer - 1pt./5% Craft (Weapons & Systems)

Medical — Main Skills: +½pt./5% for: Heal/Medicine
  Animal Husbandry - ½pt./5% Animal Handling
  Brewing - ½pt./5% Craft
  Criminal & Forensics Science - ½pt./5% Knowledge (Science)
  DVM - ½pt./5% Heal/Medicine
  Entomological Medicine - ½pt./5% Heal/Medicine
  Field Surgery - ½pt./5% Heal/Medicine
  First Aid - ½pt./5% Heal/Medicine
  Holistic Medicine - ½pt./5% Heal/Medicine
  M.D. in Cybernetics - 2pt./5% Craft (Cybernetics & Robotics)
  Medical Doctor - 1pt./5% Craft (Cybernetics & Robotics) & 1pt./5% Heal/Medicine

Paramedic - ½pt./5% Heal/Medicine
Pathology - ½pt./5% Heal/Medicine & ½pt./5% Search
Sea Holistic Medicine - ½pt./5% Heal/Medicine

Military — Main Skills: +½pt./5% for: Knowledge (Military), Craft (Weapons & Systems), Craft (Demolitions) or Pilot skill
Armorer - 1pt./5% Craft (Armor)
Camouflage - ½pt./5% Hide
Defense Systems - ½pt./5% Craft (Weapons & Systems)
Demolitions - ½pt./5% Craft (Demolition)
Demolitions Disposal - ½pt./5% Craft (Demolition)
Fortification - ½pt./5% Craft (Weapons & Systems)
Military Etiquette - ½pt./5% Knowledge (Military)
NBC - ½pt./5% Craft (Weapons & Systems)
Parachuting - ½pt./5% Jump
Recognize Weapon Quality - ½pt./5% Appraise
Ship Combat: Advanced - 1pt./5% for Pilot (Space) or Pilot (Air/Water)
Ship Combat: Basic - ½pt./5% for Pilot (Space) or Pilot (Air/Water)
Ship to Ship Combat - 1pt./5% for Pilot (Space) or Pilot (Air/Water)
Trap Construction - ½pt./5% Craft (Trapmaking)
Trap/Mine Detection - ½pt./5% Search
Undersea Demolitions - ½pt./5% Craft (Demolition)
Vac Suit - ½pt./5% for Pilot (Space)

Physical — Main Skills: +½pt./5% for Weapons Classes, Jump, Swim, Climb
Acrobatics - ½pt./5% Tumbling
Aerobics - ½pt./5% Balance
Anticipation - ½pt./5% Sense Motive
Athletics, General - ½pt./5% Jump
Body Building & Weight Lifting - ½pt./5% Climb
Boxing - None
Climbing - ½pt./5% Climb
Dieting - None
Gymnastics - ½pt./5% Tumbling
HTH: Advanced - ½pt. for Weapon Classes
HTH: Aikido - 1pt. for Weapon Classes
HTH: Basic - None
HTH: Bishoudo - 1pt. for Weapon Classes
HTH: Brazilian Jujitsu - 1pt. for Weapon Classes
HTH: Capoeira - 1pt. for Weapon Classes
HTH: Chiang Di Chuang - 1pt. for Weapon Classes
HTH: Chi-Kung - 1pt. for Weapon Classes
HTH: Command Sambo - 1pt. for Weapon Classes
HTH: Commando - 1pt. for Weapon Classes
HTH: Gar Kung Fu - 1pt. for Weapon Classes
HTH: Gen Kuei Do - 1pt. for Weapon Classes
HTH: Generic Assasin - 1pt. for Weapon Classes
HTH: Generic Martial Art - 1pt. for Weapon Classes
HTH: Jeet Kun Do - 1pt. for Weapon Classes
HTH: Judo - 1pt. for Weapon Classes
HTH: Jujitsu - 1pt. for Weapon Classes
HTH: Kalaripayit - 1pt. for Weapon Classes
HTH: Karate - 1pt. for Weapon Classes

HTH: Kendo - 1pt. for Weapon Classes
HTH: Kenpo Karate - 1pt. for Weapon Classes
HTH: Kick Boxing - 1pt. for Weapon Classes
HTH: Kodokan Judo - 1pt. for Weapon Classes
HTH: Krav Mahga - 1pt. for Weapon Classes
HTH: Lei Feng Do - 1pt. for Weapon Classes
HTH: Luan Mo - 1pt. for Weapon Classes
HTH: Mo Long Kung - 1pt. for Weapon Classes
HTH: Munen Muso - 1pt. for Weapon Classes
HTH: Ninjitsu - 1pt. for Weapon Classes
HTH: O-Ken Wa - 1pt. for Weapon Classes
HTH: Pancracean - 1pt. for Weapon Classes
HTH: Petjut Kilat Silat - 1pt. for Weapon Classes
HTH: Pugilism - 1pt. for Weapon Classes
HTH: Savate - 1pt. for Weapon Classes
HTH: Teng-jutsu - 1pt. for Weapon Classes
HTH: Wrestling - 1pt. for Weapon Classes
HTH: Yung Huo Jen - 1pt. for Weapon Classes
HTH: Zanji Shinjinken-Ryo - 1pt. for Weapon Classes
Ice Skating - None
Kick Boxing - ½pt. for Weapon Classes
Oxygen Conservation - ½pt./5% Survival
Plyometrics - ½pt./5% Jump
Qi Gong - ½pt./5% Concentration
Running - None
S.C.U.B.A. - ½pt./5% Swim
Snow Skiing - None
Swimming - ½pt./5% Swim
Tai Chi - ½pt./5% Concentration
Vacuum Survival - 1pt./5% Survival
Wrestling - None
Yoga - ½pt./5% Concentration
Zero G: Movement & Combat - 1pt. for Weapon Classes

Pilot Skills — Main Skills: +½pt./5% for Pilot classes or Pilot skill
Advanced Deep Sea Diving - 1pt. for pilot (Air/Water)
Airplane - ½pt. for pilot classes
Antigrav Suit - ½pt. for pilot classes
Automobile - ½pt. for pilot classes
Boat: Motor & Hydrofoils - ½pt. for pilot classes
Boat: Sail - ½pt. for pilot classes
Boat: Ship - ½pt. for pilot classes
Combat Pod - ½pt. for pilot classes
Cruiser Class Spacecraft - ½pt. for pilot classes
EVA - ½pt. for pilot classes
Explorer Class Spacecraft - ½pt. for pilot classes
FIghter Combat: Basic - 1pt. for Pilot (Space) or Pilot (Air/Water)
Fighter Combat: Elite - 2pt. for Pilot (Space) or Pilot (Air/Water)
Helicopter - ½pt. for pilot classes
Horsemanship - ½pt./5% Ride
Hovercraft - ½pt. for pilot classes
Hovercycle - ½pt. for pilot classes
Jet Aircraft - ½pt. for pilot classes
Jet Fighter - ½pt. for pilot classes
Jet Packs - ½pt. for pilot classes

Motorcycle - ½pt. for pilot classes
Riding Exotic Animals - ½pt. for Ride
Robot Combat: Basic - 1pt. for Pilot (Ground) or Pilot (Air/Water)
Robot Combat: Elite - 2pt. for Pilot (Ground) or Pilot (Air/Water)
Robots & Power Armor - ½pt./5% Craft (Electrical & Mechanical) &
    ½pt./5% pilot classes
Scout Class Spacecraft - ½pt. for pilot classes
Small Spacecraft - ½pt. for pilot classes
Snowmobile - ½pt. for pilot classes
Space Fighter - ½pt. for pilot classes
Space Yacht - ½pt. for pilot classes
Starship - ½pt. for pilot classes
Submersibles - ½pt. for pilot classes
Tanks & APCs - ½pt. for pilot classes
Tracked Vehicles - ½pt. for pilot classes
Truck - ½pt. for pilot classes
Warships & Patrol Boats - ½pt. for pilot classes
Water Scooters - ½pt. for pilot classes
Water Skiing & Surfing - ½pt. for pilot classes
Wingrider Flying Wing - ½pt. for pilot classes

Pilot Related Skills — Main Skills: +½pt./5% for: Craft (Weapons &
    Systems) or Pilot skill
    Navigation - ½pt./5% Intuit Direction
    Read Sensory Equipment - ½pt./5% for Pilot skill
    Space Navigation - ½pt./5% for Pilot (Space)
    Weapon Systems - ½pt./5% Craft (Weapons & Systems)

Rogue — Main Skills: +½pt./5% for: Spot, Gather Information, Open
    Locks, Sleight of Hand
    Cardsharp - None
    Computer Hacking - ½pt./5% Craft (Computers & Electronics)
    Concealment - ½pt./5% Sleight of Hand
    Find Contraband/Weapons/Cybernetics - 1pt./5% Search
    Gambling - None
    Locate Secret Compartments - ½pt./5% Spot
    Palming - ½pt./5% Sleight of Hand
    Pick Locks - ½pt./5% Open Locks
    Prowl - ½pt./5% Move Silently
    Safecracking - ½pt./5% Open Locks
    Streetwise: American - ½pt./5% Gather Information
    Streetwise: Drugs - ½pt./5% Gather Information
    Ventriloquism - ½pt./5% Disguise

Science — Main Skills: +½pt./5% for: Knowledge (Science),
    Knowledge (Entities), Knowledge (Arcana), Knowledge (Psionics)
    Anthropology: Earth - ½pt./5% Knowledge (Science)
    Anthropology: MH - ½pt./5% Knowledge (Science)
    Archaeology: Earth - ½pt./5% Knowledge (Science)
    Astrology - ½pt./5% Knowledge (Science)
    Astronomy - ½pt./5% Knowledge (Science)
    Astrophysics - ½pt./5% Knowledge (Science)
    Biology - ½pt./5% Knowledge (Science)
    Botany - ½pt./5% Knowledge (Science)

Chemistry - ½pt./5% Knowledge (Science)
Chemistry: Analytical - 1pt./5% Knowledge (Science)
Geology - ½pt./5% Knowledge (Science)
Marine Biology - ½pt./5% Knowledge (Science)
Math: Advanced - 1pt./5% Craft (Computers & Electronics) or 1pt./5%
    Cryptography & Communications
Math: Basic - ½pt./5% Craft (Computers & Electronics) or ½pt./5%
    Cryptography & Communications
Math: Complex - 2pt./5% Craft (Computers & Electronics) or 2pt./5%
    Cryptography & Communications
Ocean Geographic Surveying - ½pt./5% Knowledge (Science)
Oxygen Systems - ½pt./5% Craft (Electrical & Mechanical)
Physics - ½pt./5% Knowledge (Science)
Undersea Farming - ½pt./5% Knowledge (Science)
Xenology - ½pt./5% Knowledge (Science)

Technical — Main Skills: +½pt./5% for: Speak Language, Knowledge
    (any), Any Non-Tech Craft.
    Art - ½pt./5% Craft
    Breed Dogs - ½pt./5% Handle Animal
    Computer Operation - ½pt./5% Craft (Computers & Electronics)
    Computer Programming - ½pt./5% Craft (Computers & Electronics)
    Contacts - ½pt./5% Diplomacy
    Falconry - ½pt./5% Handle Animal
    Fishing: Advanced - 1pt./5% Survival
    Gemology - ½pt./5% Knowledge (Science)
    Language - 1pt./5% for Speak Language
    Law: CCW - ½pt./5% Knowledge (Law & Politics)
    Law: Manhunter Dimension - ½pt./5% Knowledge (Law & Politics)
    Law: Russian Frontier - ½pt./5% Knowledge (Law & Politics)
    Literacy - ½pt./5% for Speak Language
    Lore: Cattle/Animals - ½pt./5% Handle Animal
    Lore: D-Bee - ½pt./5% Knowledge (Entities)
    Lore: Demons & Monsters - ½pt./5% Knowledge (Entities)
    Lore: Faerie - ½pt./5% Knowledge (Entities)
    Lore: Galactic & Alien - ½pt./5% Knowledge (Entities)
    Lore: Gods & Pantheons - ½pt./5% Knowledge (Religion)
    Lore: History of Russia - ½pt./5% Knowledge (Entities)
    Lore: Japanese Myth - ½pt./5% Knowledge (Religion)
    Lore: Magic - ½pt./5% Knowledge (Arcana)
    Lore: Mechanoids - ½pt./5% Knowledge (Entities)
    Lore: Megaverse - ½pt./5% Knowledge (Geography) & Knowledge
        (History)
    Lore: Psychics & Psionics - ½pt./5% Knowledge (Psionics)
    Lore: Religions - ½pt./5% Knowledge (Religion)
    Lore: Splugorth - ½pt./5% Knowledge (Entities)
    Lore: Turlok & Skraypers - ½pt./5% Knowledge (Entities)
    Lore: Vampires - ½pt./5% Knowledge (Entities)
    Masonry - ½pt./5% Craft (Stone)
    Photography - ½pt./5% Craft (Photography)
    Rope Works - ½pt./5% Rope Use
    Undersea Salvage - ½pt./5% Search
    Whittling & Sculpting - ½pt./5% any Non-Tech Craft Skill
    Writing - ½pt./5% Craft

Wilderness — Main Skills: +½pt./5% for: Survival
  Boat Building - ½pt./5% Craft (Boat Building)
  Carpentry - ½pt./5% Craft (Woodworking)
  Hunting - ½pt./5% Survival
  Identify Plants & Fruits - ½pt./5% Survival
  Land Navigation - ½pt./5% Intuit Direction
  Preserve Food - ½pt./5% Survival
  Skin & Prepare Animal Hides - ½pt./5% Survival
  Track & Hunt Sea Animals - ½pt./5% Survival
  Track Animals - ½pt./5% Survival
  Undersea & Sea Survival - ½pt./5% Survival
  Underwater Navigation - ½pt./5% Intuit Direction

Weapon Proficiencies — Main Skills: +½pt./WP for Weapon classes.
  WP Archery & Targeting - ½pt. for weapon class
  WP Auto & Semi Rifles - ½pt. for weapon class
  WP Auto Pistol - ½pt. for weapon class
  WP Battle Axe - ½pt. for weapon class
  WP Blunt - ½pt. for weapon class
  WP Bola - ½pt. for weapon class
  WP Bolt Action Rifle - ½pt. for weapon class
  WP Chain - ½pt. for weapon class
  WP Crossbow - ½pt. for weapon class
  WP Energy Pistol - ½pt. for weapon class
  WP Energy Rifle - ½pt. for weapon class
  WP Grappling Hook - 2pt. for Rope Use
  WP Grenade Launcher - ½pt. for weapon class
  WP Harpoon - ½pt. for weapon class
  WP Heavy Energy Weapons - ½pt. for weapon class
  WP Heavy Weapons - ½pt. for weapon class
  WP Knife - ½pt. for weapon class

WP Mouth Weapons - ½pt. for weapon class
WP Net - ½pt. for weapon class
WP Paired - Gain feat: Ambidexterity
WP Polearm - ½pt. for weapon class
WP Revolver - ½pt. for weapon class
WP Sharpshooting Specialty - None
WP Shield - ½pt. for weapon class
WP Shotgun - ½pt. for weapon class
WP Siege Weapons - ½pt. for weapon class
WP Slingshot - ½pt. for weapon class
WP Small Thrown Weapons - ½pt. for weapon class
WP SMG - ½pt. for weapon class
WP Spear - ½pt. for weapon class
WP Staff - ½pt. for weapon class
WP Sword - ½pt. for weapon class
WP Torpedo - ½pt. for weapon class
WP Trident - ½pt. for weapon class
WP Whip - ½pt. for weapon class

Computer — Main Skills: +½pt./5% for: Craft (Computers & Electronics)
  AI - 2pt./5% Craft (Computers & Electronics)
  Computer Repair - 1pt./5% Craft (Computers & Electronics)
  Cyberjacking - 1pt./5% Craft (Computers & Electronics)

Spatial — Main Skills: +½pt./5% for: Search, Knowledge (Architecture & Engineering), any tech Craft skill.
  Jury Rig - ½pt./5% to any tech Craft skill
  Mining - ½pt./5% Knowledge (Architecture & Engineering.)
  Salvage - ½pt./5% Search
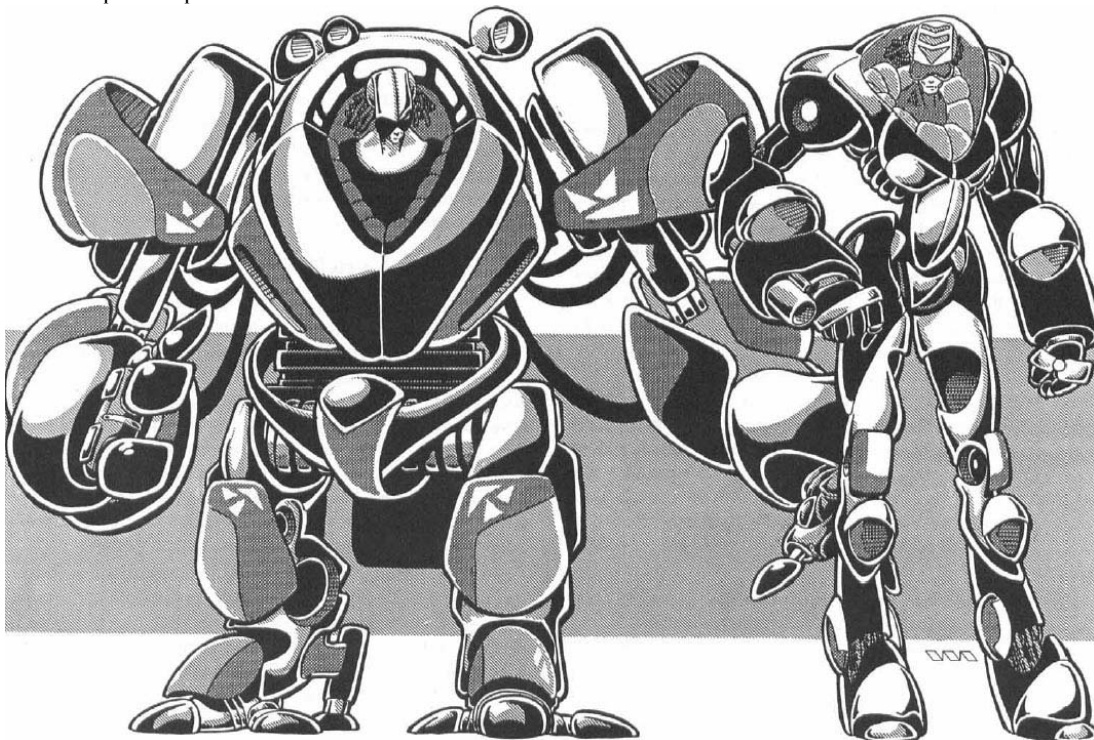
Chapter 4
Rifts D20 Skill Descriptions

Skills

Your maximum rank in a class skill is your level plus 3. Your maximum rank in a cross-class skill is half of this number (do not round up or down).

Using Skills

When you use a skill, you make a skill check to see how well you do. The higher the result on your skill check, the better you do. Based on the circumstances, your result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number you need to roll.

Skill Checks

To make a skill check, roll 1d20 and add your skill modifier for that skill. The skill modifier incorporates your rank with that skill, your ability modifier for that skill's key ability, and any other miscellaneous modifiers you have, including racial bonuses and any armor check penalty. The higher the result, the better. A natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

VS. A Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number that you must score as a result on your skill check to succeed.

VS. Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, which is usually another character's skill check result. Whoever gets the higher result wins the contest.
For ties on opposed checks, the character with the higher key ability score wins. If these scores are the same, re-roll.

Retries

In general, you can try a skill check again if you fail, and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. Some skills are virtually useless once a check has failed on an attempt to accomplish a particular task.
For most skills, when a character has succeeded once at a given task, additional successes are meaningless. If a skill carries no penalties for failure, you can take 20 and assume that you go at it long enough to succeed eventually.

Untrained Skill Checks

Generally, if you attempt to use a skill you don't possess, you make a skill check as normal. Your skill modifier doesn't have your skill rank added in because you don't have any ranks in the skill. You do get other modifiers added into the skill modifier, though, such

as the ability modifier for the skill's key ability. Many skills can only be used if you are trained in the skill. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on Table 4-2: Skills.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the DC of the skill check.

The DM can alter the odds of success in four ways to take into account exceptional circumstances:

- Give the skill user a +2 circumstance bonus to represent circumstances that improve performance.
- Give the skill user a −2 circumstance penalty to represent conditions that hamper performance.
- Reduce the DC by 2 to represent circumstances that make the task easier.
- Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to your skill modifier and a reduction in the check's DC have the same result: they create a better chance that you will succeed. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round
(6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance you jump when making a Jump check, for example, is part of your movement. Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.

Practically Impossible Tasks

In general, to do something that's practically impossible requires that you have at least rank 10 in the skill and entails a penalty of −20 on your roll or +20 on the DC (which amounts to about the same thing).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible, almost logic-defying skill and luck. The DM decides what is actually impossible and what is merely practically impossible.

Extraordinary Success

If you have at least rank 10 in a skill and beat your DC by 20 or more on a normal skill check, you've completed the task impossibly well.

Checks without Rolls

Taking 10: When you are not in a rush and not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10.

Taking 20: When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, you can take 20. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right. Taking 20 takes about twenty times as long as making a single check would take.

Combining Skill Checks

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.
- Individual Events: Often several characters attempt some action and each succeeds or fails on her own.
- Helping the Leader: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (You can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The DM limits cooperation as she sees fit for the given conditions.
- Skill Synergy: It's also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives you a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

Ability Checks

Sometimes you try to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check. The DM assigns a Difficulty Class.

Breaking Open Doors

A common use of Strength is to break open doors. Larger and smaller creatures get size bonuses and size penalties on these checks:

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

Table 4-1: Example Door DCs

DC	Door
<10	A door just about anyone can break open.
11-15	A door that a strong person could break with one try and an average person might break with one try.
13	Typical DC for a simple wooden door.
16-20	A door that almost anyone could break, given time.
18	Typical DC for a good wooden door.
21-25	A door that only a strong or very strong person has a hope of breaking, and probably not on the first try.
23	Typical DC for a strong wooden door.
25	Typical DC for an iron-barred wooden door.
26+	A door that only an exceptionally strong person has a hope of breaking.
28	Typical DC for an iron door.
40	Air Lock Door
45	MD Door
60	Star Ship Dock Blast Doors

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those listed here. For example, you might be able to impress a bunch of alchemists by making an Craft (Alchemy/Metallurgy) check.

Table 4-2: Skills

Skill	Untrained
Animal Empathy	NO
Appraise	YES
Balance	YES
Bluff	YES
Climb	YES
Concentration	YES
Craft (Non-Tech)	YES
Craft (Alchemy & Metallurgy)	NO
Craft (Computers & Electronics)	NO
Craft (Cybernetics & Robotics)	NO
Craft (Demolitions)	NO
Craft (Electrical & Mechanical)	NO
Craft (Weapons & Systems)	NO

Cryptography and Communications	NO
Decipher Script	NO
Diplomacy	YES
Disable Device	NO
Disguise	YES
Escape Artist	YES
Forgery	YES
Gather Information	YES
Handle Animal	NO
Heal/Medicine	YES
Hide	YES
Innuendo	NO
Intimidate	YES
Intuit Direction	YES
Jump	YES
Knowledge (Arcana)	NO
Knowledge (Architecture & Engineering)	NO
Knowledge (Entities)	NO
Knowledge (Geography)	NO
Knowledge (History)	NO
Knowledge (Law & Politics)	NO
Knowledge (Military)	NO
Knowledge (Nature)	NO
Knowledge (Psionics)	NO
Knowledge (Planes)	NO
Knowledge (Religion)	NO
Knowledge (Science)	NO
Knowledge (Any)	NO
Listen	YES
Move Silently	YES
Open Lock	NO
Perform	YES
Pilot (Ground Based)	YES
Pilot (Air / Water)	YES
Pilot (Space)	YES
Profession	NO
Psicraft	NO
Read Lips	NO
Remote View*	NO
Ride	YES
Scry*	NO
Search	YES
Sense Motive	YES
Sleight of Hand	NO
Spellcraft	NO
Spot	YES
Survival	YES
Swim	YES
Tumble	NO
Use Supernatural Device*	NO
Use Rope	YES

* Class Specific Skill

Skill Description Format

Skill Name ([KEY ABILITY]; TRAINED ONLY; ARMOR CHECK PENALTY; [CLASS NAME] ONLY)

The skill name line includes the following information:

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Exception: Speak Language has "None" listed as its key ability because the use of this skill does not require a check.

Trained Only: If "Trained Only" is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Check Penalty: Apply any armor check penalty to skill checks for this skill.

[Class Name] Only: The skill is exclusive to a certain class or classes. Only characters of these classes can take the skill. If omitted, the skill is not exclusive. The skill name line is followed by a general description of what using the skill represents. After the description are three other types of information:

Check: What you can do with a successful skill check, how much time it takes to make a check and the check's DC.

Retry: Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty other than consuming additional time.

Special: Any extra facts that apply to the skill, such as rules regarding untrained use, or if this skill has a synergistic relationship with other skills, or benefits that certain characters receive because of class or race.

Skill List
Animal Empathy (CHA; TRAINED ONLY)
Check: You can improve the attitude of an animal with a successful check. To use the skill, you and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that you must be within 30 feet under normal conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. This skill works on animals. You can use it with a −4 penalty on animals and magical beasts.

Retry: As with attempts to influence people, retries on the same animal generally don't work (or don't work any better), whether you have succeeded or not.

Appraise (INT)
Check: You can appraise common or well-known objects within 10% of their value (DC 12). Failure means you estimate the value at 50% to 150% of actual value. The DM secretly rolls 2d6+3, multiplies by

10%, multiplies the actual value by that percentage, and tells you that value for the item. (For a common or well-known item, your chance of estimating the value within 10% is fairly high even if you fail the check—in such a case, you made a lucky guess.) Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, you estimate the value at 70% to 130% of its actual value. The DM secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells you that value for the item. Failure means you cannot estimate the item's value. A magnifying glass or material scanner gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A scale gives a +2 circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack. Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: If you are making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Balance (DEX; ARMOR CHECK PENALTY)

Check: You can walk on a precarious surface as a move-equivalent action. A successful check lets you move at half your speed along the surface for 1 round. A failure means that you can't move for 1 round. A failure by 5 or more means that you fall. The difficulty varies with the surface:

Table 4-3.1: Balance DCs

Surface	DCs:
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

*Cumulative; if both apply, use both.

Being attacked while balancing: Attacks against you are made as if you were off balance: They gain a +2 attack bonus, and you lose your Dexterity bonus to AC, if any. If you have 5 or more ranks in Balance, then you can retain your Dexterity bonus to AC (if any) in the face of attacks. If you take damage, you must make a check again to stay balanced.

Accelerated Movement: You try to can walk a precarious surface more quickly than normal. If you accept a −5 penalty, you can move your full speed as a move- equivalent action. (Moving twice your speed in a round requires two checks.)

Special: If you have 5 or more ranks in Tumble, you get a +2 synergy bonus on Balance checks.

Bluff (CHA)

Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The

bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, Etc. If it's important, the DM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him). A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want him to believe. A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full round action) but can take much longer if you try something elaborate. Feinting in Combat: You can also use Bluff to mislead an opponent in combat so that he can't dodge your attack effectively. Doing so is a miscellaneous standard action that does not draw an attack of opportunity. If you are successful, the next attack you make against the target does not allow him to use his Dexterity bonus to Armor Class (if any). Feinting in this way against a non-humanoid is difficult because it's harder to read a strange creature's body language; you suffer a −4 penalty. Against a creature of animal Intelligence (1 or 2) it's even harder; you suffer a −8 penalty. Against a non-intelligent creature, it's impossible. Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Retry: Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another one in the same circumstances. For feinting in combat, you may retry freely.

Special: Having 5 or more ranks in Bluff gives you a +2 synergy bonus on Intimidate and Sleight of Hand checks and a +2 synergy bonus on an Innuendo check to transmit a message. Also, if you have 5 or more ranks of Bluff, you get a +2 synergy bonus on Disguise checks when you know that you're being observed and you try to act in character.

Climb (STR; ARMOR CHECK PENALTY)

Check: With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) one-half your speed as a miscellaneous full-round action. You can move half that far, one-fourth of your speed, as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Climb check means that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained. A climber's kit gives a +2 circumstance bonus to Climb checks. The DC of the check depends on the conditions of the climb.

Table 4-3.2: Climb DCs

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a steep wall to walk against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick 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. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
–	A perfectly smooth, flat, vertical surface cannot be climbed.
–10*	Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
–5*	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5*	Surface is slippery (increases DC by 5).

*These modifiers are cumulative; use any that apply.

Since you can't move to avoid a blow while climbing, enemies can attack you as if you were stunned: An attacker gets a +2 bonus, and you lose any Dexterity bonus to Armor Class. Any time you take damage while climbing; make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: You try to climb more quickly than normal. As a miscellaneous full-round action, you can attempt to cover your full speed in climbing distance, but you suffer a –5 penalty on Climb checks and you must make two checks each round. Each successful check allows you to climb a distance equal to one-half your speed. By accepting the –5 penalty, you can move this far as a move-equivalent action rather than as a full-round action.

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand axe or similar implement can cut holds in an ice wall. Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch yourself on (DC = slope's DC + 10).

Special: A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

Concentration (CON)

The Table 4-3.3: Concentration, below summarizes various types of distractions that cause you to make a Concentration check while casting a spell. "Spell level" refers to the level of the spell you're trying to cast. If the person is inside power armor or larger (otherwise protected), the damage is ignored and a mere +4 to DC is used instead, to represent distracting factors. Note that psionics do have a level which is determined by dividing the expended I.S.P. by three and rounding down.

Table 4-3.3: Concentration

DC	Distraction
10 + Damage + Spell/Power Level	Injury or failed saving throw during the casting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action).
10 + Half of continuous damage + Spell/Power Level	Suffering automatic damage
10 + Damage + Spell/Power Level	Damaged by spell.
10 + Spell/Power Level	Distracting spell's Distracted by non-damaging spell. (If the save DC + spell level spell allows no save, use the save DC it would have if it did allow a save.)
20 + Spell/Power Level	Grappling or pinned. (Can only cast spells without somatic components and whose material component is in hand.)
10 + Spell/Power Level	Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, below decks in a storm-tossed ship).
15 + Spell/Power Level	Violent motion (galloping horse, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship).
20 + Spell/Power Level	Affected by earthquake spell.
5 + Spell/Power Level	Weather is a high wind carrying blinding rain or sleet.
10 + Spell/Power Level	Weather is wind-driven hail, dust, or debris.
Save DC + Spell/Power Level	Distracting spell's Weather caused by spell, such as storm of vengeance (same as distracted by non-damaging spell).
15 + Spell/Power Level	Casting defensively (so as not to provoke attacks of opportunity).
15	Caster entangled.

Special: A character with the Combat Casting feat gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Craft (INT) (Non-Tech Craft)

Craft is actually a number of separate skills. For instance, you could have the skill Craft (Trapmaking). Your ranks in that skill don't affect any checks you happen to make for pottery or weaponsmithing, for example. You could have several Craft skills, each with its own ranks, each purchased as a separate skill. A Craft skill is specifically focused on creating something; if it is not, it is a Profession.

Check: You can practice your trade and make a decent living, earning about half your check result times 1000 in credits per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 100 credits per day.) However, the basic function of the Craft skill is to allow you to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, your check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.) All crafts require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a −2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus. To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the DM set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC times 1000 equals the price of the item, then you have completed the item. (If the result times the DC times 1000 equals double or triple the price of the item, then you've completed the task in one-half or one-third the time, and so on.) If the result times the DC times 1000 doesn't equal the price of the item, then it represents progress you've made this week. Record the result and make a check for the next week. Each week you make more progress until your total reaches the price of the item. If you fail the check, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again. Progress by the Day: You can make checks by the day instead of by the week, in which case your progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: You can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical). To create a masterwork version of an item on the Table 4-3.4: Craft (Non-Tech) below, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price you pay for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Repairing Items: Generally, you can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

Table 4-3.4: Craft (Non-Tech)

Item	Craft DC
Armor, Armorsmith	AR rating
Longbow, shortbow Bowmaking	12
Composite longbow, Bowmaking	15
composite shortbow, Bowmaking	15
Mighty bow Bowmaking	15 +2/STR bonus
Crossbow Weaponsmith	15
Simple melee Weaponsmith	12
thrown weapon Weaponsmith	12
Martial melee Weaponsmith	15
thrown weapon Weaponsmith	15
Exotic melee Weaponsmith	18
thrown weapon Weaponsmith	18
Very simple item Varies	5
Typical item Varies	10
High-quality item Varies	15
Complex or superior Varies	20

Retry: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: In some cases, the "fabricate" spell can be used to achieve the results of a Craft check without your needing to make the check. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, Etc.). A Craft check related to woodworking in conjunction with the casting of the "ironwood" spell enables you to make wooden items that have the strength of steel. When casting the spell "minor creation", you must succeed at an appropriate Craft check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

Craft (Alchemy/Metallurgy) (INT; TRAINED ONLY)

Check: You can make alchemical or chemically advanced items. Some items you can make are found in the item descriptions. To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description. The DM may allow an alchemist/metallurgist to perform other tasks related to alchemy and metallurgy, such as identifying an unknown substance or a poison. Doing so takes 1 hour. Refining metal, making alloys and even creating unique alloys is the area of metallurgy. With this skill, chemical synthesis and reactions can be performed for the isolation or creation of substances. Ranging from Nuclear

Chemistry to Chemical Engineering this skill can help develop the next wave of materials.

