CHARACTER ADVANCEMENT

Character Level	XP Total (Medium)	Wealth
1st	---	By Class
2nd	2,000	1,000 gp
3rd	5,000	3,000 gp
4th	9,000	6,000 gp
5th	15,000	10,500 gp
6th	23,000	16,000 gp
7th	35,000	23,500 gp
8th	51,000	33,000 gp
9th	75,000	46,000 gp
10th	105,000	62,000 gp
11th	155,000	82,000 gp
12th	220,000	108,000 gp
13th	315,000	140,000 gp
14th	445,000	185,000 gp
15th	635,000	240,000 gp
16th	890,000	315,000 gp
17th	1,300,000	410,000 gp
18th	1,800,000	530,000 gp
19th	2,550,000	685,000 gp
20th	3,600,000	880,000 gp

MAGIC ARMS & ARMOR PRICES

Bonus	Weapon	Armor
+1	2,000 gp	1,000 gp
+2	8,000 gp	4,000 gp
+3	18,000 gp	9,000 gp
+4	32,000 gp	16,000 gp
+5	50,000 gp	25,000 gp
+6	72,000 gp	36,000 gp
+7	98,000 gp	49,000 gp
+8	128,000 gp	64,000 gp
+9	162,000 gp	81,000 gp
+10	200,000 gp	100,000 gp

MAGIC ITEM PRICE EQUATIONS

Potions: Spell Lvl x Caster Lvl x 50gp
Wands: Spell Lvl x Caster Lvl x 750gp
Scrolls: Spell Lvl x Caster Lvl x 25gp
Weapons: Enhancement bonus squared x 2
Armors: Enhancement bonus squared

MAGIC ITEM BASE COSTS

Spell Level	Potions	Wands	Scrolls
0	25 gp	375 gp	12.5 gp
1st	50 gp	750 gp	25 gp
2nd	300 gp	4,500 gp	150 gp
3rd	750 gp	11,250 gp	375 gp
4th	---	21,000 gp	700 gp
5th	---	---	1,125 gp
6th	---	---	1,650 gp
7th	---	---	2,275 gp
8th	---	---	3,000 gp
9th	---	---	3,825 gp

CRAFT SKILLS AND DCs

Item	Craft Skill	Craft DC
Acid	Alchemy	15
Alchemist's fire, smokestick, tindertwig	Alchemy	20
Antitoxin, sunrod, tanglefoot bag, thunderstone	Alchemy	25
Armor or shield	Armor	10 + AC bonus
Longbow, shortbow, arrows	Bows	12
Composite longbow/shortbow	Bows	15
Composite bow with high strength rating	Bows	15 + (2x rating)
Crossbow, bolts	Weapons	15
Simple melee/thrown weapon	Weapons	12
Martial melee/thrown weapon	Weapons	15
Exotic melee/thrown weapon	Weapons	18
Mechanical trap	Traps	Varies
Very simple item	Varies	5
Typical item	Varies	10
High-quality item	Varies	15
Complex/superior item	Varies	20

For *masterwork*, pay and roll as a seperate item (+100gp for weapons, +50gp for armor) (DC 20)

XP per CR

CR	Total XP	1-3	4-5	6+	Treasure Value
1/8	50	15	15	10	35 gp
1/6	65	20	15	10	45 gp
1/4	100	35	25	15	65 gp
1/3	135	45	35	25	85 gp
1/2	200	65	50	35	130 gp
1	400	135	100	65	260 gp
2	600	200	150	100	550 gp
3	800	265	200	135	800 gp
4	1,200	400	300	200	1,150 gp
5	1,600	535	400	265	1,550 gp
6	2,400	800	600	400	2,000 gp
7	3,200	1,070	800	535	2,600 gp
8	4,800	1,600	1,200	800	3,350 gp
9	6,400	2,130	1,600	1,070	4,250 gp
10	9,600	3,200	2,400	1,600	5,450 gp
11	12,800	4,270	3,200	2,130	7,000 gp
12	19,200	6,400	4,800	3,200	9,000 gp
13	25,600	8,530	6,400	4,270	11,600 gp
14	38,400	12,800	9,600	6,400	15,000 gp
15	51,200	17,100	12,800	8,530	19,500 gp
16	76,800	25,600	19,200	12,800	25,000 gp
17	102,400	34,100	25,600	17,100	32,000 gp
18	153,600	51,200	38,400	25,600	41,000 gp
19	204,800	68,300	51,200	34,100	53,000 gp
20	307,200	102,000	76,800	51,200	67,000 gp

