You are responsible for knowing, or at least having immediately available, any rules that pertain to your character. Crafters should have the rules for crafting always on hand, grapplers should have the rules for grappling always on hand, spellcasters should have the rules for spellcasting always on hand, and so on. This is to ensure that gameplay goes as smoothly as possible without spending time looking up rules.

The list of contents is as follows:

-Character Creation
-Armor, Equipment, Weapons
-Skill Reworks

-Combat Rules Changes
-Magic Item Changes

Character Creation

        Races are the cornerstone of roleplaying, they inform the background a character comes from, what their childhood was like, how they're seen in the world, and what sort of profession is common to them. However, race isn't always all that defines a character, and in a world where the arcane and divine mix with the mortal, there are endless variations for how your character might start out in life.

All Characters Begin At Level 1 Unless Stated Otherwise

Step 1: Concept

        Begin with an idea for your character, give them a description, what race they are, a major influence in their life, what sort of environment they grew up in, both physical and emotional, and go from there. Don't be discouraged from making strange combinations that you wouldn't think of start out with, such as an orc recovering from lycanthropy that still retains some of their bestial qualities, or an elf who is torn inside by a twin pull from the arcane and divine.

Step 2: Ability Scores

Keep in mind the following for each ability;

Strength applies to the following:
-Carrying capacity
-Attack rolls for all melee weapons and for thrown weapons (if higher than dex)
-Damage rolls for melee and thrown weapons
-Fortitude save (if higher than Constitution)
-The creatures first Hit Die (this is in addition to Constitution which is added to each Hit Die)

Dexterity applies to the following:
-Dodge Bonus to AC
-Reflex save (if higher than Intelligence)
-Applies to all ranged attack rolls
-Applies to all light and balanced melee weapon attacks (if higher than Strength)

Constitution applies to the following:
-Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).
-Fortitude Save (if higher than Strength)

Intelligence applies to the following:
-Initiative (if higher than Wisdom)
-Reflex save (if higher than Dexterity)

Wisdom applies to the following:
-Initiative (if higher than Intelligence)
-Will saves (if higher than Charisma)

Charisma applies to the following:
-Will saves (if higher than Wisdom)

Step 3: Race

Dwarves

Str 14 Dex 10 Con 18 Int 12 Wis 16 Cha 7: Dwarves are both tough and wise, but also a bit gruff.

Medium: Dwarves are Medium creatures and have no bonuses or penalties due to their size.

Darkvision: Dwarves can see in the dark up to 60 feet.

Bulky: Dwarves are treated as one size category larger for the purposes of determining what combat maneuvers and size-based attacks (such as swallow whole or engulf) can affect them, as well as determining who they can affect with combat maneuvers and size-based attacks.

Expert: Dwarves treat Appraisal as a class skill.

Hardy: Dwarves receive a +2 racial bonus on saving throws against poisons and diseases, including magical poisons and diseases

Languages: Dwarves begin play speaking Common and Dwarven.

Elves

Str 10 Dex 18 Con 7 Int 16 Wis 12 Cha 14: Elves are nimble, both in body and mind, but their forms are frail.

Medium: Elves are Medium creatures and have no bonuses or penalties due to their size.

Low-Light Vision: Elves treat dim light as normal light.

Expert: Elves treat Arcana and Perception as class skills.

Fleet-footed: Elves gain a +2 bonus on all disengage and chase checks.

Languages: Elves begin play speaking Common and Elven.

Gnomes

Str 7 Dex 14 Con 16 Int 10 Wis 12 Cha 18: Gnomes are physically weak but surprisingly hardy, and their enthusiastic attitudes make them naturally agreeable.

Small: Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a −1 penalty on combat maneuver checks and to their Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Low-Light Vision: Gnomes can see twice as far as humans in conditions of dim light.

Illusion Resistance: Gnomes get a +2 racial bonus on saving throws against illusion spells or effects.

Keen Senses: Gnomes receive a +2 racial bonus on Perception checks.

Languages: Gnomes begin play speaking Common and Gnome.

Half-elves

18, 16, 14, 12, 10, 7: Half-elf characters can choose how to assign their scores at creation to represent their varied nature.

Medium: Half-elves are Medium creatures and have no bonuses or penalties due to their size.

Low-Light Vision: Half-elves can see twice as far as humans in conditions of dim light.

Adaptability: Half-elves receive Skill Focus as a bonus feat at 1st level.