Table 4-3.5: Craft (Alchemy & Metallurgy)

Task	DC	Notes:
Identify substance	25	Costs 1000 credits per attempt (or 20000 credits to take 20)
Identify potion	25	Costs 1000 credits per attempt (or 20000 credits to take 20)
Refine Metal	15	
Make acid	15	See Craft skill
Refine Substance	20	
Make Alloy	20	
Identify poison	20	
Make Anti-Toxin	25	
Make Designer Drug	30	
Make New Material	40	

Retry: Yes, but in the case of making items, each failure ruins the half the raw materials needed, and you have to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

Special: You must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies you must buy. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill. Purchasing and maintaining a chemistry lab grants a +2 circumstance bonus to Metallurgy checks.

Craft (Computers & Electronics) (INT; TRAINED ONLY)

Craft (Computers & Electronics) is actually a number of separate skills. For instance, you could use this skill to bring up information on a computer terminal, design a computerized system or even build and AI from scratch. Your ranks in this skill don't affect any checks you happen to make for other craft skills, and this skill cannot be used untrained, for example. You could have several Craft skills, each with its own ranks, each purchased as a separate skill. This Craft skill is specifically focused on computer and electronic engineering.

Check: You can practice this trade and make a decent living, earning about half your check result times 1000 in credits per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 100 credits per day.) However, the basic function of the Craft skill is to allow you to make a computers and electronics check do the things you need them to. The DC depends on the difficulty of the information you are trying to create/recall. The DC, your check results, and possibly the price of the task/item determine how long it takes to make the item. If the item has a price, the item's finished price determines the cost of raw materials. (In the game world, it is the skill level required,

the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.) All crafts require artisan's tools (In this case a computer terminal or soldering iron) to give the best chance of success; if improvised tools are used instead, the check is made with a −2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus. To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the DM set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC times 1000 equals the price of the item, then you have completed the item. (If the result times the DC times 1000 equals double or triple the price of the item, then you've completed the task in one-half or one-third the time, and so on.) If the result times the DC times 1000 doesn't equal the price of the item, then it represents progress you've made this week. Record the result and make a check for the next week. Each week you make more progress until your total reaches the price of the item. If you fail the check, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again. Progress by the Day: You can make checks by the day instead of by the week, in which case your progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: You can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical). To create a masterwork version of an item on the Table 4-3.6: Craft (Computers & Electronics) below, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price you pay for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

In some cases the use of the Craft (Computers & Electronics) skill requires only one round (E.g. to bring up a file on a distant server, or hack through a simple password protect). In this case the tasks are noted below, and can be judged by the DM.

Repairing Items: Generally, you can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

Table 4-3.6: Craft (Computers & Electronics)

Item	Craft DC
Bring up file on a server you have access to	5
Navigate to another area of a network	10
Create ICE**	10+*
Hack ICE**	10+*
Create minor code**	12
Fix minor computer problem**	12
Fix minor circuitry**	14
Bring up a simply locked file	15

Construct simple electronics**	15
Fix major circuitry**	18
Construct major code**	18
Hack into some ones' email (if no ICE)	18
Fix major computer problem**	20
Construct elaborate electronics**	20
Build a simple terminal**	25
Craft Emulated Intelligence**	30
Create State-of-the-art Computer System**	30
Craft Artificial Intelligence**	40
Take extra care not to trip alarms	+5
Hide your presence	+5
Leave no trace behind**	+10

* ICE (security) is a contested Craft (Computers & Electronics) check against your role when someone tries to break through it

** These actions take more than 1 round and in some cases cost materials.

Retry: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again or risk someone being alerted to your activity.

Special: If you have 5 or more ranks in Craft (Computers & Electronics) you gain a +2 synergy bonus to Craft (Demolitions) against a device that contains these computerized or electronic components and a +2 bonus on Cryptography & Communications checks.

Craft (Cybernetics & Robotics) (INT; TRAINED ONLY)

Craft (Cybernetics & Robotics) is actually a number of separate skills. For instance, you could use this skill to design a cybernetic arm or even build and robot exoskeleton from scratch. Your ranks in this skill don't affect any checks you happen to make for other craft skills, and this skill cannot be used untrained, for example. You could have several Craft skills, each with its own ranks, each purchased as a separate skill. This Craft skill is specifically focused on cybernetic/bionic/bio-system and robotics design.

Check: You can practice your trade and make a decent living, earning about half your check result times 1000 in credits per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 100 credits per day.) However, the basic function of the Craft skill is to allow you to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, your check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.) All crafts require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a −2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus. To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the DM set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC times 1000 equals the price of the item, then you have completed the item. (If the result times the DC times 1000 equals double or triple the price of the item, then you've completed the task in one-half or one-third the time, and so on.) If the result times the DC times 1000 doesn't equal the price of the item, then it represents progress you've made this week. Record the result and make a check for the next week. Each week you make more progress until your total reaches the price of the item. If you fail the check, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again. Progress by the Day: You can make checks by the day instead of by the week, in which case your progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: You can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical). To create a masterwork version of an item on the Table 4-3.7: Craft (Cybernetics & Robotics) below, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price you pay for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Repairing Items: Generally, you can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

Table 4-3.7: Craft (Cybernetics & Robotics)

Item	Craft DC
Cybernetic repair	10
Robotic repair	10
Very simple item	10
Bionic repair	12
Power-Armor design	15
Bio-System repair	15
Typical item	15
Robotic Armor design	18
High-quality item	20
Superior Robotic Armor design	25
Complex or superior items	25
New Advanced Items	30

Retry: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: If you have 5 or more ranks in Craft (Cybernetics & Robotics) you gain a +2 synergy bonus to Heal/Medicine.

Craft (Demolitions) (INT; TRAINED ONLY)

Demolitions can be used to create, set and disarm explosives, and covers all the various types of explosives used in game, be it a triggered explosion of various materials or a small charge appropriately placed on existing structures. This skill does not include the use of fusion blocks and grenades and other such pre − fabricated punch-and-put devices. This skill does include how to use multiple grenades and fusion blocks (if appropriate feats are possessed) in unison with nuclear power supplies and mini-missiles to have massive explosions. This skill is not a weapon proficiency it a skill that uses weapons to create large explosions.

Check: Using explosives is always risky. The Table 4-3.8: Craft (Demolitions) below provides standard DCs for craft (demolitions) checks.

Table 4-3.8: Craft (Demolitions)

Task	Craft DC
Disarm standard explosive device	10
Build device from pre-existing device	15
Build device from scratch	25
Disarm scratch built device	See Below
Under Stress	+2
Improper Tools/Materials	+2
Good Tools/Materials	+2
Alien Technology	+2

Disarm Standard Explosive Device: This assumes the device is standard and not a unique explosive. Fusion blocks and other such device fall under this category. Failing by 5 or more results in the devices' immediate detonation. For every 100 points of damage the device threatens (take average) this action takes an extra 1 round.

Build explosive from pre-existing explosive: This process covers the conversion of mini-missiles to time bombs, grenades to land mines, Etc. For every 100 points of potential damage (take average) add ten rounds to the length of time it takes to perform. At minimum this skill takes 10 rounds to complete. Failing by 5 or more results in the devices' immediate detonation.

Build device from scratch: Constructing a scratch built device is very dangerous, and therefore rarely undertaken by people with a strong will to live. These devices however are the hardest to disarm and can also be potentially very powerful. This task can include the incorporation of fuel cells, conventional explosives. E.g. a nuclear fuel cell with 1 year remaining properly detonated will do 1d% points if damage. For every 100 points of damage this device threatens to do (take average) add 1 hour to the construction time. This skill takes a minimum of 20 hours to design and build an explosive device.

Disarm scratch built device: This is probably the highest risk task a demolitions expert can do. The disarming character must make a craft (demolitions) check and exceed the check of the bomb maker by one. If the check fails the bomb will go off in 2 rounds. For every 100 points of damage this device threatens to do (take average) add 5 minutes to the length of time it takes to disarm the device. This skill takes minimum five minutes to perform. Failing by 15 or more results in the devices' immediate detonation.

Retry: No.

Special: If you have 5 or more ranks in Craft (Computers & Electronics) you gain a +2 synergy bonus against a device that contains these components. If you have 5 or more ranks in Craft (Weapons & Systems) you gain a +2 synergy bonus against a device that uses a common weapon or explosive in it.

Craft (Electrical & Mechanical) (INT; TRAINED ONLY)

Craft (Electrical & Mechanical) is actually a number of separate skills. For instance, you could use this skill to design machinery and power systems and even vehicles such as hover cycles and shuttlecraft. Your ranks in this skill don't affect any checks you happen to make for other craft skills, for example. You could have several Craft skills, each with its own ranks, each purchased as a separate skill. This craft skill is specifically focused on machinery and power systems.

Check: You can practice your trade and make a decent living, earning about half your check result times 1000 in credits per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 100 credits per day.) However, the basic function of the Craft skill is to allow you to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, your check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.) All crafts require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a −2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus. To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the DM set one.

2. Pay one-third the item's price in raw materials.

3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC times 1000 equals the price of the item, then you have completed the item. (If the result times the DC times 1000 equals double or triple the price of the item, then you've completed the task in one-half or one-third the time, and so on.) If the result times the DC times 1000 doesn't equal the price of the item, then it represents progress you've made this week. Record the result and make a check for the next week. Each week you make more progress until your total reaches the price of the item. If you fail the check, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again. Progress by the Day: You can

make checks by the day instead of by the week, in which case your progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: You can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical). To create a masterwork version of an item on the Table 4-3.9: Craft (Electrical & Mechanical) below, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price you pay for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Repairing Items: Generally, you can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

<u>Table 4-3.9: Craft (Electrical & Mechanical)</u>

Item	Craft DC
Very simple item (E.g. can opener)	5
Typical item	10
High-quality item	15
Build - Pilot: Simple crafts	15
Complex or superior items	20
Build - Pilot: Basic crafts	20
Build - Pilot: Advanced crafts	25
Build - Pilot: Complex craft	30

Retry: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: If you have 5 or more ranks in this skill you gain a +2 synergy bonus to Craft (Cybernetic & Robotics) and Craft (Weapons & Systems).

Craft (Weapons & Systems) (INT; TRAINED ONLY)

Craft (Weapons & Systems) is actually a combination of all the other technologic Craft skills. For instance, you could have the skill Craft (Cybernetics & Robotics) but that wouldn't allow you the ability to make advanced weaponry, even if the principals were the same. This skill is the design and construction of implements of death and defense without this skill a person, may understand the concepts of how to do, but would not understand the many practical and complex concepts that go into designing MD weaponry. Note that this skill is not craft Weaponsmith, and does not allow you the know how to create low MD weapons. This skill is focused on technological complex procedures, and not the complex, low tech, artistic techniques it takes to make a traditional broadsword.

Check: You can practice your trade and make a decent living, earning about half your check result times 1000 in credits per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 100 credits per day.) However,

the basic function of the Craft skill is to allow you to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, your check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.) All crafts require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a −2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus. To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the DM set one.

2. Pay one-third the item's price in raw materials.

3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC times 1000 equals the price of the item, then you have completed the item. (If the result times the DC times 1000 equals double or triple the price of the item, then you've completed the task in one-half or one-third the time, and so on.) If the result times the DC times 1000 doesn't equal the price of the item, then it represents progress you've made this week. Record the result and make a check for the next week. Each week you make more progress until your total reaches the price of the item. If you fail the check, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again. Progress by the Day: You can make checks by the day instead of by the week, in which case your progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: You can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical). To create a masterwork version of an item on the Table 4-3.10: Craft (Weapons & Systems) below, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price you pay for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Repairing Items: Generally, you can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

<u>Table 4-3.10: Craft (Weapons & Systems)</u>

Item	Craft DC
Simple Melee & Ranged MD Weapons	12
Basic Ranged MD Weapons	15
Martial Melee & Ranged MD Weapons	20
Advanced Ranged MD Weapons	22
Exotic Melee and Ranged MD Weapons	25
Heavy Ranged MD Weapons	30

Retry: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: If you have 5 or more ranks in Craft (Weapons & Systems) you gain a +2 synergy bonus to craft (demolitions) against a device that uses a common weapon or explosive in it.

Cryptography/Communications (INT; TRAINED ONLY)

This skill represents knowledge of standard surveillance techniques and encryption technology. This check may be used to set up surveillance networks, alarm systems, and encrypted devices. This skill may also be used to bypass surveillance networks, alarm systems and break other entities encryptions.

Check: Checks for various Cryptography & Communication tasks are as follows.

Table 4-3.11: Cryptography & Communications

Task	DC
Set up Surveillance	15+*
Set up Alarm System	15+*
Set Up Secure Communication	*
Encrypt Data	*
Jamming	**
Trace Signal to Origin	**
Disable Surveillance	**
Break Encryption	**

* These checks set the DC for someone trying to break through them.

** These are opposed checks against another's Cryptography & Communications skill check.

Retry: Retries may be made at the DM's discretion.

Special: Having 5 or more ranks in Cryptography & Communications gives you a +2 synergy bonus on craft (Computers & Electronics) checks

Decipher Script (INT; TRAINED ONLY)

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. If the check succeeds, you understand the general content of a piece of writing, reading about one single page of text (or its equivalent) in 1 minute. If the check fails, the DM makes a Wisdom check (DC 5) for you to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.) The DM secretly makes both the skill check and (if necessary) the Wisdom check so you can't tell whether the conclusion you draw is true or false.

Retry: No.

Special: If you have 5 or more ranks in Decipher Script, you get a +2 synergy bonus on Use supernatural device checks related to scrolls.

Diplomacy (CHA)

Check: You can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence NPCs are generally untrained Diplomacy checks. If you have 5 or more ranks in Bluff or Sense Motive, you get a +2 synergy bonus on Diplomacy checks. These bonuses stack.

Disable Device (INT; TRAINED ONLY)

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, Etc.). Attempting a Disable Device check without a set of thieves' tools carries a −2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables you to make the check with a +2 circumstance bonus.

Check: The DM makes the Disable Device check so that you don't necessarily know whether you've succeeded. The amount of time needed to make a check and the DC for the check depend on how tricky the device is. Disabling a simple device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use). Disabling (or rigging or jamming) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The DM rolls the check. If the check succeeds, you disable the device. If the check fails by up to 4, you have failed but can try again. If you fail by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally.

Table 4-3.12: Disable Device

Device	Time	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
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

*If the character attempts to leave behind no trace of the tampering, add 5 to the DC.

Retry: Yes, though you must be aware that you have failed in order to try again. A person who beats a trap's DC by 10 or more can generally study a trap, figure out how it works, and bypass it (along with his companions) without disarming it.

Special: You gain a +2 Synergy bonus for each applicable craft skill you may have that applies to the device you are tampering with.

Disguise (CHA)

The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one- tenth the original. You can also impersonate people, either individuals or types, so that, for example, you might, with little or no actual disguise, make yourself seem like a traveler even if you're a local.

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The DM makes your Disguise check secretly so that you're not sure how good it is. If you don't draw any attention to yourself, however, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the DM can assume that such observers are taking 10 on their Spot checks. The effectiveness of your disguise depends in part on how much you're attempting to change your appearance:

Disguise Modifier
Minor details only +5
Disguised as different sex -2
Disguised as different race -2
Disguised as different age category -2*
Disguised as specific class -2
*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of you, so opposed checks are always invoked).

Familiarity Bonus
Recognizes on sight +4
Friends or associates +6
Close friends +8
Intimate +10

Usually, an individual makes a check for detection immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the DM can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

Special: If you have 5 or more ranks of Bluff, you get a +2 synergy bonus on Disguise checks when you know that you're being observed and you try to act in character.

Escape Artist (DEX; ARMOR CHECK PENALTY)

Check: Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a net or entangle spell is a full round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Table 4-3.13: Escape Artist

Restraint	DC
Ropes	Binder's Use Rope check at +20
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler Grappler's	grapple check

Ropes: Your Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a special +10 bonus on her check.
Manacles and Masterwork Manacles: Manacles have a DC set by their construction.
Net: Escaping from a net is a full-round action.
Tight Space: This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the DM may call for multiple checks. You can't fit through a space that your head does not fit through.
Grappler: You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're just being grappled). Doing so is a standard action, so if you escape the grapple you can move in the same round. See "Wriggle Free" under Other Grappling Options.

Retry: You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks or even take 20 as long as you're not being actively opposed.

Special: A character with 5 or more ranks of Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

Forgery (INT)

Check: Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (if appropriate), and some time. Forging a very short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), the character needs only to have seen a similar document before and gains a +8 bonus on the roll. To forge a signature, an autograph of that person to copy is needed, and the character gains a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed. The DM makes your check secretly so you're not sure how good your

forgery is. As with Disguise, you don't even need to make a check until someone examines the work. This Forgery check is opposed by the person who examines the document to check its authenticity. That person makes a Forgery check opposed to the forger's. The reader gains bonuses or penalties to his or her check as described in the Table 4-3.14: Deciphering Script, below.

Table 4-3.14: Deciphering Script

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

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

Retry: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

Gather Information (CHA)

Check: By succeeding at a skill check (DC 10), given an evening with a few credits to use for making friends by buying drinks and such, you can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information. If you want to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

Retry: Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Handle Animal (CHA; TRAINED ONLY)

Check: The time required to get an effect and the DC depend on what you are trying to do.

Table 4-3.15: Handle Animal

Task	Time	DC
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal
Rear a beast	1 year	20 + HD of beast
Train a wild animal	2 months	20 + HD of animal
Train a beast	2 months	25 + HD of beast

Time: For a task with a specific time frame, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you make the skill check. If the check fails, you can't teach, rear, or train that animal. If the check succeeds, you must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a Domestic Animal: This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

"Push" a Domestic Animal: To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

Teach an Animal Tasks: This means to teach a domestic animal some tricks. You can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. You can work with up to three animals at one time, and you can teach them general tasks. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, you can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come when whistled for or teaching a falcon to pluck objects from someone's grasp. Rear a Wild Animal or a Beast: To rear an animal or beast means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal or beast can be taught tricks at the same time that it's being raised, or can be taught as a domesticated animal later. Train a Wild Animal and Train a Beast mean train a wild creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Special: A character with 5 or more ranks of Animal Empathy gets a +2 synergy bonus on Handle Animal checks with animals. A character must have 9 or more ranks of Animal Empathy to get the same +2 synergy bonus on Handle Animal checks with beasts. A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks. An untrained character can use a Charisma check to handle and push animals.

Heal/Medicine (WIS)

Check: The DC and effect depend on the task you attempt.

Table 4-3.16: Heal/Medicine

Task	DC
First aid	15
Long-term care	15
Treat caltrop wound	15
Install Cybernetic	15
Install Bionic	18
Install Bio-system	20
Partial Bionic Conversion	22
Full Bionic Conversion	25
Install Crazy Implant	25
Install Psynetic	30
Complex Procedures	30
Treat poison	Poison's DC
Treat disease	Disease's DC

First Aid: First aid usually means saving a dying character. If a character has negative hit points and is losing hit points (at 1 per round, 1 per hour, or 1 per day), you can make her stable. The character regains no hit points, but she does stop losing them. The check is a standard action.

Long-term Care: Providing long-term care means treating a wounded person for a day or more. If successful, you let the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 hit points per level for each day of light activity, 3 hit points per level for each day of complete rest, and 2 ability score points per day. You can tend up to six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long- term care to yourself. A healer's kit gives a +2 circumstance bonus to Heal checks.

Treat Wound that Reduces Base Speed: A creature that has its speed reduced can be treated by the Heal skill. A successful Heal check removes this movement penalty. Treating such a wound is a standard action.

Install Cybernetic/Bionic/Bio-System: To install these modifications one must have the working parts and the available patient.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your result in place of her saving throw if your Heal result is higher.

Install Crazy/Psynetic Implant: This requires the proper components and medical skill for proper implantation.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, you make a Heal check. The diseased character uses your result in place of his or her saving throw if your Heal result is higher.

Special: If you have 5 or more ranks in Profession (herbalist), you get a +2 synergy bonus on Heal checks. If you have 5 or more ranks in this skill you gain a +2 synergy bonus to Craft (Cybernetics & Robotics)

Hide (DEX; ARMOR CHECK PENALTY)

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. At more than one- half and up to your full speed, you suffer a −5 penalty. It's practically impossible (−20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses and size penalties on these checks:

Table 4-3.17: Hide

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

If people are observing you, even casually, you can't hide. You can run around a corner or something so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted (as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guide-line, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is at −10 because you have to move fast.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Innuendo (WIS; TRAINED ONLY)

Check: You can get a message across to another character with the Innuendo skill. The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters that are using this skill. The DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a −2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a −2 penalty if he doesn't know about the diplomat. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred. The DM makes your Innuendo check secretly so that you don't necessarily know whether you were successful.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus on your check to transmit (but not receive) a message. If you have 5 or more ranks in Sense Motive, you get a +2 synergy bonus on your check to receive or intercept (but not transmit) a message.

Intimidate (CHA)

Check: You can change others' behavior with a successful check. The DC is typically 10 + the target's Hit Dice. Any bonuses that a target may have on saving throws against fear increase the DC.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus on Intimidate checks.

Intuit Direction (WIS; TRAINED ONLY)

Check: By concentrating for 1 minute, you can determine where true north lies in relation to yourself (DC 15). If the check fails, you cannot determine direction. On a natural roll of 1, you err and mistakenly identify a random direction as true north. The DM makes your check secretly so that you don't know whether you rolled a successful result or a 1.

Retry: You can use Intuit Direction once per day. The roll represents how sensitive to direction you are that day.

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

Jump (STR; ARMOR CHECK PENALTY)

Check: You jump a minimum distance plus an additional distance depending on the amount by which your Jump check result exceeds 10. The maximum distance of any jump is a function of your height.

Table 4-3.18: Jump

Type of Jump	Distance	Max Distance
Running jump*	5 ft.+1 ft./1 point above 10	Height x 6 x @
Standing jump	3 ft.+1 ft./2 points above 10	Height x 2 x @
Running-high jump*	2 ft.+1 ft./4 points above 10	Height x1½x @
Standing-high jump	2 ft.+1 ft./8 points above 10	Height x @
Jump Back	1 ft.+ 1 ft./8 points above 10	Height x @

*You must move 20 feet before jumping. A character can't take a running jump in heavy armor.

@ This stands for any virtual size increase, For one virtual size increase treat this value as 2, for two virtual size increases treat this value as 3.

The distances listed are for characters with speeds of 30 feet. If you have a lower speed (from armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally. If you have a higher speed, increase the distance jumped proportionally. Distance moved by jumping is counted against maximum movement in a round normally. If you intentionally jump down from a height, you might take less damage than if you just fall. If you succeed at a Jump check (DC 15), you take damage as if you had fallen 10 feet less than you actually did.

Special: If you have 5 or more ranks in Tumble, you get a +2 synergy bonus on Jump checks. A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum.

Knowledge (INT; TRAINED ONLY)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

Note: The following outlines the major threads of knowledge in a typical Rifts game. All the DC trends are followed; these areas allow more specific questions to be made.

KNOWLEDGE (ARCANA) — Knowledge pertaining to Ley Lines, P.P.E., forms of magic and magic itself.

KNOWLEDGE (ARCHITECTURE & ENGINEERING) — Knowledge pertaining to structure, style of construction, and how to properly build certain structures.

KNOWLEDGE (ENTITIES) — Knowledge pertaining to D-Bees, Aliens, Monsters, Demons, Gods and Alien Intelligences.

KNOWLEDGE (GEOGRAPHY) — Knowledge pertaining to geological processes that will indicate general layouts of terrain, gives hints at environs surrounding particular formations and provide insight into possible geological trends.

KNOWLEDGE (HISTORY) — Knowledge of past events that the character might have encountered knowledge of.

KNOWLEDGE (LAW & POLITICS) — Knowledge of major legal codes and political relations.

KNOWLEDGE (MILITARY) — Knowledge of military tactics, weaponry, defenses and arms dealers/manufacturers.

KNOWLEDGE (NATURE) — Knowledge of Ecosystems, life cycles, meteorology, and trends in nature.

KNOWLEDGE (PSIONICS) — Knowledge of psychic phenomena, manifestations, I.S.P., forms of psionics and psionics itself.

KNOWLEDGE (PLANES) — Knowledge pertaining to Rifts, Dimensions, travel to and from dimensions and the dangers involved in traveling and entering planes.

KNOWLEDGE (RELIGION) — Knowledge of major religions, fundamentals of religion and the particulars of a specific religion.

KNOWLEDGE (SCIENCE) — Knowledge pertaining to chemistry, biology, physics and the applications thereof.

Listen (WIS)

Check: Make a Listen check against a DC that reflects how quiet the noise is that you might hear or against an opposed Move Silently check. The DM may make the Listen check so that you don't know whether not hearing anything means that nothing is there, or that you rolled low.

<u>Table 4-3.19: Listen</u>

DC	Sound
0	People talking
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level character using Move Silently within 10 ft. of the listener
25	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 ft. from the listener
+5	Through a door
+15	Through a stone wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result (or close to it).

Retry: You can make a Listen check every time you have a chance to hear something in a reactive manner. As a full-round action, you may try to hear something you failed to hear previously.

Special: When several characters are listening to the same thing, the DM can make a single 1d20 roll and use it for all the listeners' skill checks.

Move Silently (DEX; ARMOR CHECK PENALTY)

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. At more than one-half and up to your full speed, you suffer a −5 penalty. It's practically impossible (−20 penalty) to move silently while running or charging.

Open Lock (DEX; TRAINED ONLY)

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, Etc.). Attempting an Open Lock check without a set of thieves' tools carries a −2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables you to make the check with a +2 circumstance bonus.

Check: Opening a lock entails 1 round of work and a successful check. (It is a full- round action.)

<u>Table 4-3.20: Open Lock</u>

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing Lock	40

Perform (CHA)

Possible Perform types include ballad, buffoonery, chant, comedy, dance, drama, drums, epic, flute, harp, juggling, limericks, lute, mandolin, melody, mime, ode, pan pipes, recorder, shalm, storytelling, and trumpet. You are capable of one form of performance per rank.

Check: You can impress audiences with your talent and skill.

<u>Table 4-3.21: Perform</u>

DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You earn 1d10x10 credits/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10x100 credits/day.
20	Great performance. In a prosperous city, you can earn 3d10x100 credits/day. With time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6x1000 credits/day. With time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d6x1000 credits/day. With time, you may draw attention from distant potential patrons or even from extra planar beings.

A masterwork musical instrument gives a +2 circumstance bonus to Perform checks that involve the use of the instrument.

Retry: Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.) In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, and spells (especially illusions).

Pilot (DEX)

Pilot is used to maneuver various classes of craft around in different mediums. There are three main skills associated with Pilot; Pilot (Ground), Pilot (Air/Water) and Pilot (Space). Each one of these skills represents the creatures' ability to pilot a specified craft in the medium indicated. Skill in the different mediums indicates the creature's ability to compensate and adjust to the differences in pressure, gravity, friction, traction, Etc.

Check: Most maneuvering in a craft does not require a check. Only when under stress or trying stunts and complex procedures is a check necessary. Also if the craft has been disabled in some way and the creature still wants to try to use it, a check would be necessary. Any vehicle that the character is not proficient with (I.e. does not have a pilot class for the vehicle) receives -10 on their check and must make a check for even the simplest action.

Table 4-3.22: Pilot

DC	Maneuver
10	Low risk maneuvers, I.e., avoiding minor obstacle, avoiding known hazards, having a conversation while carefully navigating.
15	Moderate risk maneuvers. I.e. Tight turn, leap, sudden stopping, maximizing acceleration,
20	High stress maneuvers. I.e. quickly moving out of harm's way, avoiding collisions, avoiding sudden natural hazards, Etc.
25	Complex and heroic maneuvers. I.e. Purposely spinning out in control, bootlegger reverse, pushing the craft to it's limits, doing precision actions, doing something that would normal defy the medium it is in.
-10	Trying to maneuver a craft that is alien to one's self.
-2 to -8	Hindering environmental factor. I.e. Storms, poor visibility, difficult terrain, Etc.
-2 to -8	Hindering circumstances for the pilot or improper interface. I.e. broken, damaged, jury-rigged, Etc.

Retry: Retries are allowed at the DM's discretion.

Special: 5 or more ranks in Spot give a +2 circumstance bonus to piloting checks whenever the pilot is relying on his view of the medium to maneuver.

Profession (WIS; TRAINED ONLY)

You are trained in a livelihood or a professional role, such as apothecary, boater, bookkeeper, brewer, cook, customs, driver, EVA tech, farmer, fisher, guard, guide, herbalist, herdsman, innkeeper, lumberjack, miller, miner, pilot, porter, rancher, sailor, scribe, siege engineer, stable hand, tanner, teamster, woodcutter, and so forth. Like Craft, Profession is actually a number of separate skills. For instance, you could have the skill Profession (cook). Your ranks in that skill don't affect any checks you happen to make for milling or mining. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents skill in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. To draw a modern analogy, if an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: You can practice your trade and make a decent living, earning about half your check result times 1000 in credits per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The DM sets DCs for specialized tasks.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried.

Special: Untrained laborers and assistants earn an average of 100 credits piece per day.

Psicraft (INT; TRAINED ONLY)

Use this skill to identify psionic powers as they manifest or psionic effects already in place.

Check: You can identify psionic powers and psionic effects.

Table 4-3.23: Psicraft

DC	Task
15 + power level*	Identify a power as it manifests. (You must sense the power's display, or see some visible effect, to identify a power.) No retry.
15 + power level*	Learn a power from a power stone. No retry for that power until you gain at least 1 rank in Psicraft (even if you find another source to try to learn the same power from).
20 + power level*	Identify a power that's already in place and in effect. (You must be able to see or detect the effects of the power.) No retry.
20 + power level*	Identify materials created or shaped by psionics, such as noting that a particular object was created using a specific power. No retry.
30 or higher*	Understand a strange or unique psionic effect, such as the effects of a psionically resonant mineral vein. No retry.

* Power level is I.S.P. expended divided by 3

Retry: See above.

Special: If you have 5 or more ranks of Use supernatural device, you get a +2 synergy bonus on Psicraft checks to decipher powers encoded in power stones.

Read Lips (INT; TRAINED ONLY)

Check: You must be within 30 feet of the speaker and be able to see her speak. You must be able to understand the speaker's language. (Use of this skill is language- dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. You have to concentrate on reading lips for a full minute before making the skill check, and you can't perform some other action during this minute. You can move at half speed but not any faster, and you must maintain a line of sight to the lips being read. If the check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech.

The DM rolls your check so you don't know whether you succeeded or missed by 5.

Retry: The skill can be used once per minute.

Remote View (INT; PSYCHICS ONLY)

Use this skill to spy on someone with the remote viewing power.

Check: You can't use this skill without some psionic means to remote view, such as the remote viewing power or an appropriate psionic item. Use of this skill is described in association with that power. The remote viewing power allows you to spy on others, and this skill just lets you do it better. This skill also improves your chance to notice when you're being viewed remotely by another, or to block being viewed by another, as described under the remote viewing and remote view trap powers.

Special: Characters with the Scry skill get a bonus equal to their Scry base rank to Remote View checks, and vice versa.