Encounter Design

Difficulty	CR Equals...
Easy	APL - 1
Average	APL
Challenging	APL + 1
Hard	APL + 2
Epic	APL + 3

CR Equivalencies

# of Creatures	Equal to...
1 Creature	CR
2 Creatures	CR + 2
3 Creatures	CR + 3
4 Creatures	CR + 4
6 Creatures	CR + 5
8 Creatures	CR + 6
12 Creatures	CR + 7
16 Creatures	CR + 8

Creature Size Changes

Creature Size	Size Modifier[1, 4]	Special Size Modifier[2]	Fly Mod.[4]	Stealth Mod.[4]	Space	Natural Reach[3]	Height/Length[3]	Weight[2]
Fine	+8	-8	+8	+16	1/2 ft.	0	6" or less	1/8 lb. or less
Diminutive	+4	-4	+6	+12	1 ft.	0	6" to 1 ft.	1/8 lb. - 1 lb.
Tiny	+2	-2	+4	+8	2-1/2 ft.	0	1' to 2 ft.	1-8 lbs.
Small	+1	-1	+2	+4	5 ft.	5 ft.	2' to 4 ft.	8-60 lbs.
Medium	0	0	0	0	5 ft.	5 ft.	4' to 8 ft.	60-500 lbs.
Large (tall)	-1	+1	-2	-4	10 ft.	10 ft.	8' to 16 ft.	500-4000 lbs.
Large (long)	-1	+1	-2	-4	10 ft.	5 ft.	8' to 16 ft.	500-4000 lbs.
Huge (tall)	-2	+2	-4	-8	15 ft.	15 ft.	16' to 32 ft.	2-16 tons
Huge (long)	-2	+2	-4	-8	15 ft.	10 ft.	16' to 32 ft.	2-16 tons
Gargantuan (tall)	-4	+4	-6	-12	20 ft.	20 ft.	32' to 64 ft.	16-125 tons
Gargantuan (long)	-4	+4	-6	-12	20 ft.	15 ft.	32' to 64 ft.	16-125 tons
Colossal (tall)	-8	+8	-8	-16	30 ft.	30 ft.	64 ft. or more	125 tons or more
Colossal (long)	-8	+8	-8	-16	30 ft.	20 ft.	64 ft. or more	125 tons or more

1 A creatures size modifier applies to its attacks and Armor Class.

2 A creatures special size modifier applies to it's Combat Maneuver Bonus (CMB) and Combat Maneuver Defense (CMD).

3 These values are typical for creatures of the indicated size. Some exceptions exist.

4 A different size modifier applies to Fly and Stealth skill checks a creature makes.

Overcoming DR

DR Type	Enhancement Bonus Equivalent
Cold iron/silver	+3
Adamantine	+4
Alignment-based	+5

Damage Dice Progression

1d2
1d3
1d4
1d6
1d8
1d10
2d6
2d8
3d6
3d8
4d6
4d8
6d6
6d8
8d6
8d8
12d6
12d8
16d6

Actions in Combat

Standard Actions

Action	Provoke
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe[1]
Cast a spell (1 standard action casting time)	Yes
Channel energy	No
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Stabilize a dying friend (see Heal skill)	Yes
Total defense	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No

Move Actions

Action	Provoke
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon[2]	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount/dismount a steed	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or drop a shield[2]	No
Retrieve a stored item	Yes

Full-round Actions

Action	Provoke
Full attack	No
Charge[3]	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use a touch spell on up to six friends	Yes
Withdraw[3]	No

Free Actions

Action	Provoke
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell[4]	No
Speak	No

1 If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
2 If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
3 May be taken as a standard action if you are limited to taking only a single action in a round.
4 Unless the component is an extremely large or awkward item

Creature Types

Aberration

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types.
- Aberrations breathe, eat, and sleep.