Elf Blood: Half-elves count as both elves and humans for any effect related to race.

Keen Senses: Half-elves receive a +2 racial bonus on Perception checks.

Languages: Half-elves begin play speaking Common and Elven.

Halflings

Str 7 Dex 16 Con 14 Int 10 Wis 12 Cha 18: Halflings are nimble and strong-willed, but their small statures make them weaker than other races.

Small: Halflings deal 1 less point of damage with attacks and wield Small sized weapons (which deal 1 less point of damage). Halflings gain a +1 bonus on attack rolls, and a +2 bonus on Acrobatics and Stealth checks.

Courageous: Halflings receive a +2 bonus on all saving throws against fear.

Expert: Halflings treat Perception as a class skill.

Languages: Halflings begin play speaking Common and Halfling.

Half-orcs

18, 16, 14, 12, 10, 7: Half-orc characters can choose how to assign their scores at creation to represent their varied nature.

Medium: Half-orcs are Medium creatures and have no bonuses or penalties due to their size.

Darkvision: Half-orcs can see in the dark up to 60 feet.

Expert: Half-orcs treat Persuasion as a class skill.

Orc Blood: Half-orcs count as both humans and orcs for any effect related to race.

Languages: Half-orcs begin play speaking Common and Orc.

Humans

18, 16, 14, 12, 10, 7: Human characters can choose how to assign their scores at creation to represent their varied nature.

Medium: Humans are Medium creatures and have no bonuses or penalties due to their size.

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans gain 1 additional skill rank at 1st level and 1 additional rank whenever they gain a level.

Languages: Humans begin play speaking Common and one other language of their choice.

Custom Race

If you wish to create a custom race with different abilities than those provided above, you must first ask the DM for permission and discuss what sort of race it is you are trying to create.

Race creation rules can be found here.

Step 4: Class

Your class defines many of the ways in which you interact with the world. Are you a cunning Rogue who's out to take from the world everything they can before they face judgement? A pious Cleric spreading the word of their deity for better or worse? Or simply a Fighter fighting for what they believe in, be it their friends, their ideals, or ends meet.

Max HP at each level, and no rolling for gold

Fighter
Magus

Level	Old Saves	New Saves
1st	+0	+0
2nd	+0	+1
3rd	+1	+2
4th	+1	+2

5th	+1	+3
6th	+2	+3
7th	+2	+3
8th	+2	+4
9th	+3	+4
10th	+3	+4
11th	+3	+5
12th	+4	+5
13th	+4	+5
14th	+4	+6
15th	+5	+6
16th	+5	+6
17th	+5	+7
18th	+6	+7
19th	+6	+8
20th	+6	+8

Step 5: Skills

Each level, your character gains 6 skill points. Investing a rank in a skill represents a measure of training in that skill. You may only have a number of skill ranks equal to your character level in one skill.

-Class Skills automatically grant a +5 bonus.

-All skills can be used regardless of having skill points in them

-Diplomacy and Intimidate are now under Persuasion (Cha)
-Fly and Escape Artist is included under Acrobatics (Dex)
-Climbing, Escape Artist, jumping, and swimming are now under Athletics (Str)

-Bluff and disguise are now under Deception (Cha)
-Disable Device and Sleight of Hand are now under Thievery (Dex)
-Knowledge is now a singular skill that works like the craft skill when a skill point is put into Knowledge (Int)
-Handle Animal and Knowledge (Nature) are now included with Survival (Wis for tracking, Cha for animal handling, Int for knowledge)
-No profession skill
-Knowledge (Arcana), Spellcraft, and Use Magic Device are now under Arcana (Int) and applies to any arcane usage but not divine.
-Knowledge (Religion), Spellcraft, and Use Magic Device are now under Theology (Int) and applies to any divine usage but not arcane.
-Craft, Heal, and Linguistics have been reworked, please look under the Skill Reworks section
-Ride skill allows a rider to negate a hit against their mount by making an opposed ride check against the attack roll made against the mount

Step 6: Language

Language is the means by which all creatures communicate with each other, from guttural growling to refined speech. There are a myriad of languages throughout the world, each one with countless branches defined by accent, local slang, or its age. Short of certain circumstances, such as lack of a tongue or being born mute, all intelligent creatures begin play knowing how to speak, read, and write two languages, usually Common and their own racial tongue such as Dwarven or Elven.