Ride (DEX)

When you select this skill, choose the type of mount you are familiar with. For this purpose, "horses" includes mules, donkeys, and ponies. If you use the skill with a different mount (such as riding a giant lizard when you're used to riding horses), your rank is reduced by 2 (but not below 0). If you use this skill with a very different mount (such as riding a griffon when you're used to riding horses), your rank is reduced by 5 (but not below 0).

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a move- equivalent action. Some tasks require checks:

Table 4-3.24: Ride

Riding Task	DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Leap	15
Control Mount in Battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

*Armor check penalty applies.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage.

Fight with Warhorse: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally.

Cover: You can react instantly to drop down and hang alongside your mount, using it as one-half cover. You can't attack or cast spells while using your mount as cover. If you fail, you don't get the cover benefit.

Soft Fall: You react instantly to try to take no damage when you fall off a mount, such as when it is killed or when it falls. If you fail, you take 1d6 points of falling damage.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what you need to roll to stay on the mount when it leaps.

Control Mount in Battle: As a move-equivalent action, you can attempt to control a light horse, pony, or heavy horse while in combat. If you fail, you can do nothing else that round. You do not need to roll for warhorses or warponies.

Fast Mount or Dismount: You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move-equivalent action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move-equivalent action this round.)

Special: If you are riding bareback, you suffer a −5 penalty on Ride checks. If you have 5 or more ranks in Handle Animal, you get a +2 synergy bonus to Ride checks. If your mount has a military saddle, it gives a +2 circumstance bonus to Ride checks related to staying in the saddle.

Scry (INT; MAGIC USERS ONLY)

Check: You can't use this skill without some magical means to scry. Use of this skill is described in association with those spells and items. These items allow you to spy on others, and this skill just lets you do it better. This skill also improves your chance to notice when you're being scried, as detailed in the descriptions of the arcane eye and detect scrying spells.

Special: Although this skill is exclusive to certain classes, it can be used untrained. This means that a character with no ranks in Scry, and who is not allowed to buy ranks in this skill, can still make an Intelligence check to notice when he is being scried.

Search (INT)

Check: You generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side; doing so is a full-round action.

Table 4-3-25: Search

Task	DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find difficult non-magical trap not of stone	21+
Notice a well-hidden secret door	30

Special: A character that does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Sense Motive (WIS)

Check: A successful check allows you to avoid being bluffed. You can also use the skill to tell when something is up (something odd is going on that you were unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Sense Motive Task	DC
Hunch	20
Sense enchantment	25

Hunch: This use of the skill essentially means making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment: You can tell that someone's behavior is being influenced by an Enchantment effect (by definition, a mind-affecting effect), such as charm person, even if that person isn't aware of it herself.

Retry: No, though you may make a Sense Motive check for each bluff made on you.

Sleight of Hand (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

Check: A check against DC 10 lets you palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went. When performing this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's check doesn't prevent you from performing the action, just from doing it unnoticed. If you try to take something from another creature, you must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats your check result, regardless of whether you got the item.

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

Retry: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

Special: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus on Sleight of Hand checks.

Speak Language (NONE; TRAINED ONLY)

The Speak Language skill doesn't work like a standard skill.

• You start at 1st level knowing one or two languages (according to your race) plus an additional number of languages equal to your Intelligence bonus.

• Instead of buying a rank in Speak Language, you choose a new language that you can speak.

• You don't make Speak Language checks. You either know a language or you don't.

• A literate character can read and write any language she speaks. Each language has an alphabet (though sometimes several spoken languages share a single alphabet).

Retry: Not applicable. (There are no Speak Language checks to fail.)

Spellcraft (INT; TRAINED ONLY)

Check: You can identify spells and magic effects.

Table 4-3.26: Spellcraft

DC	Task
13	When using read magic, identify a glyph of warding.
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No retry.
15 + spell level	Learn a spell from a scroll. No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from).
15 + spell level	Cast a spell for the first time (no check necessary after it has been cast once.) One try per day.
15 + spell level	When casting detect magic, determine the type of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + half caster level.)
19	When using involving magic, identify a symbol.
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a spell. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using magical means. One try per day.
20	Draw a diagram to augment casting dimensional spells and summoning spells. Takes 10 minutes. No retry. The DM makes this check.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. No retry.

Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Retry: See above.

Special: If you have 5 or more ranks of Use supernatural device, you get a +2 synergy bonus to Spellcraft checks to decipher spells on scrolls.

Spot (WIS)

Check: The Spot skill is used primarily to detect characters or creatures that are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it. A Spot check result of greater than 20 can generally let you become aware of an invisible creature near you (though you can't actually see it). Spot is also used to detect someone in disguise.

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

Retry: You can make a Spot check every time you have the opportunity to notice something in a reactive manner. As a full-round action, you may attempt to spot something that you failed to spot previously.

Special: 5 or more ranks in spot grants a +2 circumstance bonus to piloting checks that involve a visual interaction with the medium being piloted in.

Survival (WIS)

Check: You can keep yourself and others safe and fed in the wild.

Table 4-3.27: Survival

DC	Task
10	Get along in the wild. Move up to one-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 +2 on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain +4 if stationary. You may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
15	Avoid getting lost or avoid natural hazards, such as quicksand.

Retry: For getting along in the wild or for gaining the Fortitude save bonus, you make a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Special: If you have 5 or more ranks of Intuit Direction, you get a +2 synergy bonus on Survival checks to avoid getting lost.

Swim (STR)

Check: A successful Swim check allows you to swim one-quarter of your speed as a move-equivalent action or one-half your speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater and start to drown. If you are underwater (whether drowning or swimming underwater intentionally), you suffer a cumulative −1 penalty to your Swim check for each consecutive round you've been underwater. The DC for the Swim check depends on the water:

Table 4-3.28: Swim

Water Conditions	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that you swim, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, you suffer a penalty of −1 for each 5 pounds of gear you are carrying or wearing.

Tumble (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as with the Perform skill).

Table 4-3.29: Tumble

DC	Task
15	Treat a fall as if it were 10 feet shorter when determining damage.
15	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means you tumble 20 feet but suffer attacks of opportunity normally.
25	Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means you tumble 20 feet and can move through enemy-occupied areas but suffer attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. You can try to reduce damage from a fall as an instant reaction once per fall. You can attempt to tumble as part of movement once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge AC bonus when executing the fight defensively standard or full-round action instead of a +2 dodge AC bonus. A character with 5 or more ranks in Tumble gains a +6 dodge AC bonus when executing the total defense standard action instead of a +4 dodge AC bonus. If you have 5 or more ranks in Jump, you get a +2 synergy bonus on Tumble checks. If you have 5 or more ranks in Tumble, you get a +2 synergy bonus on Balance checks.

Use Supernatural Device (CHA; TRAINED ONLY)

Check: You can use this skill to read a spell from a scroll, activate an amulet, tattoo or activate a techno-wizardry item. For all fractional P.P.E. and I.S.P. in this skill, round down. Once the check is made it is at the DM's discretion when another one has to be made. In cases of TW weapons usually only one check has to be made to not interfere with the passage of energy from the clip to the gun. But if the person is powering the weapon himself, that might be different. If the check is failed there is no expenditure of energy, from either the item or the person trying to activate it. If a botch is rolled, there is a possibility both could expend energy, with usually disastrous consequences.

Table 4-3.30: Use Supernatural Device

Task	DC
Use Device designed to be user-friendly	
	5+ Level or Spell/Power
Use Scroll	10+ Level of Spell
Activate Amulet	10+ 1/5 P.P.E. or I.S.P.
Activate Magic Tattoo	10+ 1/5 P.P.E. or I.S.P.
Activate TW Item	10+ 1/5 P.P.E. or I.S.P.
Activate Rune Weapon Power*	5+ level of Spell/Power
Operate Pyramids+	20
Fire TW Weapon **	12
Mediate energy transfer**	12
Use Device designed to be used by only specific types	
	10+ Level or Spell/Power
Emulate alignment	20+ 2 for every ethical/moral shift
Use Device designed to be used by one person in particular	
	20+ Level or Spell/Power
Emulate Race	25
Activate blindly	30
Use Device from Alien Culture	+5
Use Device that has been prevented from unauthorized use	
	+10
Use Device on Ley Line	-2
Use Device on Nexus	-4
Use device close to a rift	-6

* To merely wield the weapon and gain its combat abilities does not require the check.
** These tasks involve no power expenditure on the creatures self, merely the proper conducting of energy from one place to the other.
+ Pyramids can only be operated if you have the ability to operate them.

Emulate Race: Some magic items work only for certain races, or work better for those of certain races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time. E.g. a successful race emulation can allow a person to receive a magic tattoo, but another race emulation check would be required to use it.

Emulate Alignment: Some magic items have positive or negative effects based on your alignment. You can use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such items as if you were using the activation word, thought, or action even if you're not and even if you don't know it. You do have to use something equivalent. You have to speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus if you've activated the item at least once before. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The DM determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to you.

Retry: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate it again for a day.

Special: You cannot take 10 with this skill. Magic is too unpredictable for you to use this skill reliably. If you have 5 or more ranks in Spellcraft, you get a +2 synergy bonus on Use supernatural device checks related to P.P.E.. If you have 5 or more ranks in Psicraft, you get a +2 synergy bonus on Use supernatural device checks related to I.S.P.

Use Rope (DEX)

Check: Most tasks with a rope are relatively simple.

Table 4-3.31: Use Rope

DC	Task
10	Tie a firm knot
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around oneself one-handed
15	Splice two ropes together (takes 5 minutes)

When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check. You get a special +10 bonus on the check because it is easier to bind someone than to escape from being tied up. You don't even make your Use Rope check until someone tries to escape.

Special: A silk rope gives a +2 circumstance bonus on Use Rope checks. If you cast an animate rope spell on a rope, you get a +2 circumstance bonus to any Use Rope checks you make when using the rope. These bonuses stack. If you have 5 or more ranks in Escape Artist, you get a +2 synergy bonus on checks to bind someone.

Chapter 5
Rifts Feats and Languages

Languages

Common languages and their alphabets are summarized in Table 5-1: Languages

* Included here are languages from the D20 system, most languages in Rifts are racial specific with their own alphabet or a conglomeration of alphabets. Such as Metzla speaking Metzlan with a Metzlan alphabet.

Feats

Prerequisites

Some feats have prerequisites. You must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. You can't use a feat if you've lost a prerequisite.

Metamagic/Metapsionic Feats

Some spellcasters/psionicists choose spells/powers as they cast them. They can choose when they cast their spells/powers whether to use metamagic/metapsionic feats to improve them. As with other spellcasters/psionicists, the improved spell/power uses up more I.S.P. or P.P.E points. If its normal casting time is 1 action, casting a metamagic/metapsionic spell/power is a full-round action for a spellcaster/psionicist that chooses spells/powers as they cast them. For spells/powers with a longer casting time, it takes an extra full-round action to cast the spell/power.

Spontaneous Casting and Metamagic/Metapsionic Feats: Casting a 1 action metamagic/metapsionic spell/power spontaneously is a full-round action, and spells/powers with longer casting times take an extra full-round action to cast.

Effects of Metamagic/Metapsionic Feats on a Spell/Power: In all ways, a metamagic/metapsionic spell/power operates at its original level even though it is prepared and cast as a more expensive spell/power. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these spells/powers only apply to spells/powers cast directly by the feat user. A spellcaster/psionicist can't use a metamagic/metapsionic feat to alter a spell/power being cast from a wand, scroll, or other device.

Multiple Metamagic/Metapsionic Feats on a Spell/Power: A spellcaster/psionicist can use multiple metamagic/metapsionic feats on a single spell/power. Changes to its cost are cumulative.

Magic/Psionic Items and Metamagic/Metapsionic Spells/Powers: With the right item creation feat, you can store a metamagic/metapsionic spell/power in a scroll, potion, or wand. Level limits for potions and wands apply to the spell/power's higher, metamagic/metapsionic cost. A character doesn't need the metamagic/metapsionic feat to activate an item storing a metamagic/metapsionic spell/power.

Counterspelling Metamagic/Metapsionic Spells/Powers: Whether a spell/power has been enhanced by a metamagic/metapsionic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell/power.

Item Creation Feats

In Rifts item creation is either a class skill or a special ability, as a result, no one needs a feat to make these special items, but they do need the special ability.

Feat Descriptor Blocks

Here is the format for feat descriptions.

Feat Name: [Type of feat] Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables you (the character) to do.

Normal: What a character that does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Feat Descriptions

Acrobatic [General]

You have excellent body awareness and coordination.

Benefit: You get a +2 bonus on all jump and Tumble checks.

Advanced Tech Weapon Proficiency [General]

Prerequisite: Basic Weapon Proficiency

Benefit: You make attack rolls with these types of weapons normally.

Normal: A character who uses this class of weaponry without being proficient with it suffers a -4 penalty on attack rolls. You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Alertness [General]

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Alluring [General]

Others have an inexplicable urge to believe your every word.

Prerequisite: Persuasive, Trustworthy.

Benefit: You get a +2 bonus on Diplomacy checks and add +2 to the save DCs of all your mind-affecting, language-dependent spells.

Ambidexterity [General]

Prerequisite: DEX 15+.

Benefit: You ignore all penalties for using an off hand. You are neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

Animal Control [Magic]

You can channel the power of nature to gain mastery over animal creatures.

Prerequisite: Animal Defiance, ability to cast Repel Animals, Handle Animal +5 ranks.

Benefit: You gain a +5 bonus to diplomacy checks made with animals, and a +5 bonus to intimidate checks made with animals.

Special: Animals you command through this ability count against the HD limit of animals you can befriend through animal friendship.

Animal Defiance [Magic]

You can channel the power of nature to drive off animals.

Prerequisite: Ability to cast Fear, Handle Animal +2 ranks.

Benefit: You gain a +5 bonus to your intimidate checks against animals.

Arcane Defense [Magic]

You are stronger against spells of a certain level from a certain type of magic.

Prerequisite: Spell Focus in the same category and level as chosen in this feat.

Benefit: You gain a +2 bonus to your saving throws against these spells.

Armor Proficiency (heavy) [General]

Prerequisite: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armor Proficiency (light) [General]

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride or Pilot.

Armor Proficiency (medium) [General]

Prerequisite: Armor Proficiency (light)

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Arterial Strike [General]

Your surprise attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisite: Base attack +4, sneak attack ability.

Benefit: If you hit with a surprise attack (opponent denied their DEX bonus), you may choose to forgo one die of damage to deliver a wound that won't stop bleeding. Each wound so

inflicted does an additional 1 point of damage per round. Wounds from multiple arterial strikes result in cumulative blood loss. That is, two successful arterial strikes can additional 2 points of damage per round. Blood whether from one such wound or several, stops when victim receives one successful Heal check, any cure or any other form of magical healing. Creatures not subject to critical hits are immune to this effect.

Athletic [General]
You're physically fit and adept at outdoor sports.
Benefit: You get a +2 bonus on Climb and Swim check

Basic Tech Weapon Proficiency [General]
Benefit: You make attack rolls with this class of weaponry normally.
Normal: A character who uses this class of weaponry without being proficient with it suffers a -4 penalty on attack rolls.

Blind-Fight [General]
Benefit: In melee, every time you miss because of concealment, you can re-roll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no bonus to hit you in melee. That is, you don't lose your positive Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however. You suffer only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half.

Blindsight, 5-foot Radius [General]
You sense opponents in the darkness.
Prerequisite: Base attack bonus +4, Blind Fight, Wisdom 19+.
Benefit: Using senses such as acute hearing and sensitivity to vibrations you detect the location of opponents who are no more than 5 feet away from you. Invisibility and darkness are irrelevant, though you cannot discern non-corporeal beings. Except for the decreased range, this feat is identical to the exceptional ability blindsight.

Body Fuel [Psionic]
You can expand your I.S.P. temporarily at the expense of your health.
Prerequisite: Inner Strength, Talented.
Benefit: You can "burn" ability points as I.S.P. on the basis of 4 I.S.P. per 2 ability score points burned. Burning ability points for I.S.P. is a free action: You could burn more than 2 ability score points to gain several I.S.P. per free action. Treat reduced ability scores as temporary ability damage.
Note: You can increase your I.S.P. above you permanent base, but only temporarily, as you heal the ability damage, the conversion reverses. I.e. for every point healed, you lose 2 I.S.P.

Brachiation [General]
You move through trees like a monkey.
Prerequisite: Climb 6 ranks, jump 6 ranks, STR 13.
Benefit: You move through trees at your normal land speed by using your arms to swing from one branch to another. To allow brachiation, the area through which you are moving must be at least lightly wooded, with trees no farther apart than 15 feet. You may not use this ability while holding an item in either hand, or while wearing armor heavier than medium.

Chain Spell [Metamagic]
You can cause a spell to arc to other targets secondarily.
Prerequisite: Any other metamagic feat.
Benefit: Any spell cast this way that has a specific target and is not a touch spell, may arc to a number of secondary targets equal to your caster level. All secondary targets receive half damage from the spell, and must be within 30 ft. No secondary target can be affected more than once by the same spell in the same instance.

Charlatan [General]
You're adept at fooling people. You know how to tell them just what they want to hear.
Benefit: You get a +2 bonus on Bluff and Disguise checks.

Chink in the Armor [General]
You are an expert at slipping a weapon between armor plates or into seams and compromising environmental armor.
Prerequisite: Expertise
Benefit: If you take a standard action to study an opponent, you can ignore half of his or her armor bonus (rounded down) during your next single attack only bonuses from actual armor (including natural armor) are halved, enhancement bonuses to armor, or magic items that provide an armor bonus. With this feat you can also breach environmental and sealed armors, as long as you do at least 5% of the armor's total hit points the armor's environmental capability is compromised.

Circle Kick [General]
You kick multiple opponents with the same attack action.
Prerequisite: Base attack bonus +3, Improved Unarmed Strike, DEX 15+.
Benefit: A successful unarmed attack roll allows you to make a second attack roll against a different opponent that is within the area that you threaten. This feat requires the full attack action.

Cleave [General]
Prerequisite: STR 13+, Power Attack.
Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, Etc.), you get an immediate, extra melee attack against another creature in the immediate vicinity. You cannot take a 5-foot step before making this extra attack. The extra attack is with the

same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.
Restriction: Does not apply to ranged weapons

Clever Wrestling [General]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisite: Improved Unarmed Strike, Small or Medium-size.

Benefit: When your opponent is larger than Medium size, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following Table 5-2.1: Size Modifiers for Clever Wrestling.

Table 5-2.1: Size Modifiers for Clever Wrestling

Opponent Is . . .	Bonus
Colossal	+8
Gargantuan	+6
Huge	+4
Large	+2

Close Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attacks.

Prerequisite: Base attack bonus +3.

Benefit: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking creature has the improved grab ability. This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Close-Quarters Fighting.

Combat Casting [Magic]

Benefit: You get a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Combat Manifestation [Psionic]

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on Concentration checks made to manifest a power while on the defensive. The magic feat Combat Casting described above is essentially the same as Combat Manifestation, and taking either one serves the same purpose, whether for casting spells for manifesting powers. I.e. if you are psionic and magical you do not need to take both to receive the benefit for each.

Combat Reflexes [General]

Benefit: When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier. You still only make one attack of opportunity per

enemy. You may also make attacks of opportunity while flat-footed.

Note: This does not apply to ranged weapons.

Cooperative Spell [Metamagic]

You may cast spells more powerfully in conjunction with another spell caster who has this feat.

Benefit: When standing adjacent (5 ft.) to another spellcaster who is casting the same spell, the spell is combined to one effect. Add 2 to the save DCs of this spell, and +1 to the caster check for this spell, using the higher CHA mod of the two. There is no additional P.P.E. expenditure above and beyond each caster having to cast the spell.

Special: This can be done in conjunction with more spellcasters as long as they have this feat and are capable of casting the spell being cast.

Dash [General]

You move faster than normal for your race.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 10 feet faster than it normally would be.

Death Blow [General]

You waste no time in dealing with downed foes.

Prerequisite: Base attack bonus +2, Improved Initiative.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action.

Normal: Performing a coup de grace is a full-round action.

Deep Impact [Psionic]

You can strike your foe with a melee weapon as if making a touch attack doing damage through armor.

Prerequisite: STR 13+, Power Attack, Psionic Weapon, base attack bonus +3 or more.

Benefit: If you pay 20 I.S.P. per strike, you can resolve your melee attack with a weapon as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the melee attack. If the target is encased in power armor or robotic armor you may deal damage to the pilot. This damage counts as blunt and can only be done with a melee weapon. This attack does not work through force fields but will work if the pilot/target is wearing armor inside, as long as that armor is touching the attacked object. The damage dealt is in Hit points with or without the MD modifier, depending whether the target naturally has the MD modifier to their body. If your attack misses, the I.S.P. expenditure is wasted.

Deflect Small Projectiles [General]

Prerequisite: DEX 13+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may make a Reflex saving throw

against a DC of 20 (if the ranged weapon has a magical or technological bonus to attack, the DC increases by that amount). If you succeed, you deflect the projectile. You must be aware of the attack and not flat-footed. Attempting to deflect a projectile doesn't count as an action. Exceptional ranged weapons can't be deflected.

Note: This feat applies to relatively slow moving projectiles such as arrows, mini-missiles, Fusion Blocks and grenades (including those launched by a grenade launcher). This feat can be attempted against volleys, but each projectile must be deflected separately and only as many projectiles in the volley can be deflected as equal to your DEX mod +1.

Delay Power [Metapsionic]

You can manifest powers that trigger a set duration after manifestation.

Benefit: A delayed power doesn't activate until 1 to 5 rounds after you finish manifesting it. You determine the delay when manifesting the power and it cannot be changed once set. The power activates just before your turn on the round you designate. Only area, personal, and touch powers may be affected by this feat. Any decisions you would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect psionic effects. A delayed power costs a number of I.S.P. equal to its standard cost + 25.

Delay Spell [Metamagic]

You can cast spells that trigger a set duration after casting.

Benefit: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat. Any decisions you would make about the spell (including attack rolls, designating targets, or determining or shaping an area) are decided when the spell is cast, while any effects resolved by those affected by the spell (including saving throws) are decided when the spell triggers. A delayed spell may be negated normally during the delay, and can be detected normally in the area or on the target with abilities that can detect magical effects. A delayed spell costs triple the P.P.E. to cast.

Dirty Fighting [General]

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisite: Base attack bonus +2.

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d8 points of damage. This feat requires the full attack action.

Disarm Mind [Psionic]

You can directly deplete your foe's I.S.P. total with this psychic attack.

Prerequisite: CHA 13+, Mental Adversary.

Benefit: You deplete a number of I.S.P. equal to your Charisma modifier x 5 from your opponent on any psionic attack that deals damage directly to the body of the target. To use this feat, you must pay I.S.P. equal to the cost of the psionic attack + 10. You decide whether or not to pay the extra cost after discovering the failure or success of your psionic attack to deal damage.

Note: Psychic Vampires and beings who can feed on I.S.P. May use this to feed instead of gaining the points. The same rules for feeding still apply.

Disguise Spell [Metamagic]

You can cast spells without observers noticing.

Prerequisite: 12+ ranks in Perform

Benefit: You have mastered the art of casting spells. Unobtrusively, mingling verbal and somatic component into your performances so skillfully that others rarely catch you in the act. Like a silent, stilled spell, a disguised spell can't be identified through a Spellcraft check. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell costs 50% more P.P.E. to cast.

Dodge [General]

Prerequisite: DEX 13+.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Dragon's Toughness [General]

You are incredibly tough.

Prerequisite: Base Fort save bonus +11.

Benefit: You gain immediately gain a level's worth of hit points.

Special: You can gain this feat multiple times.

Dual Strike [General]

Your combat teamwork makes you a more dangerous foe.

Prerequisite: Base attack bonus +3, Combat Reflexes.

Benefit: If you and an ally both have this feat and are flanking an opponent you both get a +4 bonus on your attack roll.

Normal: The standard flanking attack roll bonus is +2.

Dwarf's Toughness [General]

You are tougher than you were before.

Prerequisite: Base Fort save bonus +5.

Benefit: You gain half a level's worth of hit points.

Special: You can gain this feat multiple times.

Eagle Claw Attack [General]

Your unarmed attacks shatter objects.

Prerequisite: Base attack bonus +2, Improved Unarmed Strike, Sunder, DEX 15+.

Benefit: You can strike an opponent's weapon or armor with an unarmed strike.

Empower Spell [Metamagic]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, Etc., as appropriate. Saving throws and opposed rolls (such as the one you make when you cast dispel magic) are not affected. Spells without random variables are not affected. An empowered spell costs twice the amount of P.P.E.

Endurance [General]

Benefit: Whenever you make a check for performing a physical action that extends over a period of time (running, swimming, holding your breath, and so on), you get a +4 bonus to the check.

Energy Admixture [Metamagic]

You may add extra damage to the type of energy this spell deals damage in.

Prerequisite: Energy Substitution, Knowledge (Arcana) 5+ ranks, and one other metamagic feat.

Benefit: Choose one type of energy: Acid, cold, electricity, fire or sonic. You can now modify damage dealing spells with this type of damage. Your spells now do double damage, with half of the damage in the form of energy you have selected for this feat. I.e. Fireball now does 1d4 x level of the caster (MD/fire) + 1d4 x level of the caster (MD/admixture). A spell cast this way uses 5 times the normal P.P.E. expenditure.

Special: This spell can be taken multiple times each with a different energy type. For each additional one, the P.P.E. cost is x2 above and beyond the first admixture.

Energy Substitution [Metamagic]

You may change the type of energy this spell deals damage in.

Prerequisite: Knowledge (Arcana) 5+ ranks, and one other metamagic feat.

Benefit: Choose one type of energy: Acid, cold, electricity, fire or sonic. You can now modify damage dealing spells with this type of damage. The spell damage now does damage in the descriptor chosen instead of its original damage. I.e. Fireball now does 1d4 x level of the caster (MD/substitute) A spell cast this way uses no additional P.P.E. expenditure.

Special: This spell can be taken multiple times each with a different energy type.

Enlarge Power [Metapsionic]

You can manifest powers farther than normal.

Benefit: An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged power's area or effect as if you were two manifester levels higher than you actually are. An enlarged power costs a number of I.S.P. equal to its standard cost + 10.

Enlarge Spell [Metamagic]

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell costs 50% more P.P.E. to cast

Extend Power [Metapsionic]

You can manifest powers that last longer than normal.

Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of I.S.P. equal to its standard cost + 10.

Extend Spell [Metamagic]

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell costs 50% more P.P.E. to cast.

Exotic Weapon Proficiency [General]

Prerequisite: Base attack bonus +1 or higher.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Expert Tactician [General]

Your tactical skills work to your advantage.

Prerequisites : DEX 13+, base attack bonus +2, Combat Reflexes.

Benefit : You can make one extra melee attack (or do anything that be can done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your attack. You take your extra attack on your turn either before or after your regular action. If more than one foe is within your threatened area and are denied there DEX bonus, you may only use this feat against one of them.

Expertise [General]

Prerequisite: INT 13+.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as -5 on your attack and add the same number (up to +5) to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action. The bonus to your Armor Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

Note: This ability only applies to melee weapons, and does not apply to fast ranged weapons, such as laser/plasma fire or small+ missiles. This feat does apply to relatively slow moving projectiles such as arrows, bolt, grenades, mini-missiles, Etc.

Extra Stunning Attacks [General]

You gain extra stunning attacks when fighting unarmed.

Prerequisite: Base attack bonus +2, Stunning Fist.

Benefit: You gain the ability to make three extra stunning attacks per day. You may take this feat multiple times.

Eyes in the Back of Your Head [General]

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisite: Base attack bonus +3, WIS 19+.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flatfooted.

Normal: When you are flanked, the flanking opponents receive a +2 attack roll bonus against you.

Far Shot [General]

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, grenade launcher or mini-missile launcher, its range increment increases by ½ (multiply by 1.5). When you use a thrown weapon, its range increment is doubled (this includes grenades and fusion blocks).

Far Tech Shot [General]

Prerequisite: Point Blank MD Shot.

Benefit: When you use a ranged MD weapons that does not fall under the category of archaic or 'slow' projectile weapons, such as a energy weapon, plasma weapon, laser, etc, its range increment increases by ½ (multiply by 1.5).

Faster Healing [General]

You recover faster than others do.

Prerequisite: Base Fort save bonus +5 .

Benefit: You recover lost hit points and ability score points faster than you normally would, according to the Table 5-2.2: Fast Healing, below.

Table 5-2.2: Fast Healing

	With Faster Healing	With Faster Healing and Long Term Care from a successful Heal/Medicine Check
Hit Point Recovery		
Strenuous Activity	1x	2x
Light Activity	1.5x	3x
Complete Bed Rest	2x	4x
Ability Score Recovery		
Strenuous Activity	2x	3x
Light Activity	2x	3x
Complete Bed Rest	2x	3x

Favored Critical [General]

Prerequisite: Base attack bonus +5, and a declared Vendetta against a species, lawful alignment.

Benefit: Select an enemy that you have openly declared a vendetta against (that is normally subject to critical hits). Whenever you attack this type of creature, the threat range of whatever weapon you are using is doubled .

Special: You can take this feat multiple times. Each time you do, it applies to a new enemy. The effects of this feat do not stack with those of Improved Critical.

Feign Weakness [General]

You capitalize on your foe's perceptions of your unarmed status.

Prerequisite: Base attack bonus +2, Improved Unarmed Strike.

Benefit: If you make a successful Bluff check against your opponent's Sense Motive check, you lure the foe into attempting an attack of opportunity because he thinks you are unarmed. But you are armed, and you make your attack against your drawn-out foe that is caught flat-footed, before he takes his attack of opportunity. You also may attempt this feat with a Tiny or Small weapon with which you are proficient by attempting to hide it until the last second, but you incur a -2 or -6 penalty on your Bluff check, respectively. You can use this feat with a disguised weapon such as a war fan, at no penalty on the Bluff check. Using Feign Weakness is a standard action, just like a feint, except that if you succeed you get to make your attack immediately. You can only Feign Weakness once per encounter. After one use, your opponents are too wary to fall for this maneuver again.

Fell Shot [Psionic]

You can strike your foe with a projectile weapon as if making a touch attack.

Prerequisite: DEX 13+, Point Blank Shot (only, no MD), Psionic Shot, base attack bonus +3 or more.

Benefit: If you pay 25 I.S.P. per shot, you can resolve your ranged attack as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the ranged projectile attack. If you hit the target, the half damage is done to any armor, but the other half of the damage is done directly to the pilot. This power does not work through force fields, but will work through multiple layers of armor as long as the touch the object hit. Your bullet, bolt, grenade, missile, or arrow discharges after use, or until you make your next attack, whichever occurs first. If your attack misses, the I.S.P. expenditure is wasted.

Note: This applies to a single projectile, not a volley.

Fists of Iron [General]
You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisite: Base attack bonus +2, Improved Unarmed Strike.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this teat a number of times per day equal to 3 + your Wisdom modifier.

Flyby Attack [General]
You attack while on the wing.

Prerequisite: Ability to fly

Benefit: When flying, you take a move action (including a dive) plus another partial action at any point during that move. You cannot take a second move action during a round in which you make a flyby attack. You can use this feat only while you are in a form that allows natural flight; it cannot be used in conjunction with magical flight (such as a fly spell).

Normal: Without this feat, you can take a partial action either before or after your move.

Great Cleave [General]
Prerequisite: STR 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

Great Fortitude [General]
Benefit: You get a +2 bonus to all Fortitude saving throws.

Greater Multiweapon Fighting [General]
Prerequisite: DEX 19, Three or more hands, Improved Multiweapon Fighting, Multiweapon Fighting, Multidexterity and Base Attack Bonus +15.

Benefit: You can make up to three attacks with each extra weapon you wield, albeit at a -10 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Special: This feat replaces Greater Two-Weapon Fighting for creatures with more than two arms.

Greater Psionic Focus [Psionic]
Your Powers from Super, Bleeder, Phase or other greater category are particularly strong.

Prerequisite: Psionic Focus.

Benefit: Add +2 to the DC for all saving throws for powers from within your selected greater category.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new greater category, but a psychic must choose a category that he knows a least one power in.

Greater Power Penetration [Psionic]
Your powers are especially potent at breaking through protective energy fields and psionic dampening technology.

Prerequisite: Power Penetration.

Benefit: Psionic dampening technology and protective energy fields have no effect against you psionics.

Greater Spell Focus [Magic]
Your spells from a particular level of a particular type of magic are much stronger.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws for spells from within your selected level and magic type.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new level from the same or different type of magic.