Animal

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.
- Treasure: None.
- Proficient with its natural weapons only. A noncombative herbivore treats its natural weapons as secondary attacks. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
- Proficient with no armor unless trained for war.
- Animals breathe, eat, and sleep.

Construct

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision, Darkvision 60 feet.
- Immunity to all mind-affecting effects.
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not breathe, eat, or sleep.

Dragon

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

Traits: A dragon possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons breathe, eat, and sleep.

Fey

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey breathe, eat, and sleep.

Humanoid

A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms, and a head. humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, dark folk, or goblinoid.

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

Magical Beast

Magical Beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the creature knows at least one language, but can't necessarily speak). Magical Beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts breathe, eat, and sleep.

Monstrous Humanoid

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids breathe, eat, and sleep.

Ooze

An ooze is an amorphous or mutable creature, usually mindless.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait.
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Intelligence, Wisdom, and Charisma scores; even though plants are alive, they are objects, not creatures.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Proficient with its natural weapons only.
- Not proficient with armor.
- Plants breathe and eat, but do not sleep.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Mindless creatures have no feats or skills. A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.
- Darkvision 60 feet.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

Undead

Undead are once-living creatures animated by spiritual or supernatural forces.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution(such as when calculating a breath weapon's DC).
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.
- Per the spell magic jar: "Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls." This is an important sentence when considering any spells or effects which reference "souls."

Five Things Almost Everyone Knows About Undead

The following are a few facts that are considered common knowledge among civilized peoples.

- Most undead were once living. Knowing details about the phase of existence that preceded a creature's undeath is often invaluable in determining its motives.
- Holy water damages undead as though it were acid. Distributed by goodly religious orders the world over, holy water is the only line of defense against undead for many commoners.
- Undead are invariably evil, as are the means to create such beings.
- Undead are healed by negative energy and harmed by positive energy.
- Undead are immune to numerous magical effects, including mind-affecting effects and abilities that affect a creature's physical constitution.

Environmental Effects

Acid

Corrosive acids deals 1d6 points of damage per round of exposure, except in the case of total immersion (such as in 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 inhaled poisons. Those who are adjacent to a large body of acid must make a DC 13 Fortitude save or take 1 point of Constitution damage each round. This poison does not have a frequency, so a creature is safe as soon as it moves away from the acid.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

Cold

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe 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 nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Ice

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by +5. Characters in prolonged contact with ice might run the risk of taking damage from severe cold.

Darkness

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal or low-light vision can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, via sneak attack or a duelist's precise strike ability).

Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Blinded creatures can't run or charge.

All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

A blinded creature loses its Dexterity modifier to AC (if positive) and takes a –2 penalty to AC.

A blinded creature takes a –4 penalty on Perception checks and most Strength– and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Perception check as a free action each round in order to locate foes (DC equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Perception check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. If the unseen creature moves, its location is once again unknown.

If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case the blinded character knows the general direction of the foe, but not his location).

A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

Falling

Creatures that fall take 1d6 points of damage per 10 feet fallen, to a maximum of 20d6. Creatures that take lethal damage from a fall land in a prone position.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Acrobatics check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumps, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Acrobatics check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Acrobatics skill.