If the creature possesses 1 rank in Linguistics at character creation, they know one additional language of their choice.

Languages are learned via the Linguistics skill, with each skill point in Linguistics allowing you to learn an additional language.

Step 7: Feats

At first level, you gain three feats. You then gain a feat every character level thereafter.

Feats can be found here.

Step 8: Equipment

You begin with 200 gold to spend.

[Weapons](#)
[Armor](#)
[Equipment](#)

Character Progression

You gain a +1 inherent bonus to one of your Ability Scores at 2nd level and every 2 levels thereafter

Homebrew Rules

-Conditions have been updated and reorganized, see [here](#).

-Ranges are now abstracted using a range band system. There are 5 range bands; Close, Short, Medium, Long, and Extreme ranges. Moving from one range band to another takes a Move Action.

-Spell DCs are based off your caster level rather than the spell's level, thus your Spell DC's would be 10 + half your caster level (minimum 1) + casting modifier.

-All caster levels are cumulative, if you have 5 levels in 4 different spellcasting classes, your caster level is 20.

-Dodge bonuses are derived from your Dexterity modifier rather than being treated as a separate Dexterity modifier to AC.

-On a critical hit, you only multiply your weapons damage dice. No other bonuses to damage are multiplied. The additional damage from the critical hit is treated as precision damage.

-You can convert Standard and Move actions into Swift actions.

-Disengaging is a Standard Action that requires an opposed roll from opponents, either an Acrobatics check or an attack roll. Beating the opposed roll by 10 or more turns it into a Move Action instead. Failing wastes your action and provokes an attack of opportunity. You cannot disengage if you encumbered. Disengaging is also used to get up from prone while threatened by an enemy, failure to beat the DC wastes your action and you remain prone as well as provoking an attack of opportunity.

-While threatened, all ranged attacks take a -4 penalty to attack.

-Ranged weapons cannot be used in a full-attack while threatened.

-Natural attacks are divided into heavy or light attacks. Heavy attacks deal 1d8 damage and apply your full strength to damage, light attacks deal 1d6 damage and apply only half your strength to damage (rounded down).

-Light natural weapon are claws/talons, hooves, stings, tentacles, or wings that deals 1d6 damage. Hooves, tentacles, and wings deal nonlethal damage.

-Heavy natural weapon are bite, gores, pincers, slams, and tails that deal 1d8 damage. Slams and tails deal nonlethal damage.

-Full-attacks with multiple natural attacks take a penalty after the first attack, -5 for heavy attacks, and -2 for light attacks. A full-attack with only light natural weapons takes no penalty.

-Being prone grants you a +4 bonus to Stealth checks against visual-based Perception checks.

-You can spend a Move Action to gain a +2 bonus on your next ranged attack roll before the end of your turn. If you use a Full-round Action to Take Aim, increase the bonus to +4 until you make a ranged attack or the end of your next turn, whichever comes first. You cannot use another Full-round Action Take Aim after the first to keep accumulating the bonus.

-When using Total Defense, you can instead choose to protect an ally that is within Close range of you, interposing yourself against attacks against them. The ally must remain within Close range of you to continue to receive this benefit. While protecting an ally, an attacker must first make an attack against your AC minus your Dodge bonus (this is not treated as flat-footed). If the attacker beats your AC, they can then choose to direct their attack roll at you, or make a new attack roll against the ally you are protecting (assuming they're within range).

-When you rest, you recover a number of hit points equal to your hit dice, and an additional amount equal to your Strength or Constitution modifier, whichever is higher (minimum 0), or double for complete bed rest.

-Dealing nonlethal damage with a lethal weapon does not inflict a penalty to attack, but only deals half damage.

-You heal nonlethal damage at the rate of 1 hit point plus your Constitution modifier (Minimum 0) per 10 minutes.

-When you are engaged by two or more enemies, you cannot properly defend yourself and take a -1 Flanking penalty to AC. For every additional enemy above two that threatens you, you suffer an additional -1 Flanking penalty to AC.

-Charging does not inflict a -2 penalty to AC. You can charge as a standard action, but you are only allowed to move one range band (instead of two range bands) and you cannot draw a weapon unless you possess the Quick Draw feat. Finally you do not gain the bonus to attack or on shove attempts when charging this way.

-You can attack with a thrown weapon as a ranged attack at the end of your charge.