Greater Spell Penetration [Magic]
You punch through magically defenses more easily.

Prerequisite: Spell Penetration.

Benefit: You get a +4 bonus to caster level checks (1d20 + caster level + CHA Mod) to beat a magical resistance.

Great Sunder [Psionic]
You can sense the stress points on others' weapons.

Prerequisite: STR 13+, Power Attack, Sunder, reserve I.S.P. 20+.

Benefit: When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically enhanced weapon, you still need a weapon of equal or better enhancement.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

Greater Resiliency [General]

Your extraordinary resilience to damage increases.

Prerequisite: Base Attack Bonus +18, Base Fortitude Save +11

Benefit: You gain the MD quality to your body. You may not take this feat more than once.

Greater Two-Weapon Fighting [General]

You are a master at fighting two-handed.

Prerequisite: Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15.

Benefit: You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Note: This feat applies to ranged MD weapons.

Heavy Weapon Proficiency [General]

Prerequisite: Base attack bonus +1 or higher, Advanced Weapon Proficiency, Basic Weapon Proficiency.

Benefit: You make attack rolls with this MD weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Heighten Spell [Metamagic]

Benefit: A heightened spell has a higher spell level than normal. Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate an invulnerability or magical defense) are calculated according to the heightened level. The heightened spell costs and additional 50% + 25% per effective level.

Hide Power [Metapsionic]

You can manifest a lesser category of powers without a telltale displays.

Benefit: Psionic powers from a selected lesser category can be manifested without associated display characteristics. The hidden power costs a number of I.S.P. equal to the standard cost + 10.

Special: You can take this feat multiple times, each time choosing a new lesser category to hide while manifesting powers from that category.

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisite: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Improved Bull Rush [General]

Prerequisite: STR 13+, Power Attack.

Benefit: When you perform a bull rush, you do not draw an attack of opportunity from the defender.

Improved Critical [General]

Prerequisite: Proficient with weapon, base attack bonus +8 or higher.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon.

Note: "Keen" magic weapons also double their normal, non-magical threat range. As with all doubled doublings, the result is triple.

Note: This feat applies to ranged MD weapons.

Improved Counter Spell [Magic]

Benefit: When counterspelling a magical spell, you may use any spell from that level as long as it is the same type or magic.

Normal: Without this spell you must use the exact same spell as the one you are opposing.

Improved Disarm [General]

Prerequisite: INT 13+, Expertise.

Benefit: You do not suffer an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you.

Improved Flight [General]

You gain greater maneuverability when flying than you would normally have.

Prerequisite: Ability to fly (naturally, magically, or through metamorphosis).

Benefit: Your maneuverability while flying improves by one grade. For example, if your normal maneuverability is poor, it becomes average.

Improved Flyby Attack [General]

Prerequisite: Flight Speed, Flyby Attack, Dodge, Mobility.

Benefit: When flying, you take a move action (including a dive) plus another partial action at any point during that move. If in this second partial action an attack is made you do not suffer an attack of opportunity. You cannot take a second move action during a round in which you make a flyby attack. You can use this feat only while you are in a form that allows natural flight; it cannot be used in conjunction with magical flight (such as a fly spell).

Normal: Without this feat, you suffer from attacks of opportunity when using the second partial for attack.

Improved Initiative [General]

Benefit: You get a +4 bonus on initiative checks.

Improved Multiattack [General]

Prerequisite: Three or more natural weapons, Multiattack.

Benefit: The creature's second attacks have no penalty, though the still are only able to apply half their strength bonus if any.

Normal: Without this feat, all secondary natural attacks are at -5, or -2 with the Multiattack feat.

Improved Multiweapon Fighting [General]

Prerequisite: Three or more arms, Multiweapon fighting, Multidexterity, Base Attack Bonus +9.

Benefit: You may now take 2 additional attacks with each extra weapon, albeit at a -5 penalty.

Normal: Without this feat, all extra attacks are at -10 with just the Multiweapon Fighting feat.

Improved Overrun [General]

You are trained in knocking over opponents that are smaller than you.

Prerequisite: Expertise, Improved Bull Rush, Improved Trip, STR 13+, Power Attack.

Benefit: When you attempt to overrun an opponent who is at least one size category smaller than you (virtual size increases apply here), the target cannot avoid you. If you knock down your opponent, you immediately get an attack of opportunity against that opponent, gaining the standard +4 bonus on attack rolls against prone targets.

Normal: The target of your overrun attack chooses to avoid you or block you.

Improved Sunder [General]

You are adept at placing your attacks precisely where you want them to land.

Prerequisite: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon you inflict double damage.

Improved Swimming [General]

You swim faster than you normally could.

Prerequisite: Swim 6 ranks.

Benefit: You swim at one-half of your land speed as a move-equivalent action or at three-quarters of your land speed as a full-round action.

Normal: You swim at one-quarter of your land speed as a move-equivalent action or at one-half of your land speed as a full-round action .

Improved Trip [General]

Prerequisite: INT 13+, Expertise.

Benefit: If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Improved Two-Weapon Fighting [General]

Prerequisite: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with the off-hand weapon, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Note: This feat applies to ranged MD weapons as well.

Improved Unarmed Strike [General]

Benefit: You are considered to be armed even when unarmed - that is, armed opponents do not get attacks of opportunity when you attack them while unarmed. However, you still get an opportunity attack against any opponent who makes an unarmed attack on you. See the table below for unarmed damage

Special: This may be purchased at the time of character creation with weapon class points.

Table 5-2.3: Unarmed Damage

Size*	Damage**
Colossal-size	2d8
Huge-Size	2d6
Large-size	2d4
Medium-size	2d3
Small-size	2d2
Tiny-size	1d2

* Virtual size increases apply here.

** All damage is subdual unless a -4 to hit penalty is taken or unless the Improved Unarmed Strike feat is taken.

Inertial Armor [Psionic]

Your mind instinctively generates a field of protective energy.

Prerequisite: Reserve I.S.P. 4+.

Benefit: While you retain 4 or more I.S.P., your mind automatically generates a tangible field of force that provides a +4 armor bonus to AC. unlike mundane armor; Inertial Armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way the do normal armor. Your inertial armor can be invisible or appear as a colored glow, at your option. The armor bonus provided by Inertial Armor does not stack with the armor bonus provided by regular armor, and note that Inertial armor does not cover the entire body, but also does not have hit points. This armor does not extend outside of environmental/power/robotic armor but will soak up damage when hit almost indefinitely. Though if excessive amounts (800+) of damage are absorbed by this inertial armor, there may be ramifications in the ethereal plane coterminous with the area on the material plane it occurred.

Inner Strength [Psionic]

You have more I.S.P. than normal.

Benefit: You gain +4 I.S.P.

Special: A character may gain this feat multiple times, each time gaining a number of I.S.P. equal to the previous Inner Strength gain + 4.

Iron Will [General]

Benefit: You get a +2 bonus to all Will saving throws.

Jack of All Trades [General]

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

Knock Down [General]

Your mighty blows can knock foes off their feet.

Prerequisite: Base attack bonus +2. Improved Trip, STR 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee with a single attack, you may make a trip attack as a free action against the same target. Use of this feat cannot be combined with Improved Trip to generate an extra attack, and successful use of this feat does not grant an extra attack through the Cleave or Great Cleave feats. This may only be done with melee weapons.

Leadership [General]

Prerequisite: The character must be at least 6th level.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her.

See Table 5-2.4: Leadership for what sort of cohort and how many followers the character can recruit.

Table 5-2.4: Leadership

Leadership Score	Cohort Level	Level of Followers					
		1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table 5-2.4: Leadership allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table 5-2.5: Leadership Modifiers.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

General Leadership Modifiers

The Leader Has a Reputation of:	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Special Backing	+1
Failure	-1
Aloofness	-1
Cruelty	-2
Brings downfall of Allies	-4

Cohort-Only Leadership Modifiers

The Leader:	Leadership Modifier
Has a familiar/animal companion	-2
Has Strong Loyalty to Other factions	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

*Cumulative per cohort killed.

Follower-Only Leadership Modifiers

The Leader:	Leadership Modifier
Has a stronghold, base of operations, guildhouse, and so on	+2
Has a Large FTL Craft	+2
Causes followers regular panic	-2
Moves around a lot	-1
Caused the death of other followers	-1

Special Cohorts: With the DM's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races).

Followers: A leader attracts followers whose alignments are within one step of his own. These characters have gear appropriate to NPCs of their level. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

Lightning Fists [General]

Your skill and agility allow you to attempt a series of blindingly fast blows.

Prerequisite: Base Attack +5, DEX 15+, Improved Unarmed Strike.

Benefit: You can make two extra attacks in a round. All attacks made this round suffer a -5 attack penalty. This feat requires the full attack action. You cannot use Lightning Fists and flurry of blows at the same time.

Lightning Reflexes [General]

Benefit: You get a +2 bonus to all Reflex saving throws.

Mantis Leap [General]

You deliver a powerful attack after making a jump.

Prerequisite: Base Attack Bonus +7, 5 ranks in Jump, Improved Unarmed Strike.

Benefit: Designate an opponent who is within the maximum distance you can reach with a successful Jump check. Make a normal Jump check; if your check is successful, you can make a normal charge attack against the opponent you designated is part of the same action. If your charge attack is successful, you inflict normal damage, plus your Strength modifier multiplied by 2. This only applies to melee weapons.

Manyshot [General]

You deliver an amazing number of shots while still being able to move.

Prerequisite: DEX 15, Base Attack Bonus +6, Point Blank Shot or Point Blank MD Shot, Rapid Shot or Rapid MD Shot.

Benefit: As a standard action, you may fire two 'slow' projectiles or 2 shots from ranged MD weapons at a single opponent within 10% of the weapons first range increment. Both shots use the same attack roll to determine success (with a -2 on attack roll). For every 5 points of Base Attack Bonus above +6 you may fire one more shot in this way.

Note: This feat applies to 'slow' projectile MD and archaic weapons as well as all ranged MD weapons, application of this feat is determined by your prerequisite Point Blank and Rapid feats. This may be changed retroactively if both prerequisite Point Blank feats and Rapid feats are acquired, then they feat may be used with any weapon, be it, archaic, 'slow' projectile, or other ranged MD weapon.

Martial Weapon Proficiency [General]

Benefit: You make attack rolls with this class of weaponry normally.

Normal: A character who uses this class of weaponry without being proficient with it suffers a -4 penalty on attack rolls. You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Maximize Power [Metapsionic]

You can manifest powers to maximum effect.

Benefit: All variable, numeric effects of a maximized power are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed rolls (such as the one you make when you manifest negate psionics) are not affected. Powers without random variables are not affected. The maximized power costs a number of I.S.P. equal to its standard cost + 25.

Maximize Spell [Metamagic]

Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, Etc., as appropriate. Spells without random variables are not affected. A maximized spell costs triple the amount of P.P.E. to cast. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Mental Adversary [Psionic]

You can make exceptionally strong psionic attacks.

Prerequisite: CHA 13+.

Benefit: You Receive a +2 bonus to your manifestation checks for the purposes of setting a foes Save DC.

Mental Leap [Psionic]

You can make amazing jumps.

Prerequisite: STR 13+, 6 ranks of the Jump skill, reserve I.S.P. 12+.

Benefit: You jump twice as far or as high as is indicated on your Jump check (the Jump skill is described in the Skills Section). Your maximum jump (a function of your height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against your total allowed movement in the round.

Special: You can take this feat multiple times. Each time increases your jump multiple by one and increases your prerequisite of reserve I.S.P. by +30.

Mind Trap [Psionic]

You can punish psionic attackers.

Prerequisite: Psychic Bastion.

Benefit: You deplete a number of I.S.P. equal to 5 times your Charisma modifier from your attacking opponent on any psionic attack that deals 1 or more damage directly to you.

Mobility [General]

Prerequisite: DEX 13+, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. **Note:** A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Note: This does not apply to Ranged MD Weapons.

Monkey Grip [General]

You use a wider variety of sizes of weapons.

Prerequisite: Base attack bonus +1, Weapon focus with the appropriate weapon, STR 13+.

Benefit: Yon can use one melee weapon that is one size larger than you in one hand. For example, a small creature with the Monkey Grip feat can use a longsword in one hand. You suffer a -2 penalty on your attack roll when using this feat. This feat can be taken multiple times, each time with a different weapon.

Normal: Only weapons of your size or smaller can normally be wielded with one hand.

Mounted/Piloted Precision [General]

Prerequisite: Ride skill or Pilot Class, Mounted/Piloted Combat.

Benefit: The penalty you suffer when using a ranged weapon from horseback or craft is halved: -2 instead of -4 if your mount/ride is taking a double move, and -4 instead of -8 if your mount is running (vehicles can double move at maximum).

Special: This feat can be taken twice in total, once for mount/ride oriented applications and once for craft/pilot oriented applications.

Mounted/Piloted Combat [General]

Prerequisite: Ride skill or Pilot skill and Pilot Class.

Benefit: Once per round when your mount/vehicle is hit in combat, you may make a Ride/Pilot check to negate the hit. The hit is negated if your Ride/Pilot check is greater than the attack roll (essentially, the Ride/Pilot check becomes the mount's/vehicle's Armor Class if it's higher than the mount's/vehicle's regular AC).

Special: This feat can be taken twice in total, once for mount/ride oriented applications and once for craft/pilot oriented applications.

Multiattack [General]

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

Special: Cyborgs have natural weapons and can use this feat in conjunction with them. Robotic armor and the like are not eligible for this feat as the pilot does not have the armor's weapon as natural weapons.

Multicultural [General]

You blend in well with members of another race.

Prerequisite: Speak Language (your chosen race).

Benefit: Choose any one humanoid race other than your own- Whenever you meet members of that race, they are likely to treat you as one of their own. You gain a +4 bonus on Charisma checks made to alter the attitude of your chosen race.

Multidexterity [General]

Prerequisite: DEX 15+, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

Multiweapon Fighting [General]

Prerequisite: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a -6 penalty to attacks made with its primary hand and a -10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.)

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms. The Multidexterity feat further reduces penalties for off-hand attacks.

Off-Hand Parry [General]

You use your off-hand weapon to defend against melee attacks.

Prerequisite: Ambidexterity, DEX 13, Two-Weapon Fighting, base attack bonus +3, proficiency with weapon.

Benefit: When fighting with two weapons and using the full attack option, you can on your action decide to attack normally or to sacrifice all your off-hand attacks for that round in exchange for a +2 dodge bonus to your AC. If you take this option, you also suffer penalties on your attacks as if you were fighting with two weapons. You can use only bladed or hafted weapons of a size category smaller than your own with this feat.

Pain Touch [General]

You cause intense pain in an opponent with a successful stunning attack.

Prerequisite: Base attack bonus +2, Stunning Fist, WIS 19+.

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round after being stunned for 1 round as usual. A stunning attack involves a the use of the Stunning Fist feat. Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user (virtual size increases do not apply here).

Persistent Power [Metapsionic]

You make one of your powers last extra long.

Prerequisite: Extend Power.

Benefit: A persistent power has a duration of 10 times as long as normal. The persistent power must have a personal range or a fixed range; you can't use this feat on a power with a variable range, or on a power with an instantaneous duration. Note that you must concentrate on some powers to use their effects; concentration on such a power is a standard action that does not provoke an attack of opportunity. A persistent power costs a number of I.S.P. equal to its standard cost + 30.

Persuasive [General]

You could sell a Splugorth a Wilk's Laser Pistol.

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

Pilot Class: Advanced [General]

Prerequisite: Pilot Class: Simple, Pilot Class: Basic

Benefit: You can attempt to pilot this class of craft.

Normal: A character who tries to pilot this class of craft without this feat cannot.

Pilot Class: Basic [General]

Prerequisite: Pilot Class: Simple

Benefit: You can attempt to pilot this class of craft.

Normal: A character who tries to pilot this class of craft without this feat cannot.

Pilot Class: Complex [General]

Prerequisite: DEX 11+, Pilot Class: Simple, Pilot Class: Basic, Pilot Class: Advanced.

Benefit: You can attempt to pilot this type of craft.

Normal: A character who tries to pilot this craft without this feat cannot.

Pilot Class: Simple [General]

Prerequisite: None

Benefit: You can attempt to pilot this class of craft.

Normal: A character who tries to pilot this class of craft without this feat cannot.

Point Blank Shot [General]

Benefit: You get a +1 bonus to attack rolls with projectile weapons at ranges of up to 10% of the weapons first range increment. This includes relatively slow projectile weapons such as arrows, bolts, mini-missile launchers, grenade launchers, grenades fusion blocks, Etc.

Point Blank Tech Shot [General]

Benefit: You get a +1 bonus to attack rolls with projectile weapons at ranges of up to 10% of the weapons first range increment. This includes all MD weapons that have an almost instantaneous hit, such as energy weapons, plasma weapons, lasers, missiles in the small and larger categories. And all other MD weapons that do not fall under archaic or 'slow' projectile ranged weapons.

Power Attack [General]

Prerequisite: STR 13+.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next action.

Note: This feat only applies to melee weapons.

Power Critical [General]

Choose one weapon, such as a longsword or Energy Rifle. With that weapon, you know how to hit where it hurts.

Prerequisite: Improved Critical with weapon, base attack bonus +12, proficiency with weapon.

Benefit: Once per day, you can declare a single attack with your chosen kind of weapon to be an automatic threat before you make the attack roll. If the attack is successful, you roll to confirm the critical, regardless of whether the actual attack roll was a threat.

Special: You can take this feat multiple times. Each time you do, it applies to a new kind of weapon. You may use this ability only once per day per kind of weapon to which it applies.

Power Lunge [General]

Your ferocious attack may catch an opponent unprepared.

Prerequisite: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage regardless of whether you're using one- or two-handed weapons. You provoke an attack of opportunity from the opponent you charged.

Power Penetration [Psionic]

Your powers are especially potent, breaking through force fields and psionic dampeners more readily than normal.

Benefit: Your powers can breach fields of protection, though only at half strength. Bonuses to saves gained from dampeners and other devices are halved against your attacks.

Power Touch[Psionic]

You can make power-enhanced attacks of opportunity.

Prerequisite: STR 13+, Psionic Fist.

Benefit: You can make attacks of opportunity using any power you know with a range of touch, if you have at least one hand free. The Power Touch attack of opportunity does not preclude the normal manifestation of a psionic power during the same round. The power used in conjunction with this feat costs a number of I.S.P. equal to its standard cost + 10.

Normal: Attacks of opportunity do not involve casting spells or manifesting powers.

Special: Possession of the Quicken Power feat reduces the extra cost of Power Touch to 2 I.S.P. (you still must pay the standard cost for the power used in the attack of opportunity).

Precise Shot [General]

Prerequisite: Point Blank Shot or Point Blank MD Shot.

Benefit: You can shoot or throw ranged MD or archaic weapons at an opponent engaged in melee without suffering the standard -4 penalty.

Note: This feat applies to 'slow' projectile MD and archaic weapons as well as all ranged MD weapons, application of this feat is determined by your prerequisite Point Blank feats. This may be changed retroactively if both prerequisite Point Blank feats are

acquired, then they feat may be used with any weapon, be it, archaic, 'slow' projectile, or other ranged MD weapon.

Prone Attack [General]

You attack from a prone position without penalty.

Prerequisite: Base attack bonus +2, DEX 15+, Lightning Reflexes.

Benefit: You can make an attack from the prone position and suffer no penalty to your attack roll. If your attack roll is successful you may regain your feet immediately as a free action.

Psionic Charge [Psionic]

You can charge in a crooked line.

Prerequisite: WIS 13+, Speed of Thought, reserve I.S.P. 12+.

Benefit: When taking a charge action in combat, you can make a number of turns, each of not more than 90 degrees, equal to your Dexterity modifier. The action still counts as a charge.

Psionic Dodge [Psionic]

You are proficient at dodging blows.

Prerequisite: DEX 13+, Dodge, reserve I.S.P. 20+.

Benefit: During your action, you designate an opponent and receive a + 1 dodge bonus to Armor Class against attacks from that opponent. This can be the same opponent designated for the standard Dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Psionic Dodge, the bonuses stack. You can select a new opponent on any action.

Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) does not make you lose the dodge bonus from the Psionic Dodge feat. Also, dodge bonuses (such as this one, the one from the Dodge feat, the one granted from the Mobility feat) stack with one another, unlike most other types of bonuses.

Psionic Fist [Psionic]

You can charge your unarmed strikes with additional damage potential.

Prerequisite: STR 13+.

Benefit: Your unarmed strikes deal +1d6 points of bludgeoning damage when you pay the cost of 4 I.S.P. You must decide whether or not to pay the cost prior to making the melee attack. Your hand or foot remains "charged" for a maximum number of rounds equal to your Strength modifier x 3. This charging counts as a free action maximum one charge per round.

Note: You can do this multiple times to your unarmed attack, with the bonuses stacking.

Psionic Focus [Psionic]

Your powers within Healer, Sensitive or Physical are more powerful than usual.

Benefit: Add +2 to the DC for all saving throws against powers from the selected discipline.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new lesser

category, but a psychic must choose a category of lesser Psionics that he knows at least one power from.

Psionic Metabolism [Psionic]

Your wounds heal especially rapidly.

Prerequisite: CON 13+, Rapid Metabolism.

Benefit: You convert 4 points of normal damage to 4 points of subdual damage per hour if you pay the cost of 1 I.S.P. per hour. If you are unconscious or dying, Psionic Metabolism does not work.

Psionic Shot [Psionic]

You can charge your projectile attacks with additional damage potential.

Prerequisite: DEX 13+, Point Blank Shot (only, no MD).

Benefit: Your projectile shots deal +1d4 points of appropriate damage when you pay the cost of 4 I.S.P. You must decide whether or not to pay the cost prior to making the ranged attack. Your arrow, bolt, bullet, grenade or missile remains "charged" for a maximum number of rounds equal to your Dexterity modifier + 1, or until you make your next attack, whichever occurs first. If your attack misses, the I.S.P. expenditure is wasted. This charging counts as a free action maximum one charge per round.

Note: You can do this multiple times to the same projectile, with the bonuses stacking.

Psionic Weapon [Psionic]

You can charge your melee weapon with additional damage potential.

Prerequisite: STR 13+, Power Attack.

Benefit: Your melee weapon deals +1d4 points of damage (slashing, piercing, or bludgeoning, as appropriate to the weapon) when you pay the cost of 4 I.S.P. You must decide whether or not to pay the cost prior to making the melee attack. Your weapon remains "charged" for a maximum number of rounds equal to your Strength modifier + 1, This charging counts as a free action maximum one charge per round.

Note: You can do this multiple times to the same weapon, with the bonuses stacking.

Psychic Bastion [Psionic]

You can raise a fortified defense against psionic attacks.

Benefit: You gain your charisma bonus to you will saves versus psionics, in addition to your present bonuses.

Psychic Inquisitor [Psionic]

You know when others lie.

Prerequisite: CHA 13+, Psychoanalyst.

Benefit: When a living humanoid lies directly to you, you perceive it. You detect a maximum number of lies per conversation equal to your Charisma modifier. A conversation with an individual, once concluded, may not be renewed with Psychic Inquisitor

active for a period of 8 hours. You decide when, or if, to begin using this feat during a conversation.

Psychoanalyst [Psionic]

Your knowledge of the mind gives you influence with others.

Prerequisite: CHA 13+.

Benefit: You get a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. You get the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

Pyro [General]

You're good at lighting objects and opponents on fire.

Benefit: If you set something or someone on fire by any means (plasma grenade, for example), the flames do an extra 1 point of damage per die, and the Reflex save DC to extinguish the flames increases by +5.

Normal: Fire generally does 1d6 points of damage. A successful Reflex save (DC 15) extinguishes it.

Quick Draw [General]

Prerequisite: Base attack bonus +1 or higher.

Benefit: You can draw a weapon as a free action instead of as a move-equivalent action.

Quicken Power [Metapsionic]

You can manifest a power with a moment's thought.

Benefit: Manifesting a quickened power is a free action. You can perform another action, even manifest another power, in the same round as you manifest a quickened power. You may only manifest one quickened power per round. A power whose time to manifest is more than 1 full round cannot be quickened. The quickened power costs a number of I.S.P. equal to its standard cost + 40.

Special: Possession of the Power Touch feat allows the use of that feat and one quickened power in the same round.

Quicken Spell [Metamagic]

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell costs 5 times the normal amount of P.P.E. to cast.

Quicker Than the Eye [General]

Your hands can move so quickly that observers don't see what you've done.

Prerequisite : Dexterity 19+.

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot checks of any observers . If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial

action is an attack against someone who failed the opposed check, that opponent is denied a Dexterity bonus to AC

Rapid Reload [General]

You reload a crossbow or ranged MD weapon more quickly than normal.

Prerequisite: Base attack bonus +2, proficiency with the weapon used.

Benefit: You can reload a hand crossbow, basic or advanced ranged MD weapon as a free action that provokes an attack of opportunity. You may reload a heavy crossbow or Heavy weapons (see Note below) as a move equivalent action that provokes an attack of opportunity. You can use this feat once per round.

Normal: Loading a hand or light crossbow is a move equivalent action, and loading a heavy crossbow is a full-round action.

Note: This applies to e-clips, and other simple reloads. This does not apply to rain gun ammo drums (these take many rounds to change), multiple mini missiles or multiple rounds of grenades, fusion blocks Etc. (only one round of these types may be replaced with this feat).

Rapid Shot [General]

Prerequisite: Point Blank Shot, DEX 13+.

Benefit: You can get one extra attack per round with a projectile weapon. The attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. You must use the full attack action to use this feat. This feat applies to mini-missiles, grenade launchers, grenades, fusion blocks, arrows, Etc.

Rapid Tech Shot [General]

Prerequisite: Point Blank MD Shot, DEX 13+.

Benefit: You can get one extra attack per round with a ranged MD weapon that does not fall under the category of archaic or 'slow' projectile. The attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. You must use the full attack action to use this feat. This feat applies to such weapons as energy, plasma, laser, missile larger than mini, Etc.

Rapid Metabolism [Psionic]

Your wounds heal rapidly.

Prerequisite: CON 13+.

Benefit: You naturally heal a number of hit points per day of rest equal to the standard healing rate + your Constitution modifier.

Reach Spell [Metamagic]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of "touch" at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell cost double the normal P.P.E to cast.

Remain Conscious [General]

You have a tenacity of will that supports you even when things look bleak.

Prerequisite: Base attack bonus +2, Endurance, Iron Will, Toughness.

Benefit: After your hit points are reduced to 0 or below, you may take one partial action on your turn every round until you reach -10 hit points .

Repeat Spell [Metamagic]

The spell automatically repeats itself the following round.

Prerequisite: Any other Metamagic feat.

Benefit: This spell repeats itself the following round verbatim, same origin, same target destination, Etc. Spells cast this way cost triple the normal P.P.E. expenditure.

Resist Disease [General]

You have developed a natural resistance to diseases.

Benefit: You gain a +4 bonus on Fortitude saves against disease .

Resist Poison [General]

You have built up an immunity to the effects of poisons by exposing yourself to controlled doses of them.

Benefit : You gain a +4 bonus on Fortitude saves against poison .

Resistance to Energy [General]

You channel the power of nature to resist a particular energy type (fire, cold, electricity, acid, or sonic) .

Prerequisites : Base Fort save bonus +8.

Benefit: Choose an energy form. You gain resistance 5 against that type of energy. For example, if you choose fire, you ignore the first 5 points of fire damage you take each round, regardless of whether that damage stems from a mundane, MD or a magical source.

Special : You can take this feat multiple times. If you choose the same energy form two or more times, the effects stack .This resistance does not stack with that provided by any spell or magic item.

Return Shot [Psionic]

You can return incoming arrows, as well as crossbow bolts, spears, grenades, mini-missiles and other shot or thrown weapons.

Prerequisite: DEX 13+, Point Blank Shot (only), Psionic Shot, reserve I.S.P. 20+.

Benefit: You need not have a free hand (holding nothing) to use this feat, but you must relinquish a two-handed hold on a single item or drop an item as a free action. Once per round when you would normally be hit with a ranged projectile weapon, you may make a Reflex save (DC 20+ if the ranged weapon has an enhancement bonus to attack, the DC increases by that amount). If you succeed, you snatch the ranged weapon. You must be aware of the attack and not flatfooted, and you cannot already have acted in the round. You may only use this feat once in any given round. Snatching a ranged weapon or ammunition (such

as an arrow, bolt, grenade or sling bullet) counts as a free action. If you successfully retrieve a bolt, grenade, mini-missile, arrow, or sling bullet, you can load and fire it back at your foe if you hold the appropriate weapon. (In the case of catching projectiles, unless you have other means you must throw an armed projectile, or else it will still blow up in your face, mini-missiles do not blow up except on impact, but unless a launcher is used, they are reduced to standard thrown increments.) A bow requires a move-equivalent action, a crossbow requires a standard action, and a thrown weapon such as a grenade, mini-missile, spear or knife is a free action to throw back. If you are not holding a ranged weapon suitable to the snatched ammunition in your off hand, you cannot return the attack unless you simply throw it. You make the return attack at a bonus equal to half your foe's ranged attack bonus (round down) + your full ranged attack bonus. Exceptional ranged projectile weapons, can't be snatched. In the case of volleys the snatcher may try to grab all of them, but can only grab a number of them equal to his dexterity bonus +1.

Special: If you also have the Deflect Projectiles feat, you make return attacks at a bonus equal to your foe's full ranged attack bonus + your full attack bonus.

Ride/Drive-By Attack [General]

Prerequisite: Ride skill or Pilot skill and Pilot Class, Mounted/Piloted Combat.

Benefit: When you are mounted or piloting, and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted/vehicular speed. You do not provoke an attack of opportunity from the opponent that you attack.

Special: This feat can be taken twice in total, once for mount/ride oriented applications and once for craft/pilot oriented applications.

Run [General]

Benefit: When running, you move five times your normal speed instead of four times the speed. If you make a running jump, increase the distance or height you clear by one-fourth, but not past the maximum.

Note: This can only be taken by creatures with a constitution score. (No Cyborgs or Undead)

Scent [General]

Your olfactory senses are as sharp as the predator.

Prerequisites : Have canine lineage or other suitable race to justify this animalistic quality, WIS 11.

Benefit: This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. The creature can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

The creature can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Shadow [General]

You have a better chance than most to trail someone unnoticed.

Benefit: You gain a +2 bonus on Hide and Spot checks.

Sharp Shooting [General]

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisite: Base attack bonus +3, Point Blank Shot or Point Blank MD Shot, Precise Shot.

Benefit: You gain a +2 bonus to your ranged attack rolls against targets with some degree of cover. This feat has no effect against foes with no cover or total cover.

Note: This feat applies to 'slow' projectile MD and archaic weapons as well as all ranged MD weapons, application of this feat is determined by your prerequisite Point Blank feats. This may be changed retroactively if both prerequisite Point Blank feats are acquired, then they feat may be used with any weapon, be it, archaic, 'slow' projectile, or other ranged MD weapon.

Shot on the Run [General]

Prerequisite: Point Blank Shot or Point Blank MD Shot, DEX 13+, Dodge, Mobility.

Benefit: When using the attack action with a projectile weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. .

Note: This feat applies to 'slow' projectile MD and archaic weapons as well as all ranged MD weapons, application of this feat is determined by your prerequisite Point Blank feats. This may be changed retroactively if both prerequisite Point Blank feats are acquired, then they feat may be used with any weapon, be it, archaic, 'slow' projectile, or other ranged MD weapon.

Silent Spell [Metamagic]

Benefit: A silent spell can be cast with no verbal components. A silent spell costs 50% more P.P.E to cast.

Special: This feat is not applicable to ritual magic.

Simple Weapon Proficiency [General]

Benefit: You make attack rolls with this class of weaponry normally.

Normal: A character who uses a weapon from this class without being proficient with it suffers a -4 penalty on attack rolls.

Skill Emphasis [General]

Benefit: You get a +3 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Snatch [General]

You can grapple more easily with your claws or bite.

Prerequisite: Access to a form with either claws or bite as natural weapons.