A character cannot cast a spell while falling, unless the fall is greater than 500 feet or the spell is an immediate action, such as feather fall. Casting a spell while falling requires a concentration check with a DC equal to 20 + the spell's level. Casting teleport or a similar spell while falling does not end your momentum, it just changes your location, meaning that you still take falling damage, even if you arrive atop a solid surface.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Acrobatics check, so long as the water is at least 10 feet deep for every 30 feet fallen. The DC of the check, however, increases by 5 for every 50 feet of the dive.

Falling Objects

Table Damage from Falling Objects

Object Size	Damage
Small	2d6
Medium	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

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 size and the distance they have fallen. Table: Damage from Falling Objects determines the amount of damage dealt by an object based on its size. Note that this assumes that the object is made of dense, heavy material, such as stone. Objects made of lighter materials might deal as little as half the listed damage, subject to GM discretion. For example, a Huge boulder that hits a character deals 6d6 points of damage, whereas a Huge wooden wagon might deal only 3d6 damage. In addition, if an object falls less than 30 feet, it deals half the listed damage. If an object falls more than 150 feet, it deals double the listed damage. Note that a falling object takes the same amount of damage as it deals.

Dropping an object on a creature requires a ranged touch attack. Such attacks generally have a range increment of 20 feet. If an object falls on a creature (instead of being thrown), that creature can make a DC 15 Reflex save to halve the damage if he is aware of the object. Falling objects that are part of a trap use the trap rules instead of these general guidelines.

Gravity

Source Pathfinder Campaign Setting: Numeria, Land of Fallen Stars

Energies seeping from powerful technological artifacts can create unpredictable gravitational fluctuations.

Gravitational differences have the potential to cripple characters or make them superheroes—and sometimes both at the same time. For most areas the gravity is standard. Yet some areas affected by graviton-based artifacts require special consideration.

For areas that differ significantly from standard gravity, the game effects are proportional; therefore, an area with half standard gravity allows players to jump twice as high, whereas one with twice standard gravity reduces jump heights by half (see below). In all cases, effects may be more severe and problematic for PCs when they first arrive in an area, and PCs may take additional penalties on attack rolls or to movement until they adjust to the new environment.

High Gravity

In high-gravity areas, such as those in close proximity to graviton-based artifacts, characters are literally crushed to the ground by their increased weight, and their physical abilities are affected accordingly. For example, in an area where the gravity is twice as strong as it is in areas with standard gravity, a character weighs twice as much as he does elsewhere but has only the same amount of strength. Such characters move at half speed, can only jump half as high or as far, and can only lift half as much. Their projectiles (though not those of creatures residing in the area, or who have occupied it for a significant amount of time) have their ranges cut in half as they fall to earth more rapidly.

The personal effects (modifications to running, jumping, lifting, etc.) can be negated by spells such as freedom of movement, but projectiles remain affected. Characters who remain in a high-gravity environment for long periods often become fatigued.

Low Gravity

Low-gravity areas, such as those in which the effects of multiple graviton-based artifacts interact in unpredictable ways, are PC playgrounds, in which characters' relatively hyper-developed muscles are far more effective than normal.

In an area with only a third of standard gravity, for example, PCs can jump three times as high and as far and lift three times as much. (Movement speed, however, stays the same, as moving in great bounds can be awkward and difficult to control.) Projectiles have their range categories tripled.

No Gravity

In rare circumstances, the close proximity of graviton-based artifacts counteracts gravity entirely in a limited area, sometimes intermittently for short periods.

A lack of gravity is not the same as flight. Movement is difficult, and creatures without something to push off from often find themselves floating helplessly. When a creature does manage to find something to propel itself off of, it can choose to move in any direction, but at half speed. Double-moves and charges are still possible, but running is not. If provided with sufficient handholds, a creature with a climb speed can move along a wall at full speed, as can any PC who succeeds at a DC 20 Climb check (adding her Dexterity bonus). Note as well that a creature that moves in a given direction continues to move in that direction at the same speed each round (without the cost of a move action) unless it is able to change its motion by latching on to an object or creature, pushing off in a new direction, or creating thrust of some kind (all of which are considered move actions). Creatures that fly using physical means, such as wings or jet propulsion, are affected by these same rules only in vacuum —in normal atmosphere, they may recover and get their bearings within 2d6 rounds, after which they can fly normally. Magical flight is not affected. A character in a weightless environment can lift and carry 10 times her normal amount. Projectile weapons have their range categories multiplied by 10. In addition, ranged weapons no longer have a maximum number of range increments—their wielders simply continue to accrue penalties the farther away the target is. Projectiles fired from a null-gravity area into an area with gravity of any kind take a –10 penalty to hit.