-Combat maneuvers do not provoke attacks of opportunity.

-Disarm, Shove, and Sunder can be used in place of any attack

-Drag and reposition have been removed

-Shove and Overrun are an Athletics roll which can be opposed by Acrobatics or Athletics

-Disarm, Grapple, and Sunder are an opposed attack roll

-Disarm has been combined with Steal. If your check to disarm exceeds the CMD of the target by 10 or more, the item is dropped at short range away from the target in a random direction (roll 1d8 to

determine the direction, 1 being directly above and going clockwise). If you roll a Nat 1 on your disarm check, you drop the weapon that you were using to attempt the disarm. Making a Disarm check to steal something does not impose the size restriction from a regular disarm check. You do not take a -4 penalty on disarm when making a check to steal something. If you beat the targets CMD by 10 when stealing something from the, the target does not notice the theft until after combat is over or if it attempts to use the missing item.

-Feinting can be done with the Acrobatics or Deceive skill as well as with an attack roll. Your target makes an opposed check against the Feint attempted depending on your chosen method. Acrobatics is opposed by your opponents Acrobatics. Both attack rolls and Deceive are opposed by Sense Motive. If you succeed against your target, they take a -2 penalty on their next action, be it an attack, a skill check, a save, or on their AC against the next attack against them. During this time, the next sneak attack against the target applies sneak attack damage as if they were denied their dodge bonus. This penalty lasts until it is applied or the start of the targets next turn, whichever comes first.

-Bull rush has been combined with Trip and is now called Shove. You can attempt to shove an opponent in place of a melee attack. You can only shove an opponent who is no more than one size category larger than you. You can choose to shove an opponent back or down.

When shoving back, a successful shove moves the opponent out to short range from you. You can move with the target if you wish but you must have the available movement to do so. If you beat your targets check by 10 or more, they are knocked prone after being moved. You can shove back multiple creatures at once, but you take a cumulative -4 penalty on the shove attempt for each additional creature past the first that you are attempting to shove. You must roll separately for each attempt. When shoving, opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. Shove attempts can also be used to knock riders off their mounts. If successful, the target is knocked off their mount and lands prone.

When shoving down, if your check exceeds the target's, the target is knocked prone. If you roll a natural 1 on your check, the target can make the same check against you as an attack of opportunity. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be shoved down.

If the target of a shove has more than two legs, they gain a +2 on their check to resist your shove maneuver, +1 for each additional leg it has.

-Grapple has been reworked, look under the Grapple section

-Ranged maneuvers have been added, look under the Ranged Maneuvers section

-A mount acts on the riders initiative. Should the rider dismount, the mount continues to act on the riders initiative but requires active commands as a normal animal or animal companion would.

-A rider can attack freely while on a mount regardless of how far it moves on that turn, even making attacks as their mount moves. A rider can make attacks at any point in the mounts movement. You can make full-attacks with a melee weapon while mounted. At the riders command (a Free Action), the mount can attack as a Standard Action. Neither the rider or the mount need to attack any of the same enemies.

-If your mount charges, both you and the mount are considered to be charging, taking the appropriate bonuses. You and the mount must both attack the same enemy when charging. If you are wielding a

reach weapon, you make your attack at the appropriate range, you can then choose for your mount to continue the charge until they are in range for their own attack. If you or your mount possess feats that affect charge attacks, they apply for both of you.

-Penalties for using ranged weapons while mounted are reduced by half.

-Whenever you make a combat maneuver to Overrun while mounted, you can choose to use your own CMB or the mounts for the maneuver. If you possess any feats that directly aid the Overrun maneuver, your mount benefits from them for the purposes of making overrun attempts.

-When mounted, you and your mount move together, using the mounts base movement speed. The mount moves as you direct it (a Free Action) using its own Move Actions, including over obstacles. If the mount needs to make an Acrobatics or Athletics check, it can use your Ride modifier instead. If the mount fails the check, you must make an Acrobatics of the same DC that the mount failed or fall off when it leaps, taking the appropriate falling damage (at least 1d4 points) if you fail as well. Your mount can also utilize any Acrobatics or Athletics feats you possess that directly aid in running.

-When mounted, both you and your mount provoke an attack of opportunity when moving. When you and your mount disengage, only your mount has to make an Acrobatics check to disengage and prevent both itself and you from provoking an attack of opportunity. If you dismount into a threatened square, you provoke an attack of opportunity. Any feats you possess that aid directly in disengaging also apply to your mount.