Benefit: If you hit with a claw or bite attack, you automatically attempt to start a grapple as a free action without provoking an attack of opportunity. If you get a hold with a claw on a creature four or more size categories smaller than yourself, you squeeze each round for automatic claw damage. If you get a hold with your bite on a creature three or more size categories smaller than yourself, you automatically deal bite damage each round, or if you do not move and take no other action in combat, you deal double bite damage to the snatched creature. As a free action, you can drop a creature you have snatched, or you can use a standard action to fling it aside. A flung creature travels 10 feet (and takes 1d6+STR Bonus points of damage) for each size category greater than Small that you are (virtual size increases do not apply here). If you fling a creature while you are flying, it suffers either flinging or falling damage, whichever is greater.

Snatch Arrows/Projectiles [General]

Yon are adept at grabbing incoming arrows as well as crossbow bolts, spears, grenades and other projectile or thrown weapons.

Prerequisite: Base attack bonus +3. Deflect Arrows/Projectiles, DEX 15+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons such as spears or axes can be thrown back at the original attacker as an immediate free action or kept. Projectile weapons such as arrows or bolts can be fired back normally on your next turn or later, if you possess the proper kind of bow or crossbow.

Note: This feat applies to grenades, mini-missiles, fusion blocks, grenade launchers and other MD projectile weapons. In the case of snatching projectiles, unless you have other means you must throw an armed projectile, or else it will still blow up in your face, mini-missiles do not blow up except on impact, but unless a launcher is used, they are reduced to standard thrown increments.

Snatch Weapon [General]

You can disarm an opponent, then pluck the weapon from midair.

Prerequisite: Improved Disarm.

Benefit: If you succeed in disarming an opponent and you have a free hand, you can grab the weapon yourself instead of letting it fall. If you can wield that weapon in one hand, you can immediately make a single attack with it, though you suffer the usual penalties for a second attack with an off-hand weapon.

Normal: After a successful disarm attempt, the weapon winds up at the defenders' feet, unless you attempted the disarm attack while unarmed.

Speed of Thought [Psionic]

You move faster.

Prerequisite: WIS 13+, reserve I.S.P. 4+.

Benefit: Your base speed is equal to your normal speed +10.

Special: You can take this feat multiple times. Each time increases your base speed by 10 feet and increases your prerequisite of reserve I.S.P. by 16.

Spell Focus [Magic]

Choose a level of a specific type of magic (E.g. Level 3 of common magic or level 7 of Ocean Magic, Etc.). Your spells of that type of that level are more potent than normal.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the type and level of magic you select to focus on.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new level of either the same type or different type magic.

Spell Penetration [General]

Benefit: You get a +2 bonus to caster level checks (1d20 + caster level + CHA Mod) to beat a magical resistance.

Spell Specialization[Magic]

You deal extra damage with your chosen spell vector.

Prerequisite: Weapon focus (ray) or other magical vector, Base Attack Bonus +3.

Benefit: You do 50% more damage with attacks using your chosen vector.

Spirited Charge [General]

Prerequisite: Ride skill or Pilot skill and Pilot Class, Mounted/Piloted Combat, Ride/Drive-By Attack.

Benefit: When mounted/piloting and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance like weapon).

Special: This feat can be taken twice in total, once for mount/ride oriented applications and once for craft/pilot oriented applications.

Spring Attack [General]

Prerequisite: DEX 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack. You can't use this feat if you are in heavy armor.

Stand Still [Psionic]

You can prevent foes from fleeing or closing.

Prerequisite: STR 13+, reserve I.S.P. 4+.

Benefit: When a foe's movement would otherwise grant you an attack of opportunity, you may give up that attack and instead attack your foe prior to your foe's actual movement. This is akin to a readied action, but Stand Still doesn't affect your initiative count or actual readied actions, if any. The foe must succeed at a Fortitude save against a DC equal to 10 + the damage you deal, or be unable to move into or out of the area you threaten—essentially, this ends the movement of a foe who is closing, and prevents any movement of a foe who is fleeing (if you are normally allowed an attack of opportunity against the fleeing foe). Since you use the Stand Still feat in place of your attack of opportunity, you may only do so a number of times pet round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity occur after a foe has already moved within the area you threaten; thus, you are unable to affect their movement with an attack.

Still Spell [Metamagic]

Benefit: A still spell can be cast with no somatic components. A still spell costs 50% more P.P.E. to cast.

Special: This feat is not applicable to ritual magic.

Stunning Fist [General]

Prerequisite: DEX 13+, Improved Unarmed Strike, WIS 13+, base attack bonus +8 or higher.

Benefit: Declare that you are using the feat before you make your attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + one-half your level + WIS modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before your next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round.

Subdual Substitution [Metamagic]

You can make your spells less murderous.

Prerequisite: Any other metamagic feat

Benefit: Choose one type of designator: Acid, cold, fire, electricity, sonic. Spells with this type of damage can do subdual damage instead of lethal, at your whim. This is not extra P.P.E. cost to have a chosen spell do this effect.

Sunder [General]

Prerequisite: STR 13+, Power Attack.

Benefit: When you strike at an opponent's weapon, you do not provoke an attack of opportunity.

Supernatural Blow [General]

Choose one type of enemy that is immune to critical hits. You know how to place blows against this opponent for best effect .

Prerequisite: Base attack bonus +7, Intimate Knowledge of this enemy, 2+ ranks in a knowledge dedicated to this enemy.

Benefit: Whenever your attack roll against this favored enemy would otherwise be a critical hit, you inflict +2d4 points of extra damage per damage die that your weapon would do on a critical hit . In addition, you're favored enemy damage bonus applies to this creature type normally.

Normal: Creatures that are immune to critical hits are also immune to this type of extra damage.

Talented [Psionic]

You can manifest powers for free.

Prerequisite: Inner Strength.

Benefit: You can manifest powers that cost 1 I.S.P. points for free up to a maximum of 4 times your charisma modifier.

Throw Anything [General]

In your hands, any weapon becomes a deadly ranged weapon.

Prerequisite: Base attack bonus +2, DEX 15+.

Benefit: You can throw any weapon you can use, regardless of whether it is intended to be used as a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet.

Toughness [General]

Benefit: You gain +10 hit points to base HP used to level up.

Special: A character may gain this feat multiple times.

Track [General]

Benefit: To find tracks or to follow them for one mile requires a Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge. You move at half your normal speed (or at your normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Table 5-2.6: Tracking Terrain

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20
MD Metal	30

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

MD Metal: This category of metal is very hard to track on, due to it's almost impervious nature.

Table 5-2.7: Tracking Modifiers

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:	*
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every time surface has been cleaned	+5
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:	**
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
Detection/Microscopic Equipment	-5

*For a group of mixed sizes, apply only the modifier for the largest size category (virtual size increases do not apply here).
**Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Trample [General]
Prerequisite: Ride skill or Pilot skill and pilot class, Mounted/Piloted Combat.
Benefit: When you attempt to overrun an opponent while mounted or piloting, the target may not choose to avoid you. If you knock down the target, your mount may make one hoof attack against him or her, gaining the standard +4 bonus on attack rolls against prone targets.
Note: This feat applies to mounts only, not vehicles.

Trigger Power [Psionic]
You choose one power that you can attempt to manifest for free.
Prerequisite: Inner Strength, Talented, reserve I.S.P. (see below).
Benefit: Choose any power you know (this is a permanent choice). From now on you can attempt to trigger that power without paying its cost. To trigger a power, you must first satisfy the requirement of a I.S.P. reserve equal to or greater than what it would normally cost you to manifest the power. Then, make a manifester check (d20 + level of Psionic class + WIS mod) appropriate for the power's level (See Psionics and I.S.P. for notes on power levels of psionics in Rifts). If you meet or exceed the manifester check DC (see below), the power is manifested normally with no power point cost. If you fail the check, you are forced to pay its cost, but the power is still manifested normally. DCs for the manifester check are determined by level: 11 + (Level of the power x 2)
Note: Levels of Psionic powers are: total expended I.S.P. divided by three, rounded down.
Special: You can take this feat multiple times, each time using it for a new triggered power.

Trustworthy [General]
Others feel comfortable telling you their secrets.
Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

Twin Power [Metapsionic]
You can manifest a power simultaneously with another power just like it.
Benefit: Manifesting a power altered by this feat causes the power to take effect twice on the target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned Deaden Pain, although any ally of the target would

have to succeed at two negate attempts in order to free the target from the power. A twinned power costs a number of I.S.P. equal to its standard cost + 30.

Twin Spell [Magic]

You can cast a spell simultaneously with another spell just like it.

Benefit: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned Blind spell, although any ally of the target would have to succeed at two negate attempts in order to free the target from the spell. A twinned spell costs a number of P.P.E. equal to its normal cost times 5.

Two-Weapon Fighting [General]

Benefit: Your penalties for fighting with two weapons are reduced by 2.

Note: This feat applies to ranged MD weapons

Unavoidable Strike [Psionic]

You can make an unarmed strike against your foe as if delivering a touch attack.

Prerequisite: STR 13+, Psionic Fist, base attack bonus +3 or more.

Benefit: If you pay 15 I.S.P. per strike, you can resolve your unarmed attack as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the unarmed attack. If the target is encased in power armor or robotic armor you may deal damage to the pilot. This damage counts as blunt and can only be done with an unarmed strike. This attack will work through any non-molded force fields (anything not form fitting) but will work if the pilot/target is wearing armor inside, as long as that armor is touching the attacked object. The damage dealt is in Hit points with or without the MD modifier, depending whether the target naturally has the MD modifier. If your attack misses, the I.S.P. expenditure is wasted.

Up the Walls [Psionic]

You can run on walls for brief distances.

Prerequisite: WIS 13+, Speed of Thought, Psionic Charge, reserve I.S.P. 20+.

Benefit: You can take part of one of your move actions along a wall if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking damage as appropriate for your height above the floor. Treat the wall as a normal floor for the purposes of measuring your movement. Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still get attacks of opportunity as you move up the wall within areas they threaten.

Special: You can take other move actions in conjunction, with moving on a wall. For instance, the Spring Attack feat allows you to make your attack from the wall against a foe; standing on the floor who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

Weapon Finesse [General]

Prerequisite: Proficient with weapon, base attack bonus +1 or higher. Choose one light weapon. Alternatively, you can choose a rapier, provided you can use it in one hand, or a spiked chain, provided you're at least Medium-size.

Benefit: With the selected weapon, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. Since you need your second hand for balance.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Note: This feat applies only to melee weapons.

Weapon Focus [General]

Prerequisite: Proficient with weapon, base attack bonus +1 or higher. You can choose "unarmed strike" or "grapple" for your weapon for purposes of this feat. You can choose "ray," in which case you are especially good with rays.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Note: This can be applied to any weapon.

Weapon Specialization [Special]

Choose one type of weapon. You are especially good at inflicting damage with this weapon.

Benefit: You add +2 to all damage inflicted with the weapon you have specialized with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Note: This applies only to ranged archaic weapons and melee weapons.

Whirlwind Attack [General]

Prerequisite: INT 13+, Expertise, DEX 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack.

Benefit: When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within 5 feet.

Note: This can only be done with melee weapons.

Widen Spell [Metamagic]

You can increase the area of effect of your spells.

Benefit: You can increase the area of a spell, of any spell that indicates an area of effect. All dimensions of a spell affected by this feat are increased by ½. A Widened Spell costs a number of P.P.E. equal to its standard cost times 3.

Wingover [General]

You change direction quickly once per round while airborne.

Prerequisite: Ability to fly.

Benefit: This feat allows you to turn at an angle of up to 180 degrees in addition to any other turns you are normally allowed, regardless of your maneuverability. You cannot gain altitude during the round you execute a wingover, but you can dive.

Zen Aim [General]

Your intuition guides your hand when you use a ranged projectile weapon.

Prerequisite: Base attack bonus +3, WIS 13+.

Benefit: The character can use her Wisdom modifier instead of her Dexterity Modifier when making a ranged attack at a target within 30 feet.

Note: This feat applies to Arrows, mini-missiles, grenades, fusion blocks, sling bullets, Etc.
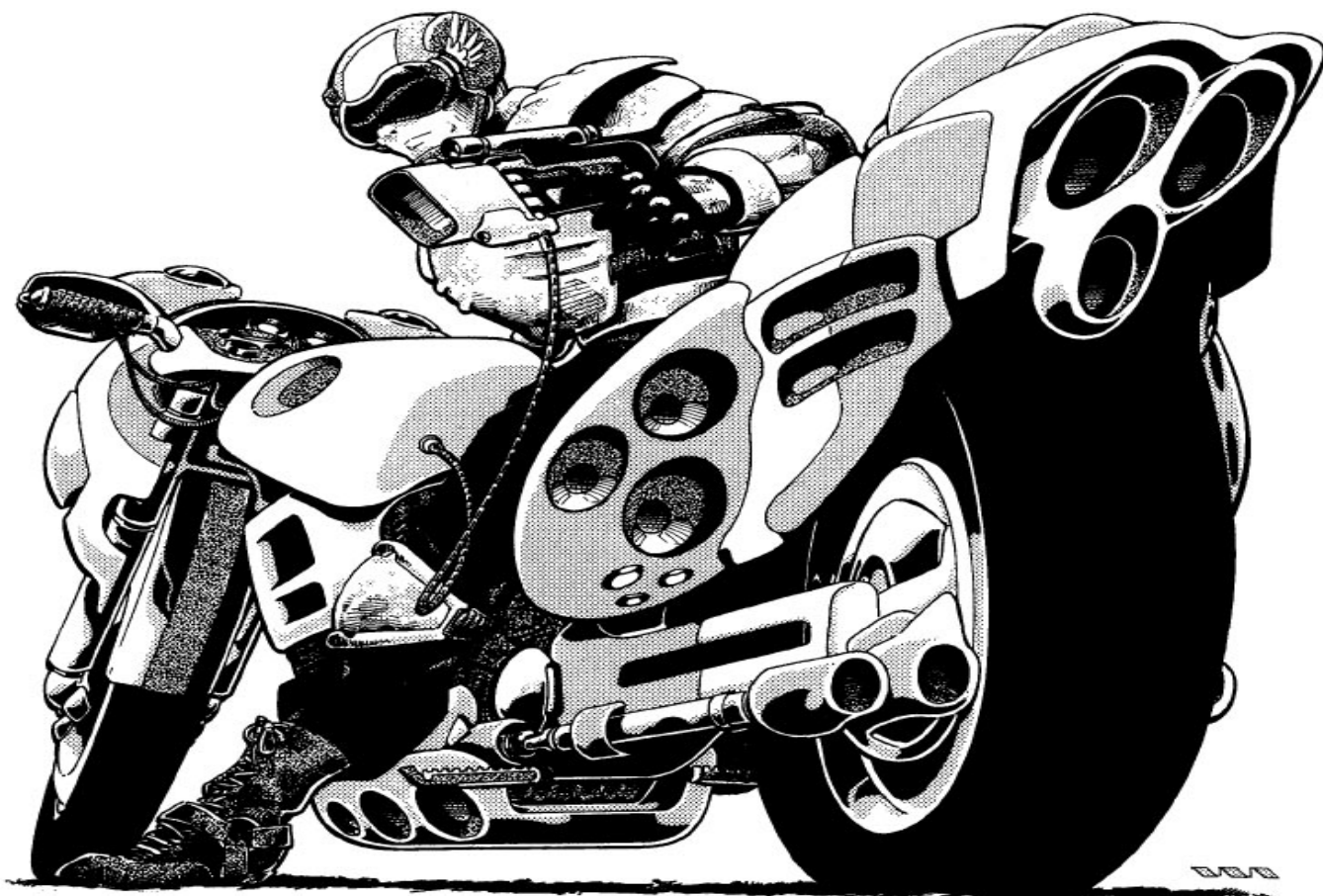
Chapter 6
Environment Interaction:
Size, Press and Movement

Determining Size Category

Creatures that height and weight fall into the following categories are classified as such.

Table 6-1: Size Dimensions

Size	AC/Attack Modifier	Dimension*	Weight**
Fine	+8	6 in. or less	1/8 lb. or less
Diminutive	+4	6 in.-1 ft.	1/8 lb.-1 lb.
Tiny	+2	1 ft.-2 ft.	1 lb.-8 lb.
Small	+1	2 ft.-4 ft.	8 lb.-60 lb.
Medium	0	4 ft.-8 ft.	60 lb.-500 lb.
Large	-1	8 ft.-16 ft.	500 lb.-4,000 lb.
Huge	-2	16 ft.-32 ft.	4,000 lb.-32,000 lb.
Gargantuan	-4	32 ft.-64 ft.	32,000 lb.-250,000 lb.
Colossal	-8	64 ft. or more	250,000 lb. or more

* Biped's height, quadruped's body length (nose to base of tail).

** Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

Carrying Capacity

Weight

If you want to determine whether your character's gear is heavy enough to slow him or her down (more than the armor already does), total the weight of all his or her armor, weapons, and gear. Compare this total to the character's Strength on Table 6-2: Carrying Capacity. If you are wearing armor, use the worse figure (from armor or from weight) for each category. Do not stack the penalties. Robotic and supernatural strength incur a virtual size increase to the strength limits noted below. Robotic strength offers a virtual size increase, of one step, where supernatural offers two steps.

Lifting and Dragging

A character can lift up to the maximum load over his or her head. A character can lift up to double the maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can only move 5 feet per round (as a full-round action). A character can generally push or drag along the ground up to five times the maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures (including virtual size increases)

The figures on Table 6-2: Carrying Capacity are for Medium-size creatures. Larger creatures can carry more weight depending on size category: Large (x2), Huge (x4), Gargantuan (x8), and Colossal (x16) (virtual size increases apply here). Smaller creatures can carry less weight depending on size category: Small (¾), Tiny (½), Diminutive (¼), and Fine (1/8).

A medium sized creature with robotic strength would calculate their various loads as if they were a large creature (1 virtual size increase). A small creature with supernatural strength would calculate their various loads as if they were a large creature (2 virtual size increases).

Tremendous Strength

For Strength scores not listed, determine the carrying capacity this way. Find the Strength score between 90 and 99 that has the same ones digit as the creature's Strength score. Multiply the figures by four if the creature's Strength is in the 100s, 16 if it's in the 110s, 64 if it's in the 130s, and so on.

Table 6-2: Carrying Capacity

STR	Light Load	Medium Load		Heavy Load	
1	3	4	- 6	7	- 10
2	6	7	- 13	14	- 20
3	10	11	- 20	21	- 30
4	13	14	- 26	27	- 40
5	16	17	- 33	34	- 50
6	20	21	- 40	41	- 60
7	23	24	- 46	47	- 70
8	26	27	- 53	54	- 80
9	30	31	- 60	61	- 90
10	33	34	- 66	67	- 100
11	38	39	- 76	77	- 115
12	43	44	- 86	87	- 130
13	50	51	- 100	101	- 150
14	58	59	- 116	117	- 175
15	66	67	- 133	134	- 200
16	76	77	- 153	154	- 230
17	86	87	- 173	174	- 260
18	100	101	- 200	201	- 300
19	116	117	- 233	234	- 350
20	133	134	- 266	267	- 400
21	153	154	- 306	307	- 460
22	173	174	- 346	347	- 520
23	200	201	- 400	401	- 600
24	233	234	- 466	467	- 700
25	266	267	- 533	534	- 800
26	306	307	- 617	614	- 920

Loads are in (lb.) or (tn) [2000 lb./tn]

27	346	347 - 693	694 - 1040
28	400	401 - 800	801 - 1200
29	466	467 - 933	934 - 1400
30	532	536 - 1064	1068 - 1600
31	612	616 - 1224	1228 - 1840
32	692	696 - 1384	1388 - 1.0
33	800	804 - 1600	1604 - 1.2
34	932	936 - 1864	1868 - 1.4
35	1064	1068 - 1.1	1.1 - 1.6
36	1224	1228 - 1.2	1.2 - 1.8
37	1384	1388 - 1.4	1.4 - 2.1
38	1600	1604 - 1.6	1.6 - 2.4
39	1864	1868 - 1.9	1.9 - 2.8
40	1.1	1.1 - 2.1	2.1 - 3.2
41	1.2	1.2 - 2.4	2.5 - 3.7
42	1.4	1.4 - 2.8	2.8 - 4.2
43	1.6	1.6 - 3.2	3.2 - 4.8
44	1.9	1.9 - 3.7	3.7 - 5.6
45	2.1	2.1 - 4.3	4.3 - 6.4
46	2.4	2.5 - 4.9	4.9 - 7.4
47	2.8	2.8 - 5.5	5.6 - 8.3
48	3.2	3.2 - 6.4	6.4 - 9.6
49	3.7	3.7 - 7.5	7.5 - 11.2
50	4.3	4.3 - 8.5	8.5 - 12.8
51	4.9	4.9 - 9.8	9.8 - 14.7
52	5.5	5.6 - 11.1	11.1 - 16.6
53	6.4	6.4 - 12.8	12.8 - 19.2
54	7.5	7.5 - 14.9	14.9 - 22.4
55	8.5	8.5 - 17.1	17.1 - 25.6
56	9.8	9.8 - 19.7	19.6 - 29.4
57	11.1	11.1 - 22.2	22.2 - 33.3
58	12.8	12.8 - 25.6	25.6 - 38.4
59	14.9	14.9 - 29.9	29.9 - 44.8
60	17.0	17.2 - 34.0	34.2 - 51.2
61	19.6	19.7 - 39.2	39.3 - 58.9
62	22.1	22.3 - 44.3	44.4 - 66.6
63	25.6	25.7 - 51.2	51.3 - 76.8
64	29.8	30.0 - 59.6	59.8 - 89.6
65	34.0	34.2 - 68.2	68.4 - 102.4
66	39.2	39.3 - 79.0	78.6 - 117.8
67	44.3	44.4 - 88.7	88.8 - 133.1
68	51.2	51.3 - 102.4	102.5 - 153.6
69	59.6	59.8 - 119.4	119.6 - 179.2
70	68.1	68.6 - 136.2	136.7 - 204.8
71	78.3	78.8 - 156.7	157.2 - 235.5
72	88.6	89.1 - 177.2	177.7 - 266.2
73	102.4	102.9 - 204.8	205.3 - 307.2
74	119.3	119.8 - 238.6	239.1 - 358.4
75	136.2	136.7 - 272.9	273.4 - 409.6
76	156.7	157.2 - 315.9	314.4 - 471.0

77	177.2	177.7 - 354.8	355.3 - 532.5
78	204.8	205.3 - 409.6	410.1 - 614.4
79	238.6	239.1 - 477.7	478.2 - 716.8
80	272.4	274.4 - 544.8	546.8 - 819.2
81	313.3	315.4 - 626.7	628.7 - 942.1
82	354.3	356.4 - 708.6	710.7 - 1065.0
83	409.6	411.6 - 819.2	821.2 - 1228.8
84	477.2	479.2 - 954.4	956.4 - 1433.6
85	544.8	546.8 - 1091.6	1093.6 - 1638.4
86	626.7	628.7 - 1263.6	1257.5 - 1884.2
87	708.6	710.7 - 1419.3	1421.3 - 2129.9
88	819.2	821.2 - 1638.4	1640.4 - 2457.6
89	954.4	956.4 - 1910.8	1912.8 - 2867.2
90	1089.5	1097.7 - 2179.1	2187.3 - 3276.8
91	1253.4	1261.6 - 2506.8	2514.9 - 3768.3
92	1417.2	1425.4 - 2834.4	2842.6 - 4259.8
93	1638.4	1646.6 - 3276.8	3285.0 - 4915.2
94	1908.7	1916.9 - 3817.5	3825.7 - 5734.4
95	2179.1	2187.3 - 4366.3	4374.5 - 6553.6
96	2506.8	2514.9 - 5054.5	5029.9 - 7536.6
97	2834.4	2842.6 - 5677.1	5685.2 - 8519.7
98	3276.8	3285.0 - 6553.6	6561.8 - 9830.4
99	3817.5	3825.7 - 7643.1	7651.3 - 11468.8
+10	x4	x4	x4

Table 6-3: Carrying Loads

Load	Max DEX	Check Penalty	Speed (30 ft.)	(20 ft.)	Run
Medium	+3	-3	20 ft.	15 ft.	x4
Heavy	+1	-6	20 ft.	15 ft.	x3

Movement

There are three movement scales in the game:
- Tactical, for combat, measured in feet per round.
- Local, for exploring an area, measured in feet per minute. (Base Speed x10)
- Overland, for getting from place to place, measured in miles per hour or day. [Base Speed x 60 / 5280 = mph or Base Speed x 480 / 5280 = mp(8 hours)]
- Character with no constitution score or have powered armor that reduces fatigue, can run longer than is stated here depending on the armor.

Tactical Movement

Use tactical speed for combat.

Local Movement

Characters exploring an area use local movement, measured in minutes.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in hours.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for about a minute or two before having to rest for a minute.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: You can walk 8 hours in a day of travel without a problem.

Hustle: You can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles causes you 1 point of subdual damage, and each additional hour causes twice the damage taken during the previous hour. Some powered armor reduces fatigue rate and will allow an extended time of exertion. Characters with no constitution score (cyborgs, robots, undead, Etc.) can hustle and run indefinitely.

Run: You can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which you travel affects how much distance you can cover in an hour or a day.

Forced March: In a day of normal walking, you walk for 8 hours. You spend the rest of daylight time making and breaking camp, resting, and eating. You can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, you make a Constitution check (DC 10 + 1 per extra hour). If the check fails, you take 1d6 points of subdual damage. You can't recover this subdual damage normally until you halt and rest for at least 4 hours. It's possible for a character to march into unconsciousness by pushing himself or herself too hard.

Modes of Movement

While moving at the different movement scales, creatures generally walk, hustle (x2), run (x3 or x4).

Walk: A walk represents unhurried but purposeful movement at three miles per hour for an unencumbered human.

Hustle: A hustle is a jog that is movement at about six miles per hour for an unencumbered human. The double move action represents a hustle.

Run (x3): Moving three times your standard speed is a running pace for a character in heavy armor.

Run (x4): Moving four times your standard speed is a running pace for a character in light, medium, or no armor.

For a look at generalized distances see the Table 6-8 at the end of this chapter.

Table 6-4: Hampered Movement

Condition Example	Movement Penalty
Obstructed:	
Moderate Undergrowth	x¾
Heavy Thick undergrowth	x½
Bad Surface:	
Steep slope or mud	x½
Very bad Deep snow	x¼
Poor visibility	
Darkness or fog*	x½

*Includes any effects that create a "fog".

Hampered Movement: Obstructions, bad surface conditions, or poor visibility can hamper movement.

The DM determines the category that a specific condition falls into (see Table 6-4: Hampered Movement). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered. If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply.

Mounted Movement

A horse bearing a rider can move at a hustle. The damage it takes, however, is normal damage, not subdual damage. It can also be force-marched, but its Constitution checks automatically fail, and again, the damage it takes is normal damage.

See Table 6-5: Mounts and non-self propelled Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement

See Table 6-5: Mounts and non-self propelled Vehicles for speeds for non-self propelled water vehicles.

Table 6-5: Terrain and Overland Movement

Terrain	Highway	Road	Trackless
Plains	x1	x1	x1
Scrub, rough	x1	x1	x¾
Forest	x1	x1	x½
Jungle	x1	x¾	x¼
Swamp	x1	x¾	x½
Hills	x1	x¾	x½
Mountains	x¾	x½	x¼
Sandy desert	x1	-	x½

Table 6-6: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (101-300 lb.)	4 miles	32 miles
Light warhorse (134-400 lb.)	4 miles	32 miles
Heavy horse	5 miles	40 miles
Heavy horse (134-400 lb.)	3½ miles	28 miles
Heavy warhorse	4 miles	32 miles
Heavy warhorse (174-520 lb.)	3 miles	24 miles

Pony or warpony   4 miles   32 miles
Pony (44-130 lb.)   3 miles   24 miles
Warpony (51-150 lb.)   3 miles   24 miles
Donkey or mule   3 miles   24 miles
Mule (94-280 lb.)   2 miles   16 miles
Cart or wagon   2 miles   16 miles

Ship

Raft or barge (poled or towed)*   ½ mile   5 miles
Keelboat (rowed)*   1 mile   10 miles
Rowboat   1½ miles   15 miles
Sailing ship (sailed)   2 miles   48 miles
Warship (sailed and rowed)   2½ miles   60 miles
Longship (sailed and rowed)   3 miles   72 miles
Galley (rowed and sailed)   4 miles   96 miles

*Rafts, barges, and keelboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 mph) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Exploration

Characters need a way to see in the dark. See Table 6-7: Light Sources for the radius that a light source illuminates and how long it lasts. Characters with low-light vision can see objects twice as far away as the given radius.

Table 6-7: Light Sources

Object	Light	Duration
Candle	5 ft.	1 hr.
Lamp, common	15 ft.	6 hr./pint
Lantern, bullseye	60-ft. cone*	6 hr./pint
Lantern, hooded	30 ft.	6 hr./pint
Sunrod	30 ft.	6 hr.
Torch	20 ft.	1 hr.

*A cone 60 feet long and 20 feet wide at the far end.

Table 6-8: Movement   Base Speeds in Feet

Movement	Type	20	30	40	50	60	80	100	120	140	160	180	200	230	300	500
One Round (Tactical) (6 secs)	Walk	20.0	30.0	40.0	50.0	60.0	80.0	100.0	120.0	140.0	160.0	180.0	200.0	230.0	300.0	500.0
	Hustle	40.0	60.0	80.0	100.0	120.0	160.0	200.0	240.0	280.0	320.0	360.0	400.0	460.0	600.0	1000.0
	Run (X3)	60.0	90.0	120.0	150.0	180.0	240.0	300.0	360.0	420.0	480.0	540.0	600.0	690.0	900.0	1500.0
	Run (X4)	80.0	120.0	160.0	200.0	240.0	320.0	400.0	480.0	560.0	640.0	720.0	800.0	920.0	1200.0	2000.0

Movement	Type	20	30	40	50	60	80	100	120	140	160	180	200	300	400	500
One Minute (Local)	Walk	200.0	300.0	400.0	500.0	600.0	800.0	1000.0	1200.0	1400.0	1600.0	1800.0	2000.0	2300.0	3000.0	5000.0
	Hustle	400.0	600.0	800.0	1000.0	1200.0	1600.0	2000.0	2400.0	2800.0	3200.0	3600.0	4000.0	4600.0	6000.0	10000.0
	Run (X3)	600.0	900.0	1200.0	1500.0	1800.0	2400.0	3000.0	3600.0	4200.0	4800.0	5400.0	6000.0	6900.0	9000.0	15000.0
	Run (X4)	800.0	1200.0	1600.0	2000.0	2400.0	3200.0	4000.0	4800.0	5600.0	6400.0	7200.0	8000.0	9200.0	12000.0	20000.0

Movement	Type	20	30	40	50	60	80	100	120	140	160	180	200	300	400	500
One Hour (Overland) (miles)	Walk	2.3	3.4	4.5	5.7	6.8	9.1	11.4	13.6	15.9	18.2	20.5	22.7	26.1	34.1	56.8
	Hustle	4.5	6.8	9.1	11.4	13.6	18.2	22.7	27.3	31.8	36.4	40.9	45.5	52.3	68.2	113.6
	Run	113.6	9.1	11.4	13.6	18.2	22.7	27.3	31.8	36.4	40.9	45.5	52.3	68.2	113.6	113.6

Movement	Type	20	30	40	50	60	80	100	120	140	160	180	200	300	400	500
One Day (Overland) (8 hours) (miles)	Walk	18.2	27.3	36.4	45.5	54.5	72.7	90.9	109.1	127.3	145.5	163.6	181.8	209.1	272.7	454.5
	Hustle	36.4	54.5	72.7	90.9	109.1	145.5	181.8	218.2	254.5	290.9	327.3	363.6	418.2	545.5	909.1
	Run	72.7	109.1	145.5	181.8	218.2	290.9	363.6	436.4	509.1	581.8	654.5	727.3	836.4	1090.9	1818.2
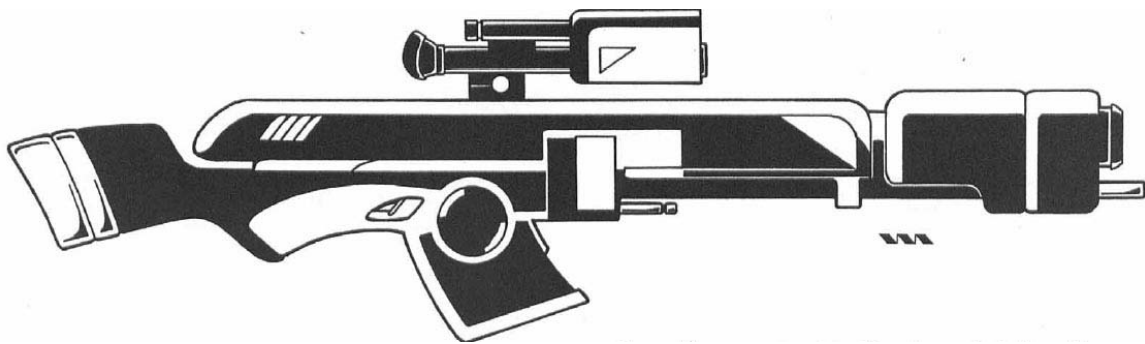
Chapter 7
Combat and Threats

Combat
Term Definitions

Face: "Face" is how wide a face a character presents in combat. This width determines how many characters can fight side by side in a 10- foot-wide corridor, and how many opponents can attack a character at the same time. A face is essentially the border between the square or rectangular space that a character occupies and the space next to it. These faces are abstract, not "front, back, left, and right," because combatants are constantly moving and turning in battle. Unless a character is immobile, it practically doesn't have a front or a left side at least not one that can be identified on the tabletop.