Inverted Gravity

A creature affected by inverted gravity falls upward, as though gravity had been reversed, carrying them away from the surface.

A minor fluctuation sends the affected creature upward 10×2d6 feet within a single round before the creature falls again. A severe fluctuation sends the creature falling upward for 2d6 rounds, for a distance of 500 feet in the first round and 1,000 feet in each successive round. Fly skill checks take a –5 penalty while gravity is reversed due to disorientation, and a successful DC 10 Fly check is required for a flying creature to control its movement. Creatures with perfect maneuverability take no penalty and need not attempt checks to move.

While in a region of inverted gravity, there is a 10% chance every 10 minutes of 1d4 random individual creatures or unaccompanied objects weighing more than 5 pounds being affected. The effect targets individual creatures and objects within the area, rather than everything in the area. Areas subject to inverted gravity may be identified by a pronounced lack of larger rocks and similar objects in the area, though only by those familiar with the threat. A typical region measures 1,000 feet across, while larger areas span up to 5 miles.

Heat

Heat deals nonlethal damage that cannot be recovered from until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by endure elements, and so forth). Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot environment is lethal damage.

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 take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in Using Skills). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves.

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.

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save 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 on 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 whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Dousing a Fire

Source Pathfinder Adventure Path volume #25: Bastards of Erebus

Dousing a fire requires a large amount of water or other non-flammable material, such as dirt, to be deposited on the burning area. One effective strategy for extinguishing a fire quickly is to surround the burning area with nonflammable material. PCs doing this must make a ranged touch attack against an AC of 10 to deliver their payload to the intended square. The following indicates how many 5-foot squares of fire a number of the listed containers can extinguish with successful delivery.

Waterskin: Twenty waterskins full of water extinguish one square. Bucket: Four buckets full of non-flammable material extinguish one square. Gallon Container: Twelve gallon containers of nonflammable material extinguish one square. Cauldron: One cauldron of non-flammable material extinguishes one square. Portable Hole: A portable hole filled with non-flammable material extinguishes a 12-square-by-12-square area. Bag of Holding: A bag of holding, type I filled with nonflammable material extinguishes a 3-square-by-3-square area, type II extinguishes a 5-square-by-5-square area, type III extinguishes a 7-square-by-7-square area, and type IV extinguishes a 10-square-by-10-square area. 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 lava 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). Immunity or resistance to fire serves as an immunity to lava or magma. A creature immune to fire might still drown if completely immersed in lava (see Drowning).

Smoke

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

Starvation and Thirst

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day 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 take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

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 take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal 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.

Suffocation

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The check 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 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium 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 nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate. Small characters consume half as much air as Medium characters.

Water

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires Swim skill checks with a DC of 10. Trained swimmers can just take 10. Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult (see the Swim skill description).

By contrast, fast-moving water is much more dangerous. Characters must make a successful DC 15 Swim check or a DC 15 Strength check to avoid going under. On a failed check, the character takes 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades).

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Falling Into Water

See Falling for the basic rules for falling.

If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment). Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Acrobatics check, so long as the water is at least 10 feet deep for every 30 feet fallen. The DC of the check, however, increases by 5 for every 50 feet of the dive.