-When making chase checks, you use your mounts movement speed instead of your own. If you dismount during a chase, you revert to using your own movement speed.

-Two-weapon fighting only applies penalties to the off-hand attack. Attacking with an off-hand weapon can be done as a swift action, as well as with a full-attack action, but only one attack can be made with the off-hand weapon per turn.

Grapple Rework

As a standard action, you can attempt to grapple a foe, hindering their combat options. You can grapple opponents up to one size category larger than you. Humanoid creatures without two free hands attempting to grapple a foe take a −4 penalty on the combat maneuver roll. If successful, both you and the target gain the grappled condition. Although both creatures have the grappled condition, you can, as the creature that initiated the grapple, release the grapple as a free action, removing the condition from both you and the target. On subsequent rounds after successfully grappling an opponent, and for as long as they're grappled, you can take one of the actions described below against them (as a Standard Action):

Bind

You restrain your target completely, stopping them from being able to make any actions except to escape from the grapple until the start of your next turn.

Move

You can move both yourself and your target one range band.

Damage

You can inflict damage to your target equal to your unarmed strike or natural attack. This is treated as hitting with your unarmed strike or natural attack.

Pin

You can give your opponent the pinned condition. Despite pinning your opponent, you still only have the grappled condition, but you are denied your Dodge bonus to AC. Successfully grappling a prone target automatically causes them to become pinned.

Tie Up

If you have your target pinned, otherwise restrained, or unconscious, you can use rope to tie him up. This works like a pin effect, but the DC to escape the bonds is equal to 20 + base attack bonus + Strength modifier + Dexterity modifier. If you are grappling the target, you can attempt to tie them up in ropes, but doing so requires a grapple check at a −10 penalty. If the DC to escape from these bindings is higher than the targets highest modifier to escape a grapple + 20, the target cannot escape from the bonds, even with a natural 20 on the check.

Throw

You can throw your target, either into the ground. towards an obstacle, or straight up. You roll your grapple check vs DC 20, automatically throwing your target out to Short Range. Failure means the target falls prone at Close Range to you but takes no damage. Regardless of whether the target is thrown to the ground, or against an obstacle, they take your unarmed damage and become prone in the square they landed. If they are thrown straight up, they also take the appropriate fall damage and land prone at Close Range to you. If the target is thrown into a hazard, such as a wall of spikes, or down a cliff, they take the damage for those circumstances in addition to the unarmed damage. If the target is thrown a secondary target, you roll your grappling check against that targets AC. If you succeed, you deal your unarmed strike damage to both targets and they both fall prone. The thrown creature lands prone in the ranged band of the secondary target. If you miss, the thrown target still takes your unarmed strike damage and lands infront of the secondary target. Finally, you can choose to slam your target into the ground. This automatically ends the grapple, causes the target to become prone at Close Range to you, and the target takes twice your unarmed strike damage.

Escaping a Grapple

Escaping a grapple takes a Standard Action where you make an opposed attack roll, Acrobatics or Athletics check. If you succeed, you break the grapple and can act normally. Alternatively, if you succeed on the check, you can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making an opposed check, while you can). Instead of attempting to break or reverse the grapple, you can take any action that doesn't require two hands to perform, such as cast a spell or make an attack with a light or one-handed weapon against any creature within your reach, including the creature that is grappling you. See the grappled condition for additional details. If you are

pinned, your actions are very limited. See the pinned condition in Conditions for additional details.

If the grappler is ever attacked, regardless of the attack succeeding or not, they must make a new check to retain control of the grapple. If the grappler is damaged, they take a penalty to the roll equal to the damage taken.

Multiple Creatures

Multiple creatures can attempt to grapple one target. The creature that first initiates the grapple is the only one that makes a check, with a +2 bonus for each creature that assists in the grapple. Multiple creatures can also assist another creature in breaking free from a grapple, with each creature that assists granting a +2 bonus on the grappled creature's opposed roll.

Ranged Maneuvers

Shoves, Disarms, Feints, Grapples, and sunders can all be done at range, but doing so incurs a -4 penalty on the CMB roll as well as any relevant penalties such as soft cover. Certain maneuvers, such as grapple, have special stipulations when done at range. The following is a list of maneuvers that work differently at range:

Ranged Disarm

You can't use ranged disarm attempts to steal items from your target, but a successful disarm attempt causes those items to fall in the same square as the target. This rule does not apply to whips.