Flanking: If a character is making a melee attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and the character's ally flank the opponent. A character gains a +2 flanking bonus on the attack roll. The ally must be on the other side of the opponent, so that the opponent is directly between the character and the ally.

Flat-Footed: At the start of a battle, before a character has had a chance to act (specifically, before a character's first regular turn in the initiative order), the character is flat-footed. A character can't use a Dexterity bonus to AC (if any) while flat-footed. A flat-footed character can't make attacks of opportunity.

Melee Attack: A hand to hand attack.

Natural Reach: Natural reach is how far the character can reach when it fights. It threatens the area within that distance from itself.

Prone: Laying on the ground; knocked off one's feet.

Ranged Attack: An attack made with a thrown, missile or ranged MD weapon.

Reach: How far a character's attacks can reach beyond the space that character occupies.

Size modifiers: Colossal -8, Gargantuan -4, Huge -2, Large -1, Medium- size +0, Small +1, Tiny +2, Diminutive +4, Fine +8.

Combat Sequence

1. Each combatant starts the battle flat-footed. Once a combatant acts, she or he is no longer flat-footed.
2. The DM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a partial action during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Initiative
Initiative Checks

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. The DM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn, with the check applying to all rounds of the combat (unless a character takes an action that results in her initiative changing). If two or more combatants have the same initiative check result, the combatants who are tied go in order of Dexterity (highest first). If there is still a tie, flip a coin.

Surprise

When a combat starts, if a character was not aware of its enemies and they were aware of it, it is surprised. The DM determines who is aware of whom at the start of a battle. She may call for Listen checks, Spot checks, or other checks to see how aware the PCs are of the enemy. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a partial action during the surprise round. If no one or everyone is surprised, a surprise round does not occur. Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet.

The Combat Round

Each round represents about 6 seconds in the game world. Anything a person could reasonably do in 6 seconds, a character can do in 1 round. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Attacks of Opportunity
Threatened Area

A character threatens the area into which it can make a melee attack, even when it is not a character's action. For Small and Medium sized characters (not including virtual size increases), the threatened area is generally everything within 5 feet in any

direction. An enemy that takes certain actions while in a threatened area provokes an attack of opportunity from a character.

Provoking an Attack of Opportunity by Moving

If a character moves within (not simply into) or out of a threatened area, a character usually provokes an attack of opportunity. A character moving in to but not through a threatened space adjacent to an opponent with a standard 5 ft. reach does not provoke an attack of opportunity. If all a character does is move (not run) during the character's turn, the space that the character started out in is not considered threatened, and therefore enemies do not get attacks of opportunity against the character when the character moves from that space. If a character's entire move for the round is 5 feet, enemies do not get attacks of opportunity for the character's moving.

Provoking an Attack of Opportunity by Taking an Action

A character taking some kinds actions provokes attacks of opportunity, as described in the rules for each action type.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. The character does not have to make an attack of opportunity if the character doesn't want to. A character can make the attack of opportunity at a character's normal attack bonus even if the character has already attacked this round.

Action Types

What type an action is essentially indicates how long the action takes to perform and how movement is treated.

Standard Action: A standard action allows a character to do something and move a character's indicated speed during a combat round. A character can move before or after performing the activity of the action.

Full-Round Action: A full-round action consumes all a character's effort during a round. The only movement a character can take during a full- round action is a 5-foot step before, during, or after the action. A character can also perform free actions (see below) as a character's DM allows. Some full-round actions do not allow a 5-foot step.

Move-Equivalent Action: Move-equivalent actions take the place of movement in a standard action or take the place of an entire partial action. Taking such an action counts as moving at a Character's speed. If a character moves no actual distance in a round, that character can take one 5-foot step either before, during, or after the action.

Partial Action: As a general rule, a character can do as much with a partial action as a character could with a standard action minus a move. Typically, a character may take a 5-foot step as part of a partial action.

Free Action: A character can perform one or more free actions while taking another action normally. However, the DM puts reasonable limits on what a character can really do for free.

Not an Action: Some activities are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Action	Provokes Attack of Opportunity
Standard Actions	
Ready (triggers a partial action)	No
Counterspell	Yes
Aid another	No
Bull rush (charge)	No
Bull rush (attack)	No
Escape a grapple	No
Feint	No
Overrun (charge)	No
Heal a dying friend	Yes
Metamorph	Yes
Use a skill that takes 1 action	Usually
Strike a weapon (attack)	Yes
Strike an object (attack)	Maybe*
Total defense	No
Full-Round Actions	
Climb (one-half a character's speed)	No
Use a skill that takes 1 round	Usually
Coup de grace	Yes
Light a torch	Yes
Extinguish flames	No
Load a heavy crossbow	Yes
Load a repeating crossbow	Yes
Load grenade launcher	Yes
Load Mini-Missile Launcher	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw oil	Yes
Throw a two-handed weapon with one hand	Yes
Refocus (no move)	No
Escape from a net	Yes
Move-Equivalent Actions	
Trigger/set a fusion block	Yes
Climb (one-quarter a character's speed)	No
Switch an E-Clip@@	Yes
Physically disengage from a head/finger jack	Yes
Draw a weapon**	No
Draw a grenade@@	No
Sheathe a weapon	Yes
Open a door	No
Pick up an item	Yes
Retrieve a stored item	Yes
Move a heavy object	Yes

Stand up from prone	No	
Start a vehicle/machine	Yes	
Load a hand crossbow	Yes	
Load a light crossbow	Yes	
Control a frightened mount	Yes	
Mount a horse or dismount	No	
Activate supernatural enchantment#	No	

Free Actions

Activate supernatural enchantment#	No
Drop an item	No
Activate a grenade	No
Drop to the floor	No
Speak	No

No Action

Delay	No
Action Type	Varies
Disarm++	Yes
Grapple++	Yes
Trip an opponent++	No
Use feat@	Varies

*Unless the component is an extremely large or awkward item (DM's call).

**If a character has a base attack bonus of +1 or higher, a character can combine one of these actions with a regular move. If a character has the Two-Weapon Fighting feat, a character can draw two light or one-handed weapons in the time it would normally take a character to draw one.

+If the object is being held, carried, or worn by a character, yes. If not, no.

++These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

@The description of a feat defines its effect.

@@ As long as this item is in a readily accessible position.

Depending on the type of device being used this can either be a move equivalent or free action.

Table 7-2: Fundamental Actions in Combat

Action	Move	Attack of Opportunity*
Attack Actions		
Attack (melee)	Yes	No
Attack (ranged)	Yes	Yes
Attack (unarmed)	Yes	Maybe
Charge x2	(special)**	No
Full attack	5-ft. step	No
Movement-Only Actions		
Double move	x2	Maybe
Run	x4	Yes
Miscellaneous Actions	Maybe	Maybe

x2: A character can move twice a character's normal speed.

x4: A character can move quadruple a character's normal speed.

*Regardless of the action, if a character moves within or out of a threatened area, a character usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

**A character can move up to twice a character's normal speed, but only before the attack, not after. A character must move at least 10 feet, and the entire move must be in a straight line.

Standard Actions

Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If a character is in position to attack an opponent with which a friend of a character's is engaged in melee combat, a character can attempt to aid a character's friend as a standard action. A character makes an attack roll against AC 10. If a character succeeds, the character's friend gains either a +2 circumstance bonus to attack that opponent or a +2 circumstance bonus to AC against that opponent (the character's choice).

Attack

The attack action is a standard action. A character can move and then make a single attack, or make a single attack and then move.

Melee Attacks

With a normal melee weapon, a character can strike any enemy within 5 feet. (Enemies within 5 feet are considered adjacent to a character.) Some melee weapons have reach. A character can strike opponents 10 feet away with a reach weapon, but a character cannot strike adjacent foes (those within 5 feet).

Ranged Attacks

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if no obstructions are between a character and the target. The maximum range for a thrown weapon is a number of range increments equal to you STR bonus. For projectile weapons and ranged MD weapons, it is as many range increments equal to your DEX bonus.

Attack Rolls

A character's attack roll is 1d20 + a character's attack bonus with the weapon the character is using. If the result is at least as high as the target's AC, the character hits and deals damage.

Automatic Misses and Hits

A natural 1 on the attack roll is always a miss. A natural 20 is always a hit. A natural 20 is also a threat—a possible critical hit.

Table 7-3: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender*	+2	
Attacker on higher ground	+1	+0
Attacker prone	-4	**
Attacker invisible	+2***	+2***
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, or off balance	+2***	+2***
Defender climbing		

	+2***	+2***
Defender surprised or flat-footed	+0***	+0***
Defender running	+0***	-2***
Defender grappling (attacker not)	+0***	+0****
Defender pinned	+4***	-4***
Defender has cover	——— See Cover ———	
Defender concealed or invisible	—— See Concealment ——	
Defender helpless	——See Helpless Defenders——	

*A character flanks a defender when a character has an ally on the opposite side of the defender threatening him.

**Most ranged weapons can't be used while the attacker is prone, but a character can use a crossbow while prone.

***The defender loses any Dexterity bonus to AC.

****Roll randomly to see which grappling combatant a character strikes. That defender loses any Dexterity bonus to AC.

Damage Rolls

If the attack roll result equals or exceeds the target's AC, the attack is successful, and the character deals damage. Roll the appropriate damage for a character's weapon. Damage is deducted from the target's current hit points.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Off-Hand Weapon

When a character deals damage with a weapon in the character's off hand, a character can add only one-half of the character's Strength bonus.

Wielding a Weapon Two-Handed

When a character deals damage with a weapon that the character is wielding two-handed, the character adds one and one half times the character's Strength bonus. Light weapons don't get this higher Strength bonus when used two-handed.

Disarm

As a melee attack, a character may make a disarm attempt. In doing so, the character provokes an attack of opportunity from the defender. Then the character and the defender make opposed attack rolls with the character's respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the defender is using a weapon in two hands, he gets an additional +4 bonus. If a character beat the defender, the defender is disarmed. If a character attempted the disarm action unarmed, that character now has the weapon. Otherwise, it's on the ground at the defender's feet. If a character fail, then the defender may immediately react and make an attempt to disarm the character with the same sort of opposed melee attack roll. This cannot be attempted with ranged weapons with the exception of a few classes such as gunslingers O.C.C.s, Psi-Slingers P.C.C.s, Etc.

Note: A defender wearing spiked gauntlets can't be relieved of the gauntlets by a disarm action. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to any disarm attempt made by an opponent. A weapon that is part of the creatures armor or body cannot be disarmed only sundered.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is like attacking with a weapon, except for the following: Attacking unarmed provokes an attack of opportunity from the opponent the character attacked, provided the opponent is armed. The attack of opportunity comes before the character's attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe. A character provokes the attack of opportunity because the character has to bring a it's body close to it's opponent.

"Armed" Unarmed Attacks

Sometimes a character attacks unarmed but still counts as armed. Note that being armed counts for both offense and defense.

Unarmed Strike Damage

An unarmed strike from a Medium-size character deals 2d3 points of damage (with a character's Strength modifier, as normal). A Small character's unarmed strike deals 2d2 points of damage. A large character does 2d4 points of damage and a huge character does 2d6 points. All damage is subdual damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on). See Table below for unarmed damage.

Table 7-4: Unarmed Damage

Size*	Damage**
Colossal-size	2d8
Huge-Size	2d6
Large-size	2d4
Medium-size	2d3
Small-size	2d2
Tiny-size	1d2

* Virtual size increases are applicable here

** This damage is subdual unless a -4 to hit penalty is taken.

Dealing Normal Damage

A character can specify that it's unarmed strike will deal normal damage before it makes an attack roll, but the character suffers a -4 penalty on it's attack roll because it has to strike a particularly vulnerable spot to deal normal damage.

Helpless Characters

A melee attack against a helpless character gets a +4 circumstance bonus on the attack roll. A ranged attack gets no special bonus. A helpless defender (naturally) can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were −5.

Critical Hits

When a character makes an attack roll and gets a natural 20, the character hits regardless of the target's AC, and the character has scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, the character immediately makes a critical roll another attack roll with all the same modifiers as the attack roll the character just made. If the critical roll also results in a hit against the target's AC, the character's original hit is a critical hit. If the critical roll is a miss, then the character's hit is just a regular hit. A critical hit means that the attacker rolls for damage more than once, as indicated by the weapon description for the weapon that scored the threat, with all the attacker's usual bonuses, and add the rolls together to get total damage. All ranged MD weapons have a crit of 20, and a multiplier of times 2, unless the DM rules otherwise. MD versions of martial, simple and exotic weapons have the same crits and multipliers as their archaic counterparts.

Exception: Bonus damage represented as extra dice is not multiplied when a character scores a critical hit.

Increased Threat Range

Sometimes a character's threat range is greater than 20. In such cases, a roll below 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier

Some weapons, deal better than double damage with a critical hit.

Multiplying Damage

Sometimes a character multiplies damage by some factor, such as when a character scores a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

Shooting or Throwing into a Melee

If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, that character suffer a -4 penalty on it's attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (A held, unconscious, or otherwise immobilized character is not considered engaged unless he is actually being attacked.) If a character's target (or the part of a target a character is aiming at, if it's a big target) is at least 10 feet away from the nearest ally, the character can avoid the -4 penalty, even if the character being aimed at is engaged in melee with an ally.

Fighting Defensively

A character can choose to fight defensively when taking the attack action. If a character does so, the character takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round. This can be increased to +3 if you gain a synergy bonus from tumble by having 5 or more ranks in it.

Attacking with Two Weapons

If a character wields a second weapon in the off hand, that character can get one extra attack per round with that weapon.

Fighting in this way is very hard, however, and a character suffers a -6 penalty for regular attacks with a character's primary hand and a -10 penalty to the attack with a character's off hand. A character can reduce these stiff penalties in three ways:

- If a character's off-hand weapon is light, the penalties are reduced by 2 each. A light weapon is one that's smaller than a weapon a character could use in one hand. Its size category is smaller than a character's. (An unarmed strike is always considered light.)
- The Ambidexterity feat reduces the off-hand penalty by 4.
- The Two-Weapon Fighting feat reduces both penalties by 2.

Double Weapons

A character can use a double weapon to make an extra attack as if the character were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Bull Rush

A character can bull rush as an attack action or a charge action. When a character bull rushes, the character attempts to push an opponent straight back instead of attacking him. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller (virtual size increases apply here).

Initiating a Bull Rush: First, a character moves into the defender's space. Moving in this way provokes an attack of opportunity from each foe that threatens the attacker, probably including the defender. Any attack of opportunity made by anyone other than the defender against a character during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than the attacker against the defender likewise has a 25% chance of accidentally targeting the attacker. (When someone makes an attack of opportunity, she makes the attack roll and then rolls to see whether the attack went astray.) Second, the attacker and the defender make opposed Strength checks. A character adds a +4 bonus for each size category that character is above Medium-size or a -4 penalty for each size category that character is below Medium-size (virtual size increases apply here). The attacker gets a +2 charge bonus if the character were charging. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If the attacker beat the defender, the attacker pushes the defender back 5 feet. If the attacker wishes to move with the defender, the attacker can push the defender back up to a distance of an additional 1 foot for each point by which the attacker exceed the defender's check result. A character can't, however, exceed their normal movement limit. (Note: The defender provokes attacks of opportunity if he is moved. So does the attacker, if the attacker moves with him. The two combatants do not provoke attacks of opportunity from each other as a result of this movement.) If the attacker fails to beat the defender's Strength check, the attacker moves 5 feet straight back to where the attacker was before the attacker

moved into the defender's space. If that space is occupied, the attacker falls prone in that space.

Total Defense

A character can simply defend and move during a round as a standard action. A character doesn't attack or perform any other activity other than moving at the indicated speed, but the character gets a +4 dodge bonus to AC for 1 round. A character's AC improves at the start of this action, so it helps a character against any attacks of opportunity a character suffers while moving.

Note: This can be increased to a +6 by having a synergy bonus with tumble at 5 or more ranks.

Full Round Actions

Coup De Grace

As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a bow or crossbow, provided the character is adjacent to the target. The attacker automatically hits and scores a critical hit. If the defender survives the damage, he still must make a Fortitude save (DC 10 + damage dealt) or die. Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. A character can't deliver a coup de grace against an opponent that is immune to critical hits, such as a golem.

Full Attack

If a character gets more than one attack per action because a character's base attack bonus is high enough, because a character fights with two weapons, because a character is using a double weapon, or for some special reason, a character must use the full attack action to get any additional attacks. A character does not need to specify the targets of a the attacks ahead of time. A character can see how the earlier attacks turn out before assigning the later ones. Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. A character may take the step before, after, or between the attacks. If a character gets multiple attacks based on a character's base attack bonus, the character must make the attacks in order from highest bonus to lowest. If a character is using two weapons, the character can strike with either weapon first. If a character is using a double weapon, the character can strike with either part of the weapon first. Deciding between an Attack or a Full Attack Action: After a character's first attack, if the character has not yet taken a 5-foot step, a character can decide to move instead of making a character's remaining attacks.

Fighting Defensively

A character can choose to fight defensively when taking the full attack action. If a character does so, the character takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Partial Actions

Actions that take more than a round typically take twice as long to perform when a character must take partial actions to accomplish them.

When to Use Partial Actions: A character takes partial actions instead of standard actions for a variety of reasons, including:

- It is a surprise round instead of a regular round.
- A character readied a partial action.
- A character is disabled, slowed, staggered, or otherwise hampered.

Start Full Round Action

The start full-round action partial action lets a character start undertaking a miscellaneous full-round action, which the character can complete on the following round (even with a partial action). This option is normally used when a character has been magically impeded or is suffering some other condition that restricts the character from taking full round actions.

Table 7-5: Partial Actions

Partial Actions	Move	Attack of Opportunity*
Attack Partial Actions		
Attack (melee)	5-ft. step	No
Attack (ranged)	5-ft. step	Yes
Attack (unarmed)	5-ft. step	Maybe
Partial charge	Yes (special)**	No
Movement-Only Partial Actions		
Single move	Yes	No
Partial run	x2	Yes
Miscellaneous Partial Actions***	5-ft. step	Maybe
Special Partial Action		
Start full-round action	No	Maybe

*Regardless of the action, if a character moves within or out of a threatened area, a character usually provokes an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.

**A character must move in a straight line before attacking and must move at least 10 feet.

***Those actions defined as standard or move-equivalent actions. Most allow a 5-foot step, though actions that are variant charge actions follow the move for partial charge.

Not an Action

Extraordinary Abilities: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity. Most class abilities fall under the realm of extraordinary abilities at DM's discretion

Special Initiative Actions

Delay

By choosing to delay, a character takes no action and then acts normally at whatever initiative point the character decides to act. When a character delays, the character voluntarily reduces it's own initiative result for the rest of the combat. When a character's new, lower initiative count comes up later in the same round, the character can act normally. A character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at that point. A character can only voluntarily lower its initiative to −10 minus its initiative bonus. When the initiative count reaches −10 minus a delaying character's initiative bonus, that character must act or forfeit any action that round. If multiple characters are delaying, the one with the highest initiative bonus (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest bonus gets to go first. If two or more delaying characters are trying to go after the other, the one with the highest initiative bonus gets to go last.

Ready

The ready action lets a character prepare to take an action later, after a character's turn is over but before a character's next one has begun. Readying is a standard action, so a character can move as well. It does not provoke an attack of opportunity (though the action that a character readies might do so). Only partial actions can be readied. To do so, specify the partial action a character will take and the conditions under which a character will take it. Then, any time before a character's next action, a character may take the readied partial action in response to those conditions. The partial action comes before the action that triggers it. For the rest of the fight, the character's initiative result is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered it's readied action. A character's initiative result becomes the count on which the character took the readied action. If the initiative count reaches the character's next action and the character has not yet performed the readied action, the character doesn't get to take the readied action (though a character can ready the same action again). If the character takes the readied action in the next round, before the character's regular turn comes up, the character's initiative rises to that new point in the order of battle, and the character does not get a regular action that round.

Refocus

Refocus is a full-round action during which a character cannot move. A character can choose to do nothing for an entire round and refocus his thoughts as he gets his bearings and appraises the situation. The effect is that on the following rounds of the combat, the character moves up in the initiative count and is positioned as though it had rolled a 20 on its initiative check. Other modifiers (such as for Dexterity and for the Improved Initiative feat) also apply to this roll of 20 when determining the initiative check result.

Movement

Generally, a character can move a character's speed in a round and still do something. If a character does something that requires a full round, such as attacking more than once, a character can only take a 5-foot step.

Passing Through

Sometimes a character can pass through an area occupied by another character or characters.

Friendly Character: A character can move through an area occupied by a friendly character.

Unfriendly Character Not an Obstacle: A character can also move through an area occupied by an unfriendly character who doesn't present an obstacle, such as one who is dead, unconscious, bound, held, stunned, or just cowering.

Charging: As part of a charge, a character can attempt to move through an area occupied by a resisting enemy.

Tumbling: A trained character can attempt to tumble through an area occupied by an enemy.

Very Small Character: A Fine, Diminutive, or Tiny character can move into or through an occupied area. The character provokes an attack of opportunity when doing so (virtual size increases do not apply here).

Area Occupied by Character Three Sizes Larger or Smaller: Any character can move through an area occupied by a character three size categories larger than it is. A big character can move through an area occupied by a character three size categories smaller than it is (virtual size increases do not apply here).

Double Move

A character can move up to double a character's speed as a special standard action. A character does not get to move the character's speed in addition to this as in a normal standard action, however. Since all a character does when a character takes a double move action is to move, the space where a character begins the move is not considered threatened, and therefore enemies do not get attacks of opportunity for a character's move from that space.

Run

A character can run as a full-round action. (The character does not get a 5-foot step.) When a character runs, the character can move up to four times the character's normal speed in a straight line (or three times a character's speed if a character is in heavy armor). The character loses any Dexterity bonus to AC since the character can't avoid attacks. A character can run for a number of rounds equal to the character's Constitution score, but after that, the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which the character continues to run, and the DC of this check increases by 1 for each check a character has made. When a character fails this check, the character must stop running. A character that has run to the limit must rest for 1 minute (10 rounds) before running again. During a rest period, the character can move no faster than a normal move.

Charge

Charging is a special standard action that allows a character to move more than the character's speed and attack during the action. However, it carries tight restrictions on how the character can move.

Movement during a Charge: The character must move before the character's attack, not after. A character must move at least 10 feet and may move up to double the character's speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as the character is within striking range of the character's target. A character can't run past the target and attack from another direction.

Attacking: After moving, a character may make a single melee attack. Since the character can use the momentum of the charge in the character's favor, the character gets a +2 bonus on the attack roll. Since a charge is impossible without a bit of recklessness, the character also suffers a -2 penalty to AC for 1 round. Even if a character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, the character only get to make one attack during a charge.

Lances/Lance Type Weapons and Charge Attacks: A lance type weapon deals double damage if employed by a mounted character in a charge.

Readying a Weapon Against a Charge: A character can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if the character scores a hit with it against a charging character.

Overrun: A character can try to overrun as part of a charge action. A character can only overrun an opponent who is one size category larger than a character, the same size, or smaller (virtual size increases apply here). A character can make only one overrun attempt per action. An overrun takes place during the movement portion of a charge. With an overrun, a character attempts to plow past or over the character's opponent (and move through the opponent's area). First, a character must move at least 10 feet in a straight line into the defender's space (provoking attacks of opportunity normally). Then the defender chooses either to avoid the character or to block the character. If he avoids the character, the character keeps moving. (A character can always move through the space occupied by someone who lets a character by.) If the defender blocks a character, make a trip attack against the defender (see Trip, below). If the character succeeds in tripping the defender, the character can continue the charge in a straight line as normal. If a character fails and is tripped in turn, the character is prone in the defender's space. If a character fails but is not tripped, the character has to move 5 feet back the way the character came. If that space is occupied, the character falls prone in that space.

Trip

A character can try to trip an opponent as a melee attack. A character can only trip an opponent who is one size category larger than a character, the same size, or smaller (virtual size increases apply here).

Making a Trip Attack: Make a melee attack as a melee touch attack. If the attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium-size or a -4 penalty for every size category he is smaller (virtual size increases apply here). The defender gets a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If a character win, a character trip the defender. If a character lose, the defender may immediately react and make a Strength check opposed by a character's Dexterity or Strength check to try to trip a character.

Being Tripped (Prone): A tripped character is prone. Standing up from prone is a move-equivalent action.

Tripping a Mounted Opponent: A character may make a trip attack against a mounted opponent. The defender may use his Ride skill in place of his Dexterity or Strength check. If a character succeed, a character pull the rider from his mount.

Positioning

Ganging Up

Typically, up to eight Medium or Small sized opponents with non-reach weapons can gang up on a single medium sized target, provided they have room to maneuver freely. If the defender can fight side by side with allies, back into a corner, fight through a doorway, or otherwise protect himself, attackers can't gang up in this way. Larger characters present room for more attackers to get at them (see below), and combatants with reach weapons can get at defenders more easily, though they cannot attack adjacent defenders.

Big and Little Characters in Combat

Characters smaller than Small or bigger than Medium-size have special rules relating to position. These rules concern the characters' "faces," or sides, and their reach.

Big Characters: Big characters take up more space on the battlefield than a Medium-size human does. More combatants can attack them because more combatants can crowd around them. As a rule of thumb, assume that one Small or Medium-size combatant can get to each 5-foot length of the character and four more combatants can fit into the "corners" where one side meets another. Note that virtual size increases do not apply here.

Characters with Natural Reach: Unlike a reach weapon, a character with greater than normal natural reach (more than 5 feet) can still strike at characters next to it. A character with greater natural reach usually gets an attack of opportunity against a character if a character approach it, because a character enter and move within its threatened area before a character can attack it. (This does not apply if a character takes a 5-foot step.)

Large or Bigger Characters with Reach Weapons: Large or bigger characters with reach weapons can strike out to double their natural reach but can't strike at their natural reach or less.

Very Small Characters: Very small characters (Fine, Diminutive, and Tiny) have no effective natural reach. They have to enter or be in a character's area to attack a character. Since they have to pass through a character's threatened area to get to a character, a character get attacks of opportunity against them. A character can attack into a it's own area if a character needs to, so it can attack a very small creature in it's space normally. Since they have no natural reach, they do not threaten the area around them. A character can move past them without provoking attacks of opportunity.

Cover and Concealment

Depending on the situation, a character may gain bonuses or suffer penalties on the character's attack roll. A character's DM judges what bonuses and penalties apply.

Cover

Cover provides a bonus to a character's AC. The more cover a character has, the bigger the bonus. Power, environmental, and robotic power armor counts a full cover, this is why these suits have their own hit points and and can completely protect the pilot even under vast bombardment. These following modifiers though can be applied to the suits powered armor.

Table 7-6: Cover

Degree of Cover	Cover Example	AC Bonus	Cover Reflex Save Bonus
1/4	A human standing behind a 3-ft. high wall	+2	+1
1/2	Fighting from around a corner or a tree; behind a character of same size	+4	+2
3/4	Peering around a corner or a tree	+7	+3
9/10	Standing at an arrow slit; behind a door that's	+10	+4*
Total	slightly ajar On the other side of a solid wall	-	-

*Half damage if save is failed; no damage if successful.

Cover and Attacks of Opportunity

An attacker can't execute an attack of opportunity against a character with one-half or better cover.

Cover and Reach Weapons

If a character is using a reach weapon, a character standing between the attacker and the target provides cover to the target. Generally, if both of the other characters are the same size, the one in the back has one-half cover (+4 AC). If a character hit the character providing cover, it takes no damage because the attacker would strike it with the haft of the weapon.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers a character. The DM determines the value of cover. This measure is not a strict mathematical calculation because a character gains more value from covering the parts of the body that are more likely to be struck.

Cover Reflex Save Bonus

Add this bonus to Reflex saves against attacks that affect an area. For nine-tenths cover, a character also effectively has improved evasion. These bonuses, however, only apply to attacks that originate or spread out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the DM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases where a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the AC of the covering character, the covering character takes the damage intended for the target. If the covering character has a Dexterity bonus to AC or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his Dexterity bonus to AC and/or his dodge bonus, if his intent is to try to take the damage in order to keep the covered character from being hit. Note that in the case of full encompassing armor, the armor is the only thing hit in the attack on a successful hit. (See note above about powered armor being full cover).

Concealment

Concealment includes all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy.

Table 7-7: Concealment

Conceal	Example	% Miss
1/4	Light fog; moderate darkness; light foliage	10%
1/2	Dense fog at 5ft.	20%
3/4	Dense foliage	30%
9/10	Near total darkness	40%
Total	Attacker blind; target invisible; total darkness; dense fog at 10 ft.	50%

Concealment is subjectively measured as to how well concealed the defender is. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

Grappling

Grappling means wrestling and struggling hand-to-hand.

Grapple Checks

Repeatedly in a grapple, a character needs to make opposed grapple checks against an opponent. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier

Special Size Modifier

The special size modifier for a grapple check is as follows (virtual size increase apply here): Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium-size +0, Small −4, Tiny − 8, Diminutive −12, Fine −16. Use this number in place of the normal size modifier a character uses when making an attack roll.

Attack of Opportunity

A character provokes an attack of opportunity from the target the character is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple.

Starting a Grapple

To start a grapple, a character first needs to grab and hold a character's target. Attempting to start a grapple is the equivalent of making a melee attack. If a character gets multiple attacks in a round, a character can attempt to start a grapple multiple times (at successively lower base attack bonuses).

Step 1: Grab

A character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple.

Step 2: Hold

Make an opposed grapple check. If a character succeeds, the character has started the grapple, and the character deals damage to the target as if with an unarmed strike. If a character loses, the character fails to start the grapple. A character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but a character can still make an attempt to grab such a target, if that's all the character wants to do) (virtual size increases apply here).

Step 3: Move In

To maintain the grapple, the character must move into the target's space. Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the character's target.

Step 4: Grappling

The character and the target are now grappling.

Joining a Grapple

If a character's target is already grappling someone else, then a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check to deal damage and must still move in to be part of the grapple.

If A Character Is Grappling

When a character is grappling (regardless of who started the grapple), the character can make an opposed grapple check as an attack. If the character wins, the character can do the following:

• Damage A character's Opponent: A character deals damage as with an unarmed strike (1d3 points for Medium-size attackersm 1d2 points for Small attackers, 1d4 for large, 1d6 for huge, plus Strength modifiers) (virtual size increases apply here). If a character wants to deal normal damage, the character suffers a -4 penalty on the grapple check.

• Pin: A character can hold an opponent immobile for 1 round. (If a character gets multiple attacks, the character can use subsequent attacks to damage the opponent. A character can't use a weapon on a pinned opponent or attempt to damage or pin a second opponent while holding a pin on the first.) While a character is pinned, opponents other than the one pinning the character get a +4 bonus on attack rolls against the character (but the character is not helpless).

- Break Another's Pin: A character can break the hold that an opponent has over an ally.
- Escape: A character can escape the grapple. A character can take whatever movement the character gets. If more than one opponent is grappling a character, the character's grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a character if they don't want to.)

If A Character is Pinned

When an opponent has pinned a character, the character is held immobile (but not helpless) for 1 round. The character can make an opposed grapple check as a melee attack. If the character wins, the character escapes the pin, but the character is still grappling.