Catching a Floating Creature

As long as you are on a riverbank, water vessel, or overhang such as a dock or tree branch, you can attempt to catch a floating creature as long as its path takes it through a space adjacent to yours. In order to successfully grab the creature, you must succeed at a Strength check (DC + 15 + 1 for every 10 feet per round the creature is traveling). For example, catching a creature traveling 60 feet per round would require a successful DC 21 Strength check. If the floating creature is helpless or unconscious, the DC increases by 10. If you are standing on an uneven or unstable surface, the Strength DC increases according to the Acrobatics Modifiers table. If you fail your Strength check by 4 or less, you simply fail to grab the creature and it continues past; failure by 5 or more means you are potentially dragged into the water as well, and must succeed at a Reflex save (DC = Strength DC above + 5) to avoid the same fate as the creature you tried to help.

You can also use a long, sturdy object such as a pole, loose tree branch, or reach weapon to pull someone out of the water from up to 10 feet away, though in this case you merely brace yourself as best you can and the floating creature must grab the object, requiring the floating creature succeed at a Reflex save (DC = Strength DC above). You don't risk being pulled into the water when using an object to catch a creature in this way.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check 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 drowns.

Unconscious characters must begin making Constitution checks immediately upon being submerged (or upon becoming unconscious if the character was conscious when submerged). Once she fails one of these checks, she immediately drops to –1 (or loses 1 additional hit point, if her total is below –1). On the following round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Damaging Objects

Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished with the sunder combat maneuver. Smashing an object is like sundering a weapon or shield, except that your combat maneuver check is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Class

Objects are easier to hit than creatures because they don't usually move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier (see Table: Size and Armor Class of Objects) + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (–5 penalty to AC), but also an additional –2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness

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

Hit Points

An object's hit point total depends on what it is made of and how big it is (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points, Table: Substance Hardness and Hit Points, and Table: Object Hardness and Hit Points). Objects that take damage equal to or greater than half their total hit points gain the broken condition (see Conditions). When an object's hit points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections.

Energy Attacks

Energy attacks deal half damage to most objects. Divide the damage by 2 before applying the object's hardness. Some energy types might be particularly effective against certain objects, subject to GM discretion. For example, fire might do full damage against parchment, cloth, and other objects that burn easily. Sonic might do full damage against glass and crystal objects.

Ranged Weapon Damage

Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons

Certain weapons just can't effectively deal damage to certain objects. For example, a bludgeoning weapon cannot be used to damage a rope. Likewise, most melee weapons have little effect on stone walls and doors, unless they are designed for breaking up stone, such as a pick or hammer.

Immunities

Objects are immune to nonlethal damage and to critical hits.

Magic Armor, Shields, and Weapons

Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield, and +10 to the item's hit points.

Vulnerability to Certain Attacks

Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects

A damaged object remains functional with the broken condition until the item's hit points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill and a number of spells. (eg. *make whole* or *mending*)

Saving Throws

Magical Items: Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Unattended Non-Magical Items: Non-magical, unattended items never make saving throws. They are considered to have failed their saving throws, so they are always fully affected by spells and other attacks that allow saving throws to resist or negate. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Attended (Held/Wielded etc.) Items: Unless the descriptive text for a spell (or attack) specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table: Items Affected by Magical Attacks to determine order in which items are affected. Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack dealt. If the selected item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

Animated Objects

Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

Breaking Items

When a character tries to break or burst something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to determine whether he succeeds. Since hardness doesn't affect an object's Break DC, this value depends more on the construction of the item than on the material the item is made of. Consult Table: DCs to Break or Burst Items for a list of common Break DCs.

If an item has lost half or more of its hit points, the item gains the broken condition (see Conditions) and the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows:

Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door (see Equipment).

Table: Common Armor, Weapon, and Shield Hardness and Hit Points

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

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

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

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

4 Varies by material; see Table: Substance Hardness and Hit Points.

Table: Substance Hardness and Hit Points

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

Table: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Rope (1 in. diameter)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
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

Table: 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

- If both apply, use the larger number.