Ranged Grapple

A ranged grapple must be done with a lethal ranged attack, such as an arrow or bolt. Ranged grapples can only be used to give an opponent the grappled condition. A prone target who is grappled by a ranged grapple does not become pinned. To break free from a ranged grapple, the target can roll their Acrobatics or Athletics check against the grapplers CMD -4, or attempt to break the arrow or bolt (5 Hardness, Hit Points 1, Break DC 13, different lethal ranged weapons, such as a javelin, may have different stats). You can make multiple ranged grapples against the same target, increasing the CMD by 1 for every additional arrow or bolt, if the target tries to become free by breaking the arrows or bolts grappling them, they must break each one individually.

Ranged Shove

Ranged shoves can only be attempted with nonlethal ranged attacks, such as with blunt arrows or bolts, or sling bullets.

Successful ranged shove attempts made against flying creatures cause them to fall at a rate of up to 100 feet per round (assuming it is conscious and attempting to remain airborne;

otherwise, it falls at a rate of 500 feet per round) until it hits the ground. Upon impact, it falls prone and takes falling damage (half the normal damage if it fell 100 feet per round; otherwise, normal damage for the distance fallen). A falling creature is considered entangled until it hits the ground, but it can attempt an Acrobatics check at the start of its turn to stop falling before it hits the ground (DC = 15 + your base attack bonus); otherwise, it is unable to move (other than falling) but can act normally.

Burst Effects

Line: Line effects are precise enough to choose who you hit. Line effects affect a certain number of targets within each range band that they cross. The creator of a line effect can always choose exactly which creatures they hit within each range band.

Cone: Cone effects hit more enemies the further out they spread from the creator. The creator can only exclude allies from the cone effect if those allies are within Close Range. At Short Range and further, cone effects hit a random number of targets within each Range Band that they cross.

Burst: Burst effects hit every single target within the Range Bands it crosses. The creator cannot exclude any creature from the burst.

Translating area of effect attack ranges into number of enemies hit.

Line: The number of targets a Line effect can hit depends on its range. Close Range Line effects can hit up to 6 creatures, 12 for Short Range, 24 for Medium Range, 48 for Long Range, and 96 out to Extreme Range. The number of enemies hit by a Line effect includes all previous ranges, thus a Medium Range Line effect can hit up to 42 targets, 6 at Close Range, 12 at Short Range, and 24 at Medium Range.

Cone: Cone effects can hit up to

Burst:

5=4
10=12
15=24
20=44
25=68
30=96
35=132
40=172

Skill Reworks

Acrobatics (Dex)

-You roll Acrobatics when attempting to avoid an attack of opportunity, opposed by the attackers attack roll. On a success, you're able to move without provoking an attack of opportunity as a Standard Action. If you succeed by 10 or more, you can move away as a Move Action. If you fail, the opposed attack roll is applied to your AC to determine if the attack succeeds.

Athletics (Str)

-Climbing and Swimming require two skill checks, each made as a full-round action each to move one range band.

-If you beat the DC by 10, it only takes one full-round action.

-Failure works as normal, any roll that fails be 5 or more causes you to fall or drown as appropriate and negates any previous success made towards the next range band.

Craft (Int)

You are skilled in the creation of a specific group of items, such as armor or weapons. You can have several Craft skills, each with its own ranks. The most common Craft skills are alchemy, armor, baskets, books, bows, calligraphy, carpentry, cloth, clothing, glass, jewelry, leather, locks, paintings, pottery, sculptures, ships, shoes, stonemasonry, traps, and weapons.

Practice a Trade
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.

Crafting Items
The basic function of the Craft skill is to allow you to make an item of the appropriate type. The DC and time spent crafting depends on the complexity of the item to be created.

Before you begin crafting, you must pay one-third of the items price to cover the raw materials. Afterwards, you spend the time designated working on the item. At the end of this time period, you make the relevant Craft check against the items DC.

If you fail a check by 4 or less, you make no progress on the item. If you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Action: Craft checks are made at the end of the crafting period (see below).
Retry? Yes, but if you fail a check by 4 or less, you make no progress this week (or day, see below). If you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Modifiers
- **Tools**: All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a −2 penalty.
- **Multiple Crafters:** Multiple people can work on a project, dividing up time spent, but leaving the major points to the main crafter. The main crafter need only work on a project that has been previously worked on for half of the required time in order to roll their craft check for the item in question.