Other Grappling Options

In addition to making opposed grapple checks, a character has a few other options while grappling.
- Weapons: A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.
- Wriggle Free: A character can make an Escape Artist check (opposed by a character's opponent's grapple check) to get out of a grapple or out of being pinned (so that the character is just being grappled). Doing so counts as a standard action; if a character escapes a grapple, the character can also move in the same round.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Opponents that are one size category smaller than a character count for half, opponents that are one size category larger than a character count double, and opponents two or more size categories larger count quadruple (virtual size increases apply here). Additional enemies can aid their friends with the aid another action.

Grappling Consequences

While a character is grappling, that character's ability to attack others and defend a itself is limited.
- No Threatened Area: A character doesn't threaten any area while grappling.
- No Dexterity Bonus: A character loses it's Dexterity bonus to AC (if a it has one) against opponents a it isn't grappling. (A character can still use the bonus against opponents the character is grappling.)

Saving Throws

Generally, when a character is subject to an unusual attack, the character gets a saving throw to avoid or reduce the effect. The saving throw roll is: d20 + Base save bonus + ability modifier vs. DC of save

The three different kinds of saving throws are these:

Fortitude: These saves measure a character's ability to stand up to massive physical punishment or attacks against a character's vitality and health. Apply a character's Constitution modifier to a character's Fortitude saving throws.

Reflex: These saves test a character's ability to dodge massive attacks. Apply a character's Dexterity modifier to a character's Reflex saving throws.

Will: These saves reflect a character's resistance to mental influence and domination. Apply a character's Wisdom modifier to a character's Will saving throws.

Saving Throw Difficulty Class

The DC for a save is determined by the attack itself.

Breaking Items and Attacking Objects

Sometimes a character needs to attack or break an object. Objects are harder or easier to hit depending on several factors:

Inanimate, Immobile Objects

Attacking an inanimate, immobile object not in use by a character does not provoke an attack of opportunity. An inanimate, immobile object has an AC of: 10 + DEX mod (-5 for no Dexterity) + its size modifier. Immobile objects, such as a lantern hanging from the ceiling, are easy to hit. With a melee weapon, a character gets a +4 bonus on a character's attack roll. If a character takes a full-round action to line up a shot (as with the coup de grace against a helpless foe), the character gets an automatic hit with a melee weapon and a +5 attack bonus with a ranged weapon (archaic or MD). (Objects, however, are immune to critical hits.)

Animated Objects

Animated objects count as characters for AC purposes.

Opponents' Weapons and Armor

Attacking these objects is covered in Strike a Weapon.

Held, Carried, or Worn Objects

Attacking a held, carried, or worn object provokes an attack of opportunity. Objects that are held, carried, or worn by a character, are harder to hit. The object uses the character's Dexterity modifier (not its own −5) and any magic deflection bonus to AC the character may have. The attacker doesn't get any special bonus for attacking the object. If the target object is in the opponent's hand, it gets a +5 AC bonus because the opponent can move it quickly out of harm's way.

Table 7-8: Size and AC of Objects

Size	AC Modifier
Colossal	-8
Gigantic	-4
Huge	-2
Large	-1

Medium-size	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Damage to Objects

The amount of damage that an object can withstand depends on what it is made out of and how big it is. Weapon damage is rolled normally against objects. MD versions of these substances have the same statistics but they have the MD quality and all that pertains to it.

Table 7-9: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron	10	30/inch of thickness
MD Material	20/MD	20 MD/inch of thickness
Mithral	15	30/inch of thickness
Adamantite	20	40/inch of thickness

Table 7-10: Common Weapon Hardness and Hit Points.

Weapon	Example	Hardness*	HP*
Tiny blade	Dagger	10	1
Small blade	Short sword	10	2
Medium-size blade	Longsword	10	5
Large blade	Greatsword	10	10
Small metal-hafted weapon	Light mace	10	10
Medium-size metal-hafted weapon	Heavy mace	10	25
Small hafted weapon	Hand axe	5	2
Medium-size hafted weapon	Battleaxe	5	5
Large hafted weapon	Great axe	5	10
Huge club	Gigante club	5	60

* If a MD weapon then the Hardness and Hit points of the item have the MD quality.

Table 7-11: DCs to Break or Burst Items

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
MD material**	+20

** If the material has the MD quality then the DC is automatically +20

Table 7-12: Object Hardness and Hit Points

Object	Hardness*	Hit Points*	Break DC**
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Spear	5	2	14
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

* If a MD weapon then the Hardness and Hit points of the item have the MD quality.
** If the material has the MD quality then the DC is automatically +20

Immunities

Inanimate objects are immune to critical hits. Objects are immune to subdual damage. Animated objects are immune to critical hits because they are constructs. MD objects need to take 100 points of normal damage in a single blow before they take one point of damage.

Ranged Weapon Damage

Objects take half damage from ranged weapons (except for damage from siege engines and the like). Divide the damage by 2 before applying the object's hardness. This does not count for ranged MD weapons. These weapons do full damage.

Energy Attacks

Objects take half damage from acid, fire, and lightning attacks. Divide the damage by 2 before applying the hardness. Cold attacks deal one- quarter damage to objects. Sonic attacks deal full damage to objects. Purely magical/psionic effects do normal damage to objects.

Ineffective Weapons

The DM may determine that certain weapons just can't deal damage effectively to certain objects. For example, a character will have a hard time chopping down a door by shooting arrows at it or cutting a rope with a club. Some items might be ruled impossible to damage without a MD weapon.

Vulnerability to Certain Attacks

The DM may rule that certain attacks are especially successful against some objects. For example, it's easy to light a curtain on fire or rip up a scroll. Some MD objects might be easily damaged by a mundane attack, such as the exposed circuitry in a robot, Etc.

Hardness

Each object has a hardness number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points. MD objects require MD weapons to damage it or a sufficiently huge amount of non MD damage.

Hit Points

An object's hit point total depends on what it is made of and how big it is. When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for different sections.

Saving Throws

Unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by a disintegrating spell. An item attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Strike a Weapon

A character can use a melee attack with a slashing weapon to strike a weapon that a character's opponent is holding. The attacking weapon must be no more than one size category smaller than the weapon attacked. Doing so provokes an attack of opportunity from the opponent because the character is diverting it's attention from the opponent to the opponent's armaments. Then the attacker and the defender make opposed attack rolls. If the attacker wins, the attacker has landed a good blow against the defender's weapon. Roll damage and deal it to the weapon (see Strike an Object, above).

Breaking Items

When a character tries to break something with sudden force rather than by dealing regular damage, use a Strength check to see whether the character succeeds. The DC depends more on the construction of the item than on the material. If an item has lost half or more of its hit points, the DC to break it drops by 2. MD materials require a break DC of +20 to rend in such a manner.

Grenadelike Weapon Attacks

A grenadelike weapon is one that "splashes." It has a broad enough effect that it can hurt characters just by landing close to them. Attacks with grenadelike weapons are ranged touch attack rolls. Direct hits deal direct hit damage. If a character misses a target with a ranged attack using a grenade like weapon, roll 1d6 to see how many feet away from the target the weapon lands. Add +1 foot for every range increment of distance that a character threw the weapon. Then roll 1d8 to determine the direction in which the object deviated: 1 means long, 2 means long and to the right, 3 right, 4 short and right, 5 short, 6, short and left, 7 left, 8 long and left. Once the DM knows where the weapon landed, it deals splash (area of effect) damage to all characters within 5 feet.

Mounted Combat

Riding a horse or vehicle into battle gives a character several advantages, provided the character has the right horse and the right skills.

Horses in Combat: Warhorses and warponies and other type of seasoned creatures serve readily as combat steeds. Light horses, ponies, heavy horses and other less experienced creatures however, are frightened by combat. If a character doesn't dismount, the character must make a Ride check (DC 20) each round as a move-equivalent action just to control such a creature. If the character succeeds, the character can perform a partial action after the move-equivalent action. If the character fails this Ride check, it is considered to have been a full-round action (which means the character can't do anything else until the character's next turn). A character's mount acts on the character's initiative as the character directs it. The mount uses its action to move. Various creatures take up more space on the battlefield than a Small or Medium sized character does. A horse, for example takes up a 5-foot-by-10-foot space. For simplicity, assume that a character occupies the back part of the creature, or for really large creatures, the middle, slightly back portion in concordance with it's own face rating..

Combat while Mounted

With a successful Ride check (DC 5), a character can guide a mount with the knees so as to use both hands to attack or defend while mounted. If a character's mount moves more than 5 feet, the character can only make a partial melee attack. Essentially, a character has to wait until the mount gets to the character's enemy before attacking, so the character can't make a full attack. When a character attacks a equal sized or smaller character that is on foot (virtual size increases do not apply here), the attacker gets the +1 bonus on melee attacks for being on higher ground. When doing a mounted charge, a character deals double damage with a lance type weapon. A character can use ranged weapons while a mount is taking a double move, but at a -4 penalty on the attack roll. A character can use ranged weapons while a character's mount is running (quadruple speed), at a -8 penalty. In either case, a character makes the attack roll when the character's mount has completed half its movement. A character can even exercise the full attack action while a character's mount is moving. Likewise, a character can take move-equivalent actions normally (the character is not using the character's personal move for much

else). If a character's mount falls while a character is riding it, the character has to succeed at a Ride check (DC 15) to make a soft fall. If the check fails, the character takes 1d6 points of damage. If a character is knocked unconscious, the character has a 50% chance to stay in the saddle (or 75% if the character is in a military saddle). Otherwise the character falls and takes 1d6 points of damage. Without a character to guide it, the horse avoids combat. If the character is in armor that provides full cover, the character is unhurt by the fall

Death, Dying, Healing,

As a character takes damage, subtract that damage from the character's hit points.

Effects of Hit Point Damage:
• At 0 hit points, a character is disabled. Partial actions only.
• At from -1 to a negative number equal to their constitution score hit points, a character is dying. No actions.
• At a negative number equal to their constitution score or lower, a character is dead. No actions ever again.....

Massive Damage
If a character ever sustains damage so massive that a single attack deals more than 75% damage to it's total hit points it's possible it kills the character outright, the character must make a Fortitude save (DC 20). If this saving throw fails, the character dies regardless of the character's current hit points. This does not affect robots, powered armor or beings without constitution scores.

Disabled (0 Hit Points)
When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but is close to it. The character can only take a partial action each round, and if the character performs any strenuous activity, the character takes 1 point of damage after the completing the act. Strenuous activities include running, attacking, or using any ability that requires physical exertion or mental concentration. Unless a character's activity increased the character's hit points, the character is now at -1 hit points, and is dying.

Dying (-1 to -CON Hit Points)
When a character's current hit points drop to between -1 and a negative number equal to their CON score inclusive, the character is dying. The character immediately falls unconscious and can take no actions. At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. If the character doesn't, the character loses 1 hit point. If the character's hit points drop to —CON score (or lower), the character is dead. A character can keep a dying character from losing any more hit points and make the dying character stable with a successful Heal check (DC 15). If any sort of healing cures the dying character of even 1 point of damage, the dying character stops losing hit points and becomes stable. Healing that raises the dying character's hit points to 0 makes the character conscious and disabled. Healing that raises the character's hit points to 1 or more makes the character fully functional again, just as if the character had never been reduced to 0 or less.

Dead (–CON hit points or lower)
When a character's current hit points drop to a negative number equal to their Constitution score or lower, or if the character takes massive damage and fails the saving throw (see above), the character is dead. A character can also die from taking ability damage or suffering an ability drain that reduces Constitution to 0. If the cause of death was not massive damage or ability drain, an optional rule may be employed, for every point of damage beyond -CON, roll a d6 and minus 1 point from the corresponding stat. This stat loss is absolutely permanent.

Stable Characters and Recovery
An hour after a tended, dying character becomes stable, roll d%. The character has a 10% chance of becoming conscious, at which point the character is disabled (as if the character had 0 hit points). If the character remains unconscious, the character has the same chance to revive and become disabled every hour. Even if unconscious, the character recovers hit points naturally. The character is back to normal when its hit points rise to 1 or higher. A character who stabilizes on its own (by making the 10% roll while dying) and who has no one to tend for it still loses hit points, just at a slower rate. The character has a 10% chance each hour of becoming conscious. Each time the character misses the hourly roll to become conscious, the character loses 1 hit point. The character also does not recover hit points through natural healing. Even once the character becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, the character loses 1 hit point. Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing hit points (even if the character's current hit point total is negative).

Healing
A character can never get back more hit points than the character lost.

Natural Healing
A person capable of healing naturally recovers hit points per day equal to 10% of their starting HP (base hit points) times their level. Armor, Robots and force fields do not heal unless otherwise stated. Certain conditions allow for increased healing, such as IRMSS kits, rest and trained physicians (successful Heal/Medicine Check). Hit points and ability scores are recovered at the following rates.

Base HP x level x type of care x miscellaneous modifier
= hit points recovered per day.
Level x type of care x miscellaneous modifier
= ability points recovered

	Normal	Normal and Long Term Care Check from a successful Heal/Medicine Check
Hit Point Recovery		
Strenuous Activity	0x	0x
Light Activity	1x	2x
Complete Bed Rest	1.5x	3x
Ability Score Recovery		
Strenuous Activity	0x	0x
Light Activity	1x	2x
Complete Bed Rest	2x	4x

Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, take these of for any damage incurred first. When these hit points disappear (lapse), they simply disappear. When temporary hit points are lost, they cannot be restored as real hit points can be.

Subdual Damage

Sometimes a character gets roughed up or weakened. This sort of stress won't kill a character, but it can knock a character out or make a character faint. Non-lethal damage is subdual damage. If a character takes sufficient subdual damage, the character falls unconscious, but the character doesn't die.

Dealing Subdual Damage

Certain attacks deal subdual damage. Other stresses, such as heat or exhaustion, also deal subdual damage. When a character takes subdual damage, keep a running total of how much a has accumulated. Do not deduct the subdual damage number from a character's current hit points. It is not "real" damage. Instead, when a character's subdual damage equals a character's current hit points, the character is staggered, and when it exceeds a character's current hit points, the character goes unconscious. It doesn't matter whether the subdual damage equals or exceeds a character's current hit points because the subdual damage has gone up or because a character's current hit points have gone down. A character can use a melee weapon that deals normal damage to deal subdual damage instead, but the character suffer a -4 penalty on the attack roll. A character can use a weapon that deals subdual damage, including an unarmed strike, to deal normal damage instead, but the character suffers a -4 penalty on the attack roll.

Staggered and Unconscious

When a character's subdual damage exactly equals a character's current hit points, the character is staggered. The character is so badly weakened or roughed up that the character can only take a partial action each round. A character ceases being staggered when the character's hit points exceed the character's subdual damage again. When a character's subdual damage exceeds the character's current hit points, the character falls unconscious. While unconscious, a character is helpless. Each full minute that a character is unconscious, a character has a 10% chance to wake up and be staggered until the character's hit points exceed a character's subdual damage again. Nothing bad happens to a character if the character misses this roll.

Healing Subdual Damage

A character heals subdual damage at the rate of 10% base hit points per hour per character level.

Starvation and Thirst

In normal climates, Medium-size characters need at least a gallon of fluids and about a pound of decent food to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

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

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

Characters who have taken subdual damage from lack of food or water are fatigued. Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

Disease

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage. You can roll these Fortitude saving throws for the player so that he doesn't know whether the disease has taken hold.

Condition Summary

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. These points return at a rate of 1 per day (See Healing rate). Ability damage is different from effective ability loss, which is an effect that goes away when the condition causing it goes away. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Ability Drained: The character has permanently lost 1 or more ability score points. The character cannot regain these points through natural healing or the passage of time. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat, loses his positive Dexterity bonus to AC (if any), and grants a +2 bonus on attack rolls to enemies that attack him, just as if all his enemies were invisible. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any other activity (such as reading) that requires vision.

Blown Away: Depending on their size, creatures can be blown away by winds of high velocity. Creatures on the ground that are blown away are knocked down and rolled 1d4x10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures that are blown away are blown back 2d6x10 feet and sustain 2d6 points of subdual damage due to battering and buffering.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. According to the difference of their speed and the wind that is pushing them

Confused: A confused character's actions are determined by a 1d10 roll, re-rolled each round:

1: wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up)

2-6: do nothing for 1 round

7-9: attack the nearest creature for 1 round

10: act normally for 1 round. Any confused creature who is attacked automatically attacks her attackers on her next turn.

Cowering: The character is frozen in fear, loses her Dexterity bonus to AC (if any), and can take no actions. Foes gain a +2 bonus to hit cowering characters.

Dazed: A dazed creature can take no actions (but defends itself normally). A dazed condition typically lasts 1 round.

Dazzled: Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

Dead: The character's soul leaves his body permanently. A dead body decays, but magic that allows a dead character to come back to life restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other similar sorts of unpleasantness. A dead character cannot regain hit points.

Deafened: A deafened character cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells. He cannot make Listen skill checks.

Disabled: A character with 0 hit points, or one who has negative hit points but has stabilized and then improved, is disabled. He is conscious and able to act but horribly wounded. He can take only a partial action each round, and if he performs any strenuous action, he takes 1 point of damage after the completing the act. Strenuous actions include running, attacking, casting a spell, or using any ability that requires physical exertion or mental concentration. Unless the strenuous action increased the character's hit points, he is now dying. A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing hit points (even if his current hit points are negative). (See Death and Dying for further rules)

Dying: When a character's current hit points drop to between -1 and -9 inclusive, the character is dying. The character immediately falls unconscious and can take no actions. At the end of each round (starting with the round in which the character dropped below 0), roll d% to see whether the character stabilizes. The character has a 10% chance to become stable. If the character doesn't, the character loses 1 hit point. (see Death and Dying for further rules)

Entangled: An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC usually 15) or lose the spell.

Exhausted: Characters who are exhausted move at half normal speed and suffer an effective penalty of -6 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become fatigued.

Fatigued: Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any).

Frightened: A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, checks, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee, if possible. Panicked is a more extreme condition of fear.

Grappled: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled character cannot move, cast a spell, fire a missile, or undertake any action more complicated than making a barehanded attack, attacking with a Small weapon, or attempting to break free from the opponent. In addition, grappled characters do not threaten any area and lose any Dexterity bonuses to AC against opponents they aren't grappling.

Held: Held characters are subject to enchantments that make them unable to move. They are helpless. They can perform no physical actions (but they continue to breathe and can take purely mental actions).

Helpless: Bound, held, sleeping, paralyzed, or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters, or even deliver a usually lethal coup de grace. A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC were -5 (and a rogue can sneak attack him).

Incapacitated: Characters who are incapacitated are treated as helpless.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, magical devices (including weapons), spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. Invisible creatures gain a +2 bonus to attack rolls and negate Dexterity bonuses to their opponents' AC.

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

Normal: The character is unharmed (except, possibly, for hit points that have been lost) and unafflicted. She acts normally.

Panicked: A panicked creature suffers a -2 morale penalty on saving throws and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path randomly

(as long as he is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special ability or spell to escape. Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. He suffers a -4 penalty on melee attack rolls, and the only ranged weapon he can effectively use is a crossbow, which he may use without penalty. Opponents receive +4 bonuses on melee attack against him but -4 penalties on ranged attacks. Standing up is a move-equivalent action.

Shaken: A shaken character suffers a -2 morale penalty on attack rolls, checks, and saving throws. Shaken is a less severe fear condition than frightened or panicked.

Stable: A character who was dying but who has stabilized and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character, then the character no longer loses hit points. He has a 10% chance each hour to become conscious and be disabled (even though his hit points are still negative). If the character stabilized on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance to become conscious and be disabled. Otherwise he loses 1 hit point.

Staggered: A character whose subdual damage exactly equals his current hit points is staggered. He so badly weakened or roughed up that he can only take a partial action when he would normally be able to take a standard action.

Stunned: The character loses her Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters.

Unconscious: Knocked out and helpless.

Organic Hazards
Water

Any character can wade in relatively calm water that isn't over his head, no check required. Swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), it deals 1d3 points of subdual damage per round (1d6 points of normal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under. If the character goes under, the character is drowning. Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude saving throw (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of subdual damage from

hypothermia per minute of exposure. Environmental armor is usually water-tight and good to deep pressures.

<u>Drowning</u>

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to −1 hit points and is dying. In the third round, she dies. It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Heat

Heat deals subdual damage that cannot be recovered until the character gets cooled off. Once rendered unconscious through the accumulation of subdual damage, the character begins to take normal damage at the same rate. A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a −4 penalty to their saves. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour). In extreme heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a −4 penalty to their saving throws. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period). A character who sustains any subdual damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the subdual damage she took from the heat. Abysmal heat (air temperature over 140° F, fire, boiling water, lava) deals normal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of subdual damage. Those wearing heavy clothing or any sort of armor have a −4 penalty to their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell. Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

<u>Catching on Fire</u>

Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.) A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus. Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of damage as the character. Environmental armor can usually withstand many hundreds of degrees of heat, though the person inside may not be able to hold out as long as the armor. Essential fire will not affect the pilot, and as long as the fire is not essentially MD or magic, the armor can as well. The pilot merely has to worry about heat and the possibility of the armor overheating to a point where it can not function.

Cold

Cold and exposure deal subdual damage to the victim. This subdual damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of subdual damage, the cold and exposure begins to deal normal damage at the same rate. An unprotected character in cold weather (below 40° F) must make a Fortitude saving throw each hour (DC 15, + 1 per previous check) or sustain 1d6 points of subdual damage. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character who has the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage. A character who sustains any subdual damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the subdual damage she took from the cold and exposure. Environmental armor can usually withstand many hundreds of degrees below normal, and the armor can generate enough heat for the pilot to stay indefinitely in the cold.

Weather Hazards

Winds: Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, they can even knock characters down (Table 7-13: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a −2 penalty to ranged attacks (only to archaic and 'slow' moving projectile weapons) and to Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks (only archaic and 'slow' projectile weapons are affected) and Listen checks are at a −4 penalty. This is the velocity of wind produced by the gust of wind spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible (only archaic, 'slow' moving projectile weapons and atmosphere based missiles are affected), and even siege weapons and small air craft have a −4 penalty to attack and maneuver. Listen checks are at a −8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (only archaic, 'slow' moving projectile weapons, atmosphere based missiles and even Basic and Advanced ranged MD weapons are affected) (except with siege weapons and larger air craft, which have a −8 penalty to attack and maneuvering). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado: All flames are extinguished. All ranged attacks are impossible (only archaic, 'slow' moving projectile weapons, atmosphere based missiles and even Basic and Advanced ranged MD weapons are affected) (even with siege weapons), as are Listen checks.

Instead of being blown away (see Table 7-13: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Precipitation: Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a −4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see above).

Snow: While falling, snow reduces visibility as rain (−4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (see above).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (−4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms: The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a −8 penalty to all Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible (only archaic and 'slow' moving projectile weapons), siege weapons and large aircraft have a −4 penalty to attack and maneuver. Small aircraft have a -8 to attack and maneuver. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table 7-13: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types:

Duststorm: These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds (see above) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater duststorm accompanied by windstorm-magnitude winds (see above and Table 7-13: Wind Effects). These greater duststorms deal 1d3 points of subdual damage each round on anyone caught out in the open without shelter and also pose a choking hazard (see The Drowning Rule—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to ten times her Constitution score). Greater duststorms leave 2d3−1 feet of fine sand in their wake. See concealment for ramifications of poor visibility. Archaic ranged and particle beam weapons can not be used in these storms. Lasers do only ½ damage. Ranged MD 'slow' projectile weapons are at a -4 to hit. Missiles small size and larger are unaffected.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below). Characters with a lot of metal (power,

environmental and robotic armor as well as cyborgs have a 300% likelihood of being hit by lightning before anything else (Lightning in this case does MD damage to the armor, and subdual to the pilot).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search rolls, Listen checks, and all ranged weapon attacks impossible (absolute all ranged attacks are impossible). Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude saving throw (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into the following four types:

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind (see Table 7-13: Wind Effects).

Blizzard: The combination of high winds (see Table 7-13: Wind Effects), heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds (see Table 7-13: Wind Effects) and heavy rain, hurricanes are accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado (see Table 7-13: Wind Effects).

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures within 5 feet have one-half concealment (attacks by or against them have a 20% miss chance).

Flash Floods: Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads.

See next page for Table on Wind Effects.

Wind Force	Wind Speed	Archaic and 'slow' projectile attacks	Siege/Piloting*	Listen Checks	Creature Size**	Effect on Creatures	Fort Save DC
Light	0–10 mph	—	—	—	Any	None	—
Moderate	11–20 mph	—	—	—	Any	None	—
Strong	21–30 Mph	-2	—	-2	Tiny or smaller	Knocked down	10
					Small or larger	None	
Severe	31–50 Mph	-4	—	-4	Tiny	Blown away	15
					Small	Knocked down	
					Medium-size	Checked	
					Large or larger	None	
Windstorm	51–74 Mph	Imp	-4	-8	Small or smaller	Blown away	18
					Medium-size	Knocked down	
					Large or Huge	Checked	
					Gargantuan or Colossal	None	
Hurricane	75–174 Mph	Imp	-8	Imp	Medium-size or smaller	Blown away	20
					Large	Knocked down	
					Huge	Checked	
					Gargantuan or Colossal	None	
Tornado	175–300 Mph	Imp	Imp	Imp	Large or smaller	Blown away	30
					Huge	Knocked down	
					Gargantuan or Colossal	Checked	

*The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

**Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures are blown back 2d6x10 feet and sustain 2d6 points of subdual damage due to battering and buffering.

Other Dangers

Use the following guidelines to cover the other sorts of dangers a character can face.

Acid

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure. The fumes from most acids are inhalant poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of temporary Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of temporary Constitution damage. Creatures immune to acid's caustic properties might still drown in it if they are totally immersed. All MD weapons and armors are immune to acid unless it specifically does MD damage. Any armor that is sealed is immune to the effects of acid fumes.

Ice

Characters walking on ice must make Balance checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

Lack of Air/High Altitude

Characters in conditions of low oxygen, such as on top of a mountain, must roll a Fortitude saving throw each hour (DC 15, +1 per previous check), taking 1d6 points of subdual damage each time they fail. A character who sustains any subdual damage from lack of oxygen is automatically fatigued. These penalties end when the character recovers the subdual damage he took from low oxygen. Most environmental armor has built in oxygen reserves, though usually for not more than 2 hours.

Altitude Sickness

Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. After each 6- hour period a character spends at an altitude of over 20,000 feet, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

Suffocation

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a Constitution check (DC 10) in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hp). In the following round, she drops to −1 hit points and is dying. In the third round, she suffocates. Most environmental armors have a back up oxygen supply, though usually not longer than 2 hours.

Slow Suffocation

A Medium-size character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of subdual damage every 15 minutes. Each additional Medium-size character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Thus, two people can last for 3 hours, after which they each take 1d6 points per 15 minutes. If they have a torch (equivalent to another Medium-size character in terms of the air it uses), the air runs out in only 2 hours. Small characters consume half as much air as Medium-size characters. A larger volume of air, of course, lasts for a longer time. So, for instance, if two humans and a gnome are in a sealed chamber measuring 20 feet by 20 feet by 10 feet, and they have a torch, the air will last almost 7 hours (6 hours/3.5 people and torches x 4 10-ft. cubes = 6.86 hours).

Lava

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). An immunity or resistance to heat or fire serves as an immunity to lava or magma. However, a creature immune to heat might still drown if completely immersed in lava. This is mundane damage, but is possible to damage even MD armor and weapons. Though armor dipped in lava will probably survive, the pilot will have to deal with the heat. See Heat in the section above. Also Lava can gum up motor ability of powered armor and cyborgs.

Smoke

A character who breathes heavy smoke must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of subdual damage. Smoke obscures vision, giving one-half concealment (20% miss chance) to characters within it. Most environmental armos have back up oxygen supplies, but usually for not more than 2 hours.

Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen. For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage). Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table 7-14: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage. Powered armor is immune to most damages of falling but the pilot is not, half damage from falling and from falling objects is passed on to the pilot in the form of subdual damage.

Table 7-14: Damage from Falling Objects

Object Weight	Falling Distance
400−201 lb.	10 ft.
200−101 lb.	20 ft.
100−51 lb.	30 ft.
50−31 lb.	40 ft.
30−11 lb.	50 ft.
10−6 lb.	60 ft.
5−1 lb.	70 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land on.

Other Unnatural Hazards

Charm and Compulsion

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world. The charmed creature doesn't gain any magical ability to understand his new friend. The charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions. A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success. A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed. A charmed character never obeys a command that is obviously suicidal or grievously harmful to her. If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether. Any charmed character who is openly attacked by the creature who charmed him or the charmer's apparent allies is automatically freed of the spell or effect. Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster. Regardless whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

Fear

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

- Shaken: Characters who are shaken suffer a −2 morale penalty to attack rolls, saves, and checks.
- Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can, although they can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).
- Panicked: Characters who are panicked are shaken, and in addition they have a 50% chance to drop what they're holding,

and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.
- Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

Gaseous Form

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas. Gaseous creatures can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as issue under the crack of a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course). Creatures in gaseous form have damage reduction 20/Supernatural devices (note not MD, and therefore a MD weapon could still vaporize a gaseous creature to atoms, though a creature that is naturally MD has that quality still in gaseous form). Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor (for example, from the mage armor spell) still apply. Gaseous creatures do not need to breathe and are immune to attacks involving breathing. Gaseous creatures can't enter water or other liquid. Gaseous creatures are not ethereal or incorporeal. Gaseous creatures are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form. Discerning a creature in gaseous form from natural mist requires a Spot check (DC 15). Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Incorporeality

Incorporeal creatures can only be harmed by other incorporeal creatures, by supernatural devices (including weapons), or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids. Even when struck by magic or supernatural weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect Incorporeal creatures move in any direction (including up or down) at will. They do not need to walk on the ground. Incorporeal creatures can pass through solid objects at will, although they cannot see when their eyes are within solid matter. Incorporeal creatures are inaudible unless they decide

to make noise. The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force or has the ghost touch ability. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or suffer falling damage. Corporeal creatures cannot trip or grapple incorporeal creatures. Incorporeal creatures have no weight and do not set off traps that are triggered by weight. Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Invisibility

Invisibility makes a creature undetectable by vision, including darkvision. A creature can generally notice the presence of an active invisible creature within 30 feet with a Spot check (DC 20). The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, or an unliving creature holding still, or a completely immobile creature, is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds at such a check, the invisible creature still benefits from full concealment (50% miss chance). A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the exact location of an invisible creature. A Listen check that beats the DC by 20 reveals the invisible creature's location.

Table 7-15: Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is:	DC
In combat or speaking	0
Moving at half speed	Move Silently check
Moving at full speed	Move Silently check at −4
Running or charging	Move Silently check at −20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot areas using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character inflicts no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.) If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location. If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). At your option, a particularly large and slow creature might get a smaller miss chance. If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance. If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible. Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location. An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from one-half concealment (20% miss chance). A creature with the scent ability can detect invisible creatures as it would a visible one. A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss roll rather than two 50% miss rolls.) A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility. An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it. Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help. Invisibility does not thwart detect spells. Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

Paralysis and Immobilization

Some monsters and spells have the supernatural or spell-like ability to paralyze or hold their victims, immobilizing them through magical means. A paralyzed or held character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components. Paralysis works on the body, and a character

can usually resist it with a Fortitude saving throw. Hold is a mind-affecting enchantment, and a character usually resists it with a Will saving throw. A winged creature flying in the air at the time that it is held or paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he suffers the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw. One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way-if the vial containing it is left unstoppered, for instance-remains potent until it is touched or used. Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Perils of Using Poison

A character has a 5% chance to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a 1 on an attack roll with a poisoned weapon must make a Reflex saving throw (DC 15) or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Metamorph

Magic can cause creatures and characters to change their shapes-sometimes against their will, but usually to gain an advantage. Metamorphed creatures retain their own minds but have new physical forms.

Creatures that metamorph themselves with an ability (not a spell) do not suffer disorientation. Since creatures do not change types, a slaying or other destructive weapon designed to kill or harm creatures of a specific type affects those creatures even if they are metamorphed. Likewise, a creature metamorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature. Essentially you gain the appearance but not any abilities of the creature in question.

Rays and Touch Attacks

All ray attacks require the attacker to make a successful ranged touch attack against the target (excluding any AC bonuses for actual armor). Rays have varying ranges, which are simple maximums. A ray's attack roll never suffers a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never require a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place. Rays that are used for called shots, follow the called shot guidelines outlined at the beginning of this book.