Repair Item

You can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

Action: Craft checks are made at the end of the crafting period (see above).

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.

Untrained: You can only craft Simple and Heavy Simple Tools if you do not have any ranks in the relevant Craft skill.

Item Type	DC	Time
Simple Tool	5	1 hour
Heavy Simple Tool	10	8 hours
Complex tool	15	8-24 hours
Heavy Complex Tool	20	3-7 days
Light Vehicle	20	10-40 days
Heavy Vehicle	25	60+ days
Alchemical Vehicle	30	100+ days

Simple Tool: No moving parts, same material (A wooden spoon or walking stick, a simple meal)

Heavy Simple Tool: No moving parts, multiple materials (A stone hatchet, simple shelter, a stew, Light Weapons)

Complex Tool: Moving parts, same material (Leather and Chain Armor, Balanced Weapons)

Heavy Complex Tool: Moving parts, multiple materials (Plate Armor, Alchemical items, Heavy Weapons)

Light Vehicles: Carts, etc

Heavy Vehicles: Galleons, etc

Alchemical Vehicles: Air Balloons, etc

Heal (Int)

You are skilled at tending to the ailments of others, ranging from flesh wounds, to maladies, to poisons.

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

Task	DC	Time
Provide First aid	15	Standard Action
Provide Long-term care	15	8 hours
Treat wounds from caltrops, spike growth, or spike stones	15	10 minutes
Treat deadly wounds	20	1 hour
Treat poison	Poison's save DC	Standard Action
Treat disease	Disease's save DC	1 hour

First Aid
You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make them stable. A stable character regains no hit points but stops losing them. First aid also stops a character from losing hit points due to effects that cause bleed. You cannot provide First Aid while engaged.

Provide Long-Term Care
Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability points for a full 8 hours of rest in a day, or 4 ability points for each full day of complete rest.

Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

You can treat two patients per rank of Heal you possess.

Treat Deadly Wounds
When treating deadly wounds, you can restore hit points to a damaged creature. Treating deadly wounds restores a number of hit points equal to half of the number of ranks you have in Heal. A creature can only benefit from its deadly wounds being treated within 24 hours of being injured and never more than once per day.

Treat Disease

To treat a disease means to tend to a single diseased character. This Heal check is usually done before the afflicted target rests for the night or in the morning. If your Heal check exceeds the DC of the disease, the character receives a +4 competence bonus on their next saving throw against the disease.

Treat Poison

To treat poison means to tend to 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. If your Heal check exceeds the DC of the poison, the character receives a +4 competence bonus on his saving throw against the poison. You cannot treat poison while engaged.

Treat Wounds from Caltrops, Spike Growth, or Spike Stones

A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty.

A creature wounded by a *spike growth* or *spike stones* spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding on a Heal check against the spell's save DC.

Action: Providing first aid or treating poison is a standard action. Treating a disease or tending a creature wounded by a spike growth or spike stones spell takes 10 minutes of work. Treating deadly wounds takes 1 hour of work. Providing long-term care requires 8 hours of light activity

Try Again: Varies. Generally speaking, you can't try a Heal check again without witnessing proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive

Linguistics (Int)

You are skilled at working with language, in both its spoken and written forms. You can speak multiple languages, and can decipher nearly any tongue given enough time. Your skill in writing allows you to create and detect forgeries as well. Linguistics also effects how quickly you're able to read a text.

Linguistics also encompasses art in its written form, from books to poetry to stage plays. Linguistics is used to both create them as well as decipher any hidden meanings within these texts.

Deciphering

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 about one page long (or the equivalent). If you fail by 5 or more, you draw a false conclusion about the text. This Linguistics check is made secretly by the GM, so that you can't tell whether the conclusion you draw is true or fails

Learn a Language

You can only learn a number of languages equal to your Linguistics skill plus your Intelligence modifier. This does not count the languages you learn at 1st level.

It takes 160 hours of training to learn a new language, and these hour need not be consecutive. Each language requires a trainer who shares a language with you and knows the language you want to learn, or a book written in a language you know that explains the basics of the language you want to learn.

You can also create a language with Linguistics which can be written, spoken, or signed. This takes 480 hours, which need not be consecutive. At the end of these 480 hours, you roll a DC 30 Linguistics check. Failure means you're unable to complete the language. You can retry the check after another 160 hours of attempting to create the same language. This includes both the time and effort required to create and learn the language. This language can be either written, spoken, or sign. Every additional 160 hours over the initial 480 spent to create the language allows you to add another facet, but also adds an additional +5 to the DC. Thus, creating a language that is written, spoken, and signed would take 800 hours and requires a DC 40 Linguistics check.

Create or Detect Forgeries
Creating a forgery takes 10 minutes for a simple document (such as a ledger), or 1 hour for more complex documents (such as proof of nobility). Detecting a forgery using Linguistics takes 1 minute of examination per page.

Forgery requires writing materials appropriate to the document being forged. To forge a document on which the handwriting is not specific to a person, you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.
The Linguistics check is made secretly, so that you're not sure how good your forgery is. As with Deception, you don't make a check until someone examines the work. Your Linguistics check is opposed by the Linguistics check of the person who examines the document to verify its authenticity. The examiner gains modifiers if any of the conditions are listed on the table below.

Condition	Linguistics 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 spends only 1 round to identify the document	−5
Document contradicts orders or knowledge	+2

Action Varies. Deciphering a page of ordinary text takes 1 minute (10 consecutive rounds). Creating a forgery can take anywhere from 1 minute to 1d4 minutes per page. Detecting a forgery using Linguistics takes 1 round of examination per page.
Retry? Yes.

Convey Secret Message

You can use Linguistics to pass hidden messages to another character without others understanding your true meaning. The DC of this check is 15 for simple messages and 20 for complex messages. If you are successful, the target automatically understands you, assuming you are speaking in a language that it understands. Secret messages that address multiple creatures have their DC increased by 10. If your check fails by 5 or more, you deliver the wrong message. Other creatures that hear the message can decipher the message by succeeding at an opposed Sense Motive check against your Linguistics result. It takes twice as long to deliver a secret message as it would to speak normally.

You can also convey secret messages through writing, using deliberate word choice, stressing certain syllables, and other forms of subtle writing.

Action: Delivering a secret message generally takes twice as long as the message would otherwise take to relay.
Retry? Yes. Secret messages can be relayed again if the first attempt fails.

Read Lips

Linguistics can also be used for reading lips. You must know the language which is being spoken, and the creature whose lips you're reading must be humanoid, or at the very least possess a mouth similar to a humans. Reading lips is DC 20 skill check, and utilizes the penalties for distance from Perception. Partial concealment (20% miss chance) is enough to ruin any lipreading attempts. A creature that fails the linguistics check by 4 or less can still read some words, but usually only gets very general meanings from full-on conversations. Slow speakers reduce the DC to 10.

Pantomime

When attempting to communicate with someone who does not speak the same language that you do, you can attempt to talk through gesticulation and charades. This is a Linguistics roll with a DC of 20, and the target must make a Sense Motive with a DC of 20 to understand what is being described. The vagueness, and potential cultural barriers, of this communication imparts a -5 penalty on both parties.

Reading and Writing

Reading and writing in a language you know does not take a skill check. However, for those interested, the average writing speed is 60 words per minute, and reading speed is 180 words per minute, in other words, the average person can read three times as fast as they can write. Transcribing from paper to to paper can be done at twice the speed, and dictation from speech to paper (meaning speech that is paced to be written down) is written at the same speed.

Modifiers

- **Trained** You must be trained to use this skill, but you can always attempt to read archaic and strange forms of your own racial language. In addition, you can also always attempt to detect a forgery.
- **Special** A sign language or gestural system can be used as a free action to silently communicate simple concepts to others who know the language or code, so long as those communicating can clearly see each other. More complicated conversations require additional time, just as with verbal speech. Some gestural systems are too simple to communicate more than basic tactical information. Onlookers unfamiliar with the gestures can interpret the secret message with a successful DC 25 Linguistics or Sense Motive check

Magic Items

Magic items, including wondrous items have their price reduced by half.

Cost of creating magic items is 3/4ths of this new price.

Masterwork quality does not exist and is not required for magical armor and weapons

Armor and weapons do not require a +1 enhancement bonus before being enhanced with a magic property.

Wands no longer work off of charges and do not cast the spell they are associated with. Wands increase the caster level of the associated spell when used as part of casting that spell.