Chapter 8
Determining Balance in a Rifts Game

Balancing out Rifts Character Classes

Effective Character Levels and Level Adjustments

When using the following tables and a variable number is involved take the average for the Level Adjustment calculation.

When figuring out a level adjustment for a character that can be in more than one size category allow the player to decide which category they would like to be in and adjust appropriately.

All abilites are not as simple as plus and minus, some abilities are not as useful over time and some are not deserving of an entire $+1$, but several abilities may deserve a $+1$ or $+2$ instead of the simply $+3$. This must be adjudicated by your DM.

Note: All abilities and bonuses, qualities and special abilities are referred to before any conversion is applied.

NPC Character Classes

Any character class that has no special powers beyond skills and/or a minor (1 to 8 point) increase to a stat or ability is an NPC class

Base Class or Level $+0$

Any character that is a minor psychic or has a few supernatural abilities or is exclusively a magic user is base level..

E.g. Psi Stalker, Crazies, Wormwood Human, Etc.

(Note: though psi stalkers receive only a few sense powers and psionic powers as well as bonuses, to save, stats and hit points, they also must feed on P.P.E. Without this important limitation they may be considered level plus one. Though crazies gain many abilities they also receive hefty penalties making them only level $+0$.)

Figuring Out Level Plus

NPC class/race
Coalition Grunt O.C.C.
Coalition RPA Specialist O.C.C. (Without SAMAS, $+1$ with)
Coalition Military Specialist O.C.C.
Colonist O.C.C.
Human R.C.C.
Galactic Tracer
Runner O.C.C.
Space Pirate O.C.C.
Spacer O.C.C.
Wilderness Scout O.C.C.

Level $+0$
Crazy O.C.C.
Psi-Stalker R.C.C.
Cyber-Knight O.C.C.
Head Hunter O.C.C.
    (because of starting cybernetics otherwise, NPC class)

Level $+1$
Dog Boy R.C.C. (Could be $+2$ depending on breed)
Ley Line Walker O.C.C.
Shifter O.C.C.
Wolfen R.C.C.

Level $+2$
Burster R.C.C.
Mind Melter R.C.C.
Mystic O.C.C.
Techno-Wizard O.C.C.

Level $+3$
True Atlantean R.C.C.
Noro R.C.C.

Level $+4$
Atlantean Nomad O.C.C. (Atlantean R.C.C. Included)
Kreeghor R.C.C.
Phase Mystic O.C.C.
Tattooed Man O.C.C.
T-Monster Man O.C.C.
Noro Psychic O.C.C.

Level $+5$
Kittani Warrior R.C.C.
Hawrk-Duhk R.C.C.
Maxi-Man O.C.C.
Draconid R.C.C.
Catyr R.C.C.

Level $+6$
Shaydor Spherian R.C.C.
Shaydorian Intel R.C.C.
Noro Mystic Warrior O.C.C.

Level $+7$
Undead Slayer O.C.C.
Seljuk R.C.C.

Level +8
Hawrk-ka R.C.C. (+7 for a medium creature)

Level +11
Dragon Hatchling R.C.C.
First Stage Promethean R.C.C. (+1 for a large creature)

Level +12
Splugorth Conservator R.C.C.
Promethean Time Master O.C.C (Promethean R.C.C. Included, +1 for Large Creature)

Level +13
Phantom R.C.C.

Level +14
Phase Adept R.C.C. (Promethean R.C.C. Included, +1 for a Large Creature)

Level +17
Adarok R.C.C.

Level +38
Zembahk R.C.C.

Level +50
Splugorth R.C.C.

Starting Ability Scores
Ability scores, Sum up the averages of all the attributes, disregarding P.B., if any stat is not applicable, have the Dm assign an appropriate value or remove the stat from the total. (54 = 6 x 9, therefore treat all the parameters below as if they were 9 points lower or just add 9 to your sum total)

Parenthetic numbers are for the sum difference from the base average of 9.

Sum of average ability scores is less than 54 (0)	-1
Sum of average ability scores is less than 61 (7)	+0
Sum of average ability scores is less than 72 (18)	+1
Sum of average ability scores is less than 89 (35)	+2
Sum of average ability scores is less than 114 (60)	+3
Sum of average ability scores is less than 153 (99)	+4
Sum of average ability scores is less than 200 (156)	+5
Sum of average ability scores is less than 261 (217)	+6

Base Speed
30 ft. or less	+0
80 ft. or less	+1
140 ft. or less	+2
260 ft. or less	+3
600 ft. or less	+4
600+ ft.	+5

Supernatural Attributes
Supernatural attributes (P.E. and at least one other)	+1
Supernatural strength (In addition to other supernatural attributes)	+1

Hit Points
S.D.C. Creature	+0
E.g. Less than 800 hit points without the MD quality	
Minor MD creature	+1
E.g. Less than 150 hit points with the MD quality.	
Major MD creature	+2
E.g. Less than 400 hit points with the MD quality.	
Tough MD creature	+3
E.g. Less than 1100 hit points with the MD quality	
Pure MD being	+4
E.g. Less than 10000 hit points with the MD quality	
Extreme MD being	+6
E.g. More than 10000 hit points with the MD quality	
Super Being	+9
E.g. More than 100000 hit points with the MD quality	

Creature Size
Fine Creature	-1
Tiny Creature	-1
Small Creature	+0
Medium Creature	+0
Large creature with reach	+1
Large creature without reach	+0
Huge Creature	+2
Colossal Creature	+3
Gargantuan Creature	+4

From Table 6-1: Size Dimensions
Size	AC/Attack Modifier	Dimension*	Weight**
Fine	+8	6 in. or less	1/8 lb. or less
Diminutive	+4	6 in.-1 ft.	1/8 lb.-1 lb.
Tiny	+2	1 ft.-2 ft.	1 lb.-8 lb.
Small	+1	2 ft.-4 ft.	8 lb.-60 lb.
Medium	0	4 ft.-8 ft.	60 lb.-500 lb.
Large	-1	8 ft.-16 ft.	500 lb.-4,000 lb.
Huge	-2	16 ft.-32 ft.	4,000 lb.-32,000 lb.
Gargantuan	-4	32 ft.-64 ft.	32,000 lb.-250,000 lb.
Colossal	-8	64 ft. or more	250,000 lb. or more

* Biped's height, quadruped's body length (nose to base of tail).
** Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

Innate/Special Natural Abilities
Less than 3 useful natural abilities	+0
Less than 7 useful natural abilities	+1
Less than 12 useful natural abilities	+2
Naturally has telemechanical abilities	+1
Has powerful immunity	+1
E.g. impervious to magic, psionics, Etc.	

C.C./Natural bonuses/abilities include two or more impervious qualities +1

Bio-regeneration that recovers than 4% of total hit points per minute (but counts a useful above) +0

Bio-regeneration that recovers less than 10% of total hit points per minute +1

Bio-regeneration that recovers more than 10% of total hit points per minute +2

Note: A multitude of useful but low powered natural abilities such as Night-vision, keen eyesight, acute sense of smell, may only count as one half for the purposes of level adjustment above.

Note: Useful means that these abilities can either be used at will, constantly running, are extremely helpful, or other justifiable criteria.

Note: In addition to the modifiers above any natural ability that emulates a spell is +1, regardless of DC to use it or number of times per day.

Natural Attacks and Multiple Limbs

Breath Weapon	+1
Three or more natural attacks without the MD quality	+1
Three or more natural attacks with the MD quality	+2
Six or more natural attacks with the MD quality	+3
Three or more limbs	+1
Six or more limbs	+2

Natural Ability to fly

Winged	+1
Psionic	+1
Magical	+1
Other	+1

Base Speed of flight

30 ft. or less	+0
100 ft. or less	+1
250 ft. or less	+2
500 ft. or less	+3
900 ft. or less	+4
900 ft. or more	+5

Character Class and Natural Bonuses

C.C./Natural bonuses greater than a combined total of +10 to any attribute or ability or save. +1

C.C./Natural bonuses include two or more impervious qualities +1

Note: Bonuses to sub-classes of saves count as one half for calculating ECL.

Note: Spd bonuses are not included but are covered under Base Speed level adjustments.

Note: Hit point bonuses are not included, but are covered under hit point level adjustments.

Psychics

Minor	+0
Major	+1
Master	+2

Note: Sometimes if a class is listed as a minor/major/master psychic see if the powers are really justified for the level adjustment. E.g. A Cyber-knight who receives three minor powers and a psi-sword that although is free to manifest but not very strong is not worth and additional level +1. The cyber-knights natural bonuses are balanced out by the fact that the night has to follow a code of honor (see below) and therefore it's total is base level.

Note: Sometimes minor psionic powers can overlap with innate abilities as a result this may effect the level adjustment downwards.

Innately knows a lesser category of psionics
+2 x number of categories

Innately knows 7 or less lesser psionics	+1
Knows Psionics from two or more lesser categories	
	+1
Innately knows 8 or more lesser psionics	+2
Knows lesser psionics from each lesser category	
	+1
Innately knows 2 or less super psionics or has access to telemechanics	+1
Innately knows 5 or less super psionics	+2
Innately knows 6 or more super psionics	+3
Innately knows all Super Psionics	+4
For every four levels of fixed manifestor	+1

Magic

Ability to learn and cast from a school of Magic
+1

For every four fixed caster levels	+1
Innately knows a level of spells	+2 x level known
Innately knows 9 or less levels of spells	+1
Innately knows 20 or less levels of spells	+2
Innately knows 33 or less levels of spells	+3
Innately knows 48 or less levels of spells	+4
Innately knows 67 or less levels of spells	+5
Innately knows 90 or less levels of spells	+6
Innately knows 117 or less levels of spells	+7
Innately knows 148 or less levels of spells	+8
Innately knows 149 or more levels of spells	+(9+)

Vulnerabilities/Penalties/Drawbacks

Vulnerabilities/Penalties (Minor) -1
E.g. Psi Stalker, Juicers, Crazies, Tattooed Man, Etc.

Vulnerabilities/Penalties (Major) -2
E.g. Kreeghor, Silhouettes, Dominators, Splugorth Etc.

Vulnerabilities/Penalties (Severe) -2/-3
E.g. Vampires -2, Vampire Intelligence -3, Etc.

Miscellaneous

Specific Code to live by, to keep character or powers	-1
Item Creation Ability	+(1+)
*Long Lived 250+ years	+1
*Extremely Long Lived 1000+ years	+1
*Immortal	+2
Class skills or Skills of Note	+0
Three or less skills	-1
Skills replaced by an O.C.C.	+0
Virtual Size Increases not due to supernatural or robotic qualities.	
+1 for every 2 virtual size increases	
1 or 2 pieces of unique starting equipment	+0
E.g. TW items, cybernetics, good quality guns or armor, Etc.	
Many or especially unique starting equipment	+2

Starting with Rune Weapon	+1
I.e. Lesser or Greater Rune Weapon	
Starting with Greatest Rune Weapon	+2
Starting with special quality armor (Power or not)	+1/+2
e.g Glitter boy armor (+2), SAMAS (+1), Special Exoskelton, Etc.	
Starting with a Cyborg Body of any kind	+2

* This Level adjustment is low considering the actual value of the item in question, however these factors may not come up in games and are therefore moot. DM's may readily change this decision if the game requires it.

Chapter 9
Specific Conversions and Optional Conversions

Archaic Weapons and Armor Optional Conversions

Archaic Weapons

Phase, Vibro , Power, Plasma and Rune weapons can either be kept as is, or use these damage conversions. This method has a way of making specific types of weapons do specific damage ratings as well as criticals.

Note: Tattoo flaming weapons do Vibro equivalent.

The Costs of these weapons often depend on the circumstances. Guidelines have been given below on Table 9-1: Archaic Weapons. Vibro weapons often cost ten times as much as their standard type. Phase can cost up to 100 times as much. Plasma and Power versions of these archaic weapons can cost a 1000 times their listed value. Rune weapons are usually not for sale on the open market but if they did their base cost would be at least 10 000 times the price listed below plus the cost of additional powers of the weapon. See Table 9-2: Variant Weaponry Cost Increases, for price trends.

Table 9-1: Archaic Weapons

Weapon	Cost in Credits	Damage*	Phase / Vibro @	Plasma / Power @	Rune $	Critical	Range	Weight	Type**
Unarmed Attacks									
Gauntlet #	20	x1	x2 MD	x3 MD	x4 MD	—	—	2 lb.	B
Colossal-size	—	2d8s	4d8	6d8	8d8	x2	—	—	B
Huge-Size	—	2d6s	4d6	6d6	8d6	x2	—	—	B
Large-size	—	2d4s	4d4	6d4	8d4	x2	—	—	B
Medium-size	—	2d3s	4d3	6d3	8d3	x2	—	—	B
Small-size	—	2d2s	4d2	6d2	8d2	x2	—	—	B
Tiny-size	—	1d2s	2d2	3d2	4d2	x2	—	—	B
Simple Weapons—Melee									
Small-size									
Dagger	50	1d6	2d6	3d6	4d6	19—20/x2	10 ft.	1 lb.	P
Dagger, punching	75	1d6	2d6	3d6	4d6	x3	—	2 lb.	P
Knife	60	1d6+1	2d6+2	3dd6+3	4d6+4	x2	10 ft.	1 lb.	P
Mace, light	200	2d6	4d6	6d6	8d6	x2	—	6 lb.	B
Sickle	150	2d4	4d4	6d4	8d4	x2	—	3 lb.	S
Medium-size									
Club	—	2d4	4d4	6d4	8d4	x2	10 ft.	3 lb.	B
Halfspear	50	1d4	2d4	3d4	4d4	x3	20 ft.	3 lb.	P
Mace, heavy	200	2d6+2	4d6+4	6d6+6	9d6+8	x2	—	12 lb.	B
Morningstar	250	3d6	6d6	9d6	12d6	x2	—	8 lb.	B&P
Large-size									
Iron Staff	225	3d4/3d4	6d4/6d4	9d4/9d4	12d4/12d4	x2	—	16 lb.	B
Quarterstaff	—	2d6/2d6	4d6/4d6	6d6/6d6	8d6/8d6	x2	—	4 lb.	B
Shortspear	150	1d6	2d6	3d6	4d6	x3	20 ft.	5 lb.	P
Simple Weapons—Ranged									
Small-size									
Small Crossbow, light	175	1d6	2d6	3d6	4d6	19—20/x2	80 ft.	6 lb.	P
Bolts, crossbow (10)	5	—	—	—	—	—	—	1 lb.	—
Dart	2	1d6	2d6	3d6	4d6	x2	20 ft.	1/2 lb.	P
Sling	—	1d6	2d6	3d6	4d6	x2	50 ft.	0 lb.	B

Bullets, sling (10)	50	—	—	—	—	—	—	5 lb.	—

Medium-size

Crossbow, heavy	300	2d6	4d6	6d6	8d6	19–20/x2	120 ft.	9 lb.	P
Bolts, crossbow (10)	5	—	—	—	—	—	—	1 lb.	—
Javelin	150	2d4	4d4	6d4	8d4	x2	30 ft.	2 lb.	P

Martial Weapons—Melee
Small-size

Axe, throwing	50	2d4	4d4	6d4	8d4	x2	10 ft.	4 lb.	S
Hammer, light	225	2d6	4d6	6d6	8d6	x2	20 ft.	2 lb.	B
Handaxe	30	2d6	4d6	6d6	8d6	x3	—	5 lb.	S
Lance, light	300	2d6+2	4d6+4	6d6+6	9d6+8	x3	—	5 lb.	P
Pick, light	70	2d4	4d4	6d4	8d4	x4	—	4 lb.	P
Sap	50	2d4s	4d4	6d4	8D4	x2	—	3 lb.	B
Sword, short	200	2d4	4d4	6d4	8d4	19–20/x2	—	3 lb.	P

Medium-size

Battleaxe	150	3d6	6d6	9d6	12d6	x3	—	7 lb.	S
Flail, light	275	2d6	4d6	6d6	8d6	x2	—	5 lb.	B
Lance, heavy	450	3d6+3	6d6+6	9d6+9	12d6+12	x3	—	10 lb.	P
Longsword	275	2d6	4d6	6d6	8d6	19–20/x2	—	4 lb.	S
Pick, heavy	120	3d4	6d4	9d4	12d4	x4	—	6 lb.	P
Rapier	100	2d4	4d4	6d4	8d4	18–20/x2	—	3 lb.	P
Scimitar	175	2d6	4d6	6d6	8d6	18–20/x2	—	4 lb.	S
Trident	200	2d6+2	4d6+4	6d6+6	9d6+8	x2	10 ft.	5 lb.	P
Warhammer	200	3d4	6d4	9d4	12d4	x3	—	8 lb.	B

Large-size

Falchion	250	2d6	4d6	6d6	8d6	18–20/x2	—	16 lb.	S
Flail, heavy	300	3d6	6d6	9d6	12d6	19–20/x2	—	20 lb.	B
Glaive	200	2d6	4d6	6d6	8d6	x3	—	15 lb.	S
Greataxe	100	4d6	8d6	12d6	16d6	x3	—	20 lb.	S
Greatclub	300	3d6	6d6	9d6	12d6	x2	—	10 lb.	B
Greatsword	300	2d6+2	4d6+4	6d6+6	9d6+8	19–20/x2	—	15 lb.	S
Guisarme	250	2d6	4d6	6d6	8d6	x3	—	15 lb.	S
Halberd	400	3d6	6d6	9d6	12d6	x3	—	15 lb.	P&S
Longspear	200	2d6	4d6	6d6	8d6	x3	—	9 lb.	P
Ranseur	75	2d6	4d6	6d6	8d6	x3	—	15 lb.	P
Scythe	225	3d6	6d6	9d6	12d6	x4	—	12 lb.	P&S

Martial Weapons—Ranged
Medium-size

Shortbow	150	1d6	2d6	3d6	4d6	x3	60 ft.	2 lb.	P
Arrows (20)	5	—	—	—	—	—	—	3 lb.	—

Large-size

Longbow	350	2d6	4d6	6d6	8d6	x3	100 ft.	3 lb.	P
Arrows (20)	5	—	—	—	—	—	—	3 lb.	—

Exotic Weapons—Melee
Tiny-size

Kukri	40	1d6	2d6	3d6	4d6	18–20/x2	—	3 lb.	S

Small-size

Kama	60	2d4	4d4	6d4	8d4	x2	—	2 lb.	S
Nunchaku	150	2d4	4d4	6d4	8d4	x2	—	2 lb.	B
Siangham	75	2d4	4d4	6d4	8d4	x2	—	1 lb.	P

Medium-size

Sword, Bastard	250	2d6+2	4d6+4	6d6+6	9d6+8	19–20/x2	—	10 lb.	S
Sword, Claymore	300	3d6	6d6	9d6	12d6	19-20/x2	—	12 lb.	S
Sword, Katana	650	3d4+6	6d4+12	9d4+18	12d4+24	19-20/x2	—	8 lb.	S

Large-size

Sword, Flamberge	550	3d6+6	6d6+12	9d6+18	12d6+24	19-20/x2	—	18 lb.	S+B

Exotic Weapons—Ranged

Tiny-size

Crossbow, Hand	450	1d6	2d6	3d6	4d6	19–20/x2	30 ft.	3 lb.	P
Bolts (10)	5	—	—	—	—	—	—	1 lb.	—
Shuriken	6	1	2	3	4	x2	10 ft.	1/10 lb.	P

* **s** stands for subdual damage

** B = Blunt, P = Piercing, S = Slashing

@ These weapons only do MD never subdual

$ This kind of weapon can do MD or subdual, though subdual takes a -4 penalty to hit.

Gauntlets allow the wielder to do normal damage with unarmed attacks, without having to take the -4 penalty to hit. The wielder also gets to apply their strength bonus in whatever damage they deal.

Table 9-2: Variant Weaponry Cost Increases

	Vibro	Phase	Power	Plasma	Rune
Price	x10	x100	x1000	x1000	x10,000 +

Archaic Armor

Archaic armor is presented below has been modified for these conversions rules, all A.R. have had 5 added to them and the new qualities of Max DEX, Armor Check Penalty and Arcane Spell Failure. MD equivalents of this armor can be purchased for about 100 times the cost shown below. These armors are not considered to be modern and therefore armor proficiencies must be taken to use these. Everyone is capable of using Light armors, unless specifically stated otherwise.

Table 9-3: Archaic Armor

Armor	Cost in Credits	A.R.	Hit Points (SD)*	Weight	Max DEX	Armor Check Penalty	Arcane Spell Failure
Light Armor							
Cloth (full)	20	10	6	21lbs	10	0	0%
Padded or Quilt (full)	50	13	15	5 lbs	8	0	0%
Soft Leather (full)	75	15	20	8 lbs	8	0	5%
Hard Leather (full)	150	16	30	11 lbs	7	-1	5%
Studded Leather (full)	200	18	38	20 lbs	6	-1	5%
Chain Shirt	250	15	40	15 lbs	5	-2	10%
Medium Armor							
Chain Mail (full)	280	19	44	40 lbs	4	-4	15%
Chain Mail (half)	170	24	20	18 lbs	5	-2	10%
Double mail (full)	340	20	55	50 lbs	3	-6	20%
Double mail (half)	200	15	28	20 lbs	4	-3	10%
Scale (full)	650	20	75	45 lbs	3	-6	25%
Scale (half)	300	16	35	20 lbs	4	-3	15%
Heavy Armor							
Splint (full)	700	21	82	50 lbs	2	-8	35%
Splint (half)	400	17	40	22 lbs	3	-4	25%
Plate and Chain (full)	800	20	100	52 lbs	2	-6	30%
Plate (full)	1000	22	160	58 lbs	1	-7	40%
Plate (half)	450	19	60	20 lbs	2	-4	25%

* MD versions of this armor can be purchased at usually 100 times the price

NAME		R.C.C. / O.C.C. / P.C.C.		LEVEL

RACE	SIZE	AGE	HEIGHT	WEIGHT	EYES	HAIR	DEITY (OPTIONAL)	ALIGNMENT

ABILITY	SCORE	MOD	SCORE	MOD		TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MOVEMENT	
STR =					FORT SAVE =	=	+	CON +	+	+		SPEED =	
DEX =					REFLEX SAVE =	=	+	DEX +	+	+		RUN =	x4
CON =					WILL SAVE =	=	+	WIS +	+	+			
INT =					BASE ATTACK =				HP =		TOTAL		SUBDUAL
WIS =					AC =	= 10 +		DEX +	MISC +				DAMAGE
CHA =					INITIATIVE =		=	DEX +	MISC	HP1 =	TOTAL		DAMAGE

ABILITY	SCORE	MOD	SCORE	MOD								
			TOTAL		BASE ATTACK BONUS	STR	SIZE	MISC		HP2 =	TOTAL	DAMAGE
MELEE =			=			+	+	+		HP3 =	TOTAL	DAMAGE
RANGED =			=			+	+	+		HP4 =	TOTAL	DAMAGE
			TOTAL		BASE ATTACK BONUS	DEX	SIZE	MISC				

CROSS	SKILL NAME	ABILITY	PLUS	MOD	RANK	MISC		CROSS	SKILL NAME	ABILITY	PLUS	MOD	RANK	MISC
	ANIMAL EMPATHY	CHA	=	+	+				KNOWLEDGE (PSIONICS)	INT	=	+	+	
	ℂ APPRAISE	INT	=	+	+				KNOWLEDGE (PLANES)	INT	=	+	+	
	ℂ BALANCE	DEX*	=	+	+				KNOWLEDGE (RELIGION)	INT	=	+	+	
	ℂ BLUFF	CHA	=	+	+				KNOWLEDGE (SCIENCE)	INT	=	+	+	
	ℂ CLIMB	STR*	=	+	+				ℂ LISTEN	WIS	=	+	+	
	ℂ CONCENTRATION	CON	=	+	+				ℂ MOVE SILENTLY	DEX*	=	+	+	
	CRAFT (Alchemy & Metallurgy)	INT	=	+	+				OPEN LOCK	DEX	=	+	+	
	CRAFT (Computer & Electronics)	INT	=	+	+				ℂ PERFORM ( )	CHA	=	+	+	
	CRAFT (Cybernetics & Robotics)	INT	=	+	+				ℂ PERFORM ( )	CHA	=	+	+	
	CRAFT (Demolitions)	INT	=	+	+				ℂ PERFORM ( )	CHA	=	+	+	
	CRAFT (Electrical & Mechanical)	INT	=	+	+				ℂ PILOT (GROUND BASED)	DEX	=	+	+	
	CRAFT (Weapons & Systems)	INT	=	+	+				ℂ PILOT (AIR / WATER)	DEX	=	+	+	
	ℂ CRAFT ( )	INT	=	+	+				ℂ PILOT (SPACE)	DEX	=	+	+	
	ℂ CRAFT ( )	INT	=	+	+				PROFESSION ( )	WIS	=	+	+	
	CRYPTOGRAPHY & COMM.	INT	=	+	+				PROFESSION ( )	WIS	=	+	+	
	DECIPHER SCRIPT	INT	=	+	+				PSICRAFT	INT	=	+	+	
	ℂ DIPLOMACY	CHA	=	+	+				READ LIPS	INT	=	+	+	
	DISABLE DEVICE	INT	=	+	+				■ REMOTE VIEW	INT	=	+	+	
	ℂ DISGUISE	CHA	=	+	+				ℂ RIDE	DEX	=	+	+	
	ℂ ESCAPE ARTIST	DEX*	=	+	+				■ SCRY	INT	=	+	+	
	ℂ FORGERY	INT	=	+	+				ℂ SEARCH	INT	=	+	+	
	ℂ GATHER INFORMATION	CHA	=	+	+				ℂ SENSE MOTIVE	WIS	=	+	+	
	HANDLE ANIMAL	CHA	=	+	+				SLEIGHT OF HAND	DEX*	=	+	+	
	ℂ HEAL/MEDICINE	WIS	=	+	+				SPELLCRAFT	INT	=	+	+	
	ℂ HIDE	DEX*	=	+	+				ℂ SPOT	WIS	=	+	+	
	INNUENDO	WIS	=	+	+				ℂ SURVIVAL	WIS	=	+	+	
	ℂ INTIMIDATE	CHA	=	+	+				ℂ SWIM	STR*	=	+	+	
	ℂ INTUIT DIRECTION	WIS	=	+	+				TUMBLE	DEX*	=	+	+	
	ℂ JUMP	STR*	=	+	+				■ USE SUPERNATURAL DEVICE	CHA	=	+	+	
	KNOWLEDGE (ARCANA)	INT	=	+	+				ℂ USE ROPE	DEX	=	+	+	
	KNOWLEDGE (ARCHI. & ENG.)	INT	=	+	+						=	+	+	
	KNOWLEDGE (ENTITIES)	INT	=	+	+						=	+	+	
	KNOWLEDGE (GEOGRAPHY)	INT	=	+	+						=	+	+	
	KNOWLEDGE (HISTORY)	INT	=	+	+						=	+	+	
	KNOWLEDGE (LAW & POLITICS)	INT	=	+	+				■ CLASS SPECIFIC					
	KNOWLEDGE (MILITARY)	INT	=	+	+				ℂ CAN USE UNTRAINED					
	KNOWLEDGE (NATURE)	INT	=	+	+				* ARMOR CHECK APPLIES					

KITS   HEAL   DISG

WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES
WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES
WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES
WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES

AMMO: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□   AMMO: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ ■■■■

EXPERIENCE POINTS

MONEY

2 1K **3** 3K **4** 6K **5** 10K **6** 15K **7** 21K **8** 28K **9** 36K **10** 45K **11** 55K **12** 66K **13** 78K **14** 91K **15** 105K **16** 120K **17** 136K **18** 153K **19** 171K **20** 190K **21** 210K **22** 231K **23** 253K **24** 276K **25** 300K **26** 325K

ITEMS/GEAR

OBJECT	WEIGHT

FEATS

CIRCLED NUMBER MEANS ACHIEVED

1
2
3
4
5
6
7
8
9
10
11
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14
15
16
17
18
19
20

ABILITIES

INCLUDING VIRTUAL FEATS

LANGUAGES

SPEAK LANGUAGE   POINTS

NEW FEAT EVERY 3 LEVELS -- ABILITY INCREASE EVERY 4 LEVELS -- SKILL RANK MAXIMUM IS LEVEL+3 -- CROSS-CLASS RANKS IS 1/2 CLASS RANK -- 2PTS. SPEAK LANGUAGE = 1 NEW LANGUAGE

SPECIAL ITEMS

PROTECTION

POWER ARMOR
ROBOTIC ARMOR   :
CYBORG BODY   NAME

NOTES:

FATIGUE RATE

HP = _____ TOTAL   ACP = _____   BASE SPEED = _____   STR = _____   DEX = _____   SIZE = _____   H = _____   W = _____   POWER = _____ LIFE

WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	ROF / CRITICAL	RANGE	WEIGHT	PAYL	TYPE	SPECIAL PROPERTIES

ARMOR/FORCE FIELD	HP	ACP	TYPE	WEIGHT	LIFE OF POWER SOURCE	SPECIAL PROPERTIES

ARMOR/FORCE FIELD	HP	ACP	TYPE	WEIGHT	LIFE OF POWER SOURCE	SPECIAL PROPERTIES

BASE POINTS & CONVERSION NOTES — R.C.C./O.C.C./P.C.C.

MAG
- BASE PPE = [ ] LVL 10% + CON | SPELL LVL = [ ] REM
- B. SPELL LVL = [ ] REM | B. SPELL LVL = [ ] REM

PSIONICS
- BASE ISP = [ ] LVL 10% + WIS | BASE SEN. = [ ] REM
- BASE HEAL = [ ] REMAIN | BASE PHYSICAL = [ ] REM
- BASE SUPER = [ ] REM | BASE ___ ITEM = [ ] REM

MISC
- SKILL POINTS = [ ] LVL + INT | BASE ___ ITEM = [ ]
- BASE ___ ITEM = [ ] REM | BASE ___ ITEM = [ ]

HP
- BASE HP = [ ] LVL 10% + CON | ARCHETYPE = [ ]

NOTES

Psionics increase at: base number of powers in category x 0.10 x new level

For every whole number gained in a category a new power may be discovered, (remainders are recorded)

Spells increase at: number of spells x max possible levels of the spells at first level x 0.10 x new level

Every whole number achieved may be spent on new spell levels, (remainders are recorded)

Every new level a bonus is added to powers and spell levels learned based on 10% WIS or INT modifier

I.Q.=INT, M.E.=WIS, M.A.=CHA, P.S.=STR, P.P.=DEX, P.E.=CON, P.B. is disregarded

Head = 10% of Main Body, Arms = 10%, Legs 10%, Torso 50%, additional appendages add to HP

PPE PERM

BASE POINTS & CONVERSION NOTES — R.C.C./O.C.C./P.C.C.

MAG
- BASE PPE = [ ] LVL 10% + CON | SPELL LVL = [ ] REM
- B. SPELL LVL = [ ] REM | B. SPELL LVL = [ ] REM

PSIONICS
- BASE ISP = [ ] LVL 10% + WIS | BASE SEN. = [ ] REM
- BASE HEAL = [ ] REMAIN | BASE PHYSICAL = [ ] REM
- BASE SUPER = [ ] REM | BASE ___ ITEM = [ ] REM

MISC
- SKILL POINTS = [ ] LVL + INT | BASE ___ ITEM = [ ]
- BASE ___ ITEM = [ ] REM | BASE ___ ITEM = [ ]

HP
- BASE HP = [ ] LVL 10% + CON | ARCHETYPE = [ ]

NOTES

M.D.C. = Hit Points with Damage Reduction 100/Tech, S.D.C./S.D. = Hit Points, M.D. = Damage /Tech

Called Shots, you must hit an AC that is 50% more and modified with size bonuses and penalties

Base Speed = Average SPD. X 3 rounded to nearest 10 in feet.

Base Speed = (Mph x 5280)/2400 = ft./6 sec. Base Speed = (kmph x 3280.83)/2400 = ft./6 sec.

% Conversion = 25 – ([Base % + 1st Level %] / 100 x 20) for DC, bonuses to the roll are +1 per level.

Psionics are WIS based. Magic is all CHA based. Virtual Size Increases: Robotic = 1, Supernatural = 2.

Psionics have been assigned power levels based upon total I.S.P. cost divided by 3 (rounded down).

ISP PERM

NAME	LEVEL	RANGE	DURATION	P.P.E. / I.S.P.

NAME	LEVEL	RANGE	DURATION	P.P.E. / I.S.P.
NAME	LEVEL	RANGE	DURATION	P.P.E. / I.S.P.