

## Abilities by Level

| Level | HP  | Saves | Attack/AC | # of Attacks | DCs | Bonus to 3 skills | Track 1 | Track 2 | Track 3 | Track 4 | Items    | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-------|-----|-------|-----------|--------------|-----|-------------------|---------|---------|---------|---------|----------|---|---|---|---|---|---|---|
| 1     | 22  | 2     | +3/13     | 1            | 13  | 2                 | 1       |         | 1       | 1       | Lesser   | 2 | - | - | - | - | - | - |
| 2     | 32  | 3     | +4/14     | 1            | 14  | 3                 |         | 1       |         |         |          | 2 | - | - | - | - | - | - |
| 3     | 42  | 3     | +5/15     | 1            | 15  | 4                 |         |         | 2       |         |          | 3 | 2 | - | - | - | - | - |
| 4     | 52  | 4     | +6/16     | 1            | 17  | 5                 | 2       |         |         | 2       | Lesser   | 3 | 2 | - | - | - | - | - |
| 5     | 65  | 4     | +7/17     | 1            | 17  | 7                 |         | 2       |         |         | Greater  | 4 | 3 | - | - | - | - | - |
| 6     | 75  | 5     | +8/18     | 1            | 18  | 8                 |         |         | 3       | Lesser  |          | 4 | 3 | 2 | - | - | - | - |
| 7     | 85  | 5     | +10/20    | 1            | 18  | 9                 | 3       |         |         | 3       | Lesser   | 5 | 4 | 2 | - | - | - | - |
| 8     | 100 | 6     | +11/21    | 2            | 19  | 11                |         | 3       |         |         | Greater  | 5 | 4 | 3 | - | - | - | - |
| 9     | 112 | 6     | +12/22    | 2            | 20  | 12                |         |         | 4       |         |          | 5 | 5 | 3 | 2 | - | - | - |
| 10    | 144 | 7     | +13/23    | 2            | 20  | 13                | 4       |         |         | 4       | Relic    | 5 | 5 | 4 | 2 | - | - | - |
| 11    | 156 | 7     | +14/24    | 2            | 21  | 14                |         | 4       |         | Greater | Lesser   | 5 | 5 | 4 | 3 | - | - | - |
| 12    | 168 | 8     | +16/26    | 2            | 21  | 16                |         |         | 5       |         |          | 5 | 5 | 5 | 3 | 2 | - | - |
| 13    | 180 | 8     | +17/27    | 2            | 23  | 17                | 5       |         |         | 5       | Greater  | 5 | 5 | 5 | 4 | 2 | - | - |
| 14    | 200 | 9     | +18/28    | 2            | 23  | 18                |         | 5       |         |         | Relic    | 5 | 5 | 5 | 4 | 3 | - | - |
| 15    | 225 | 10    | +20/30    | 3            | 24  | 19                |         |         | 6       |         |          | 5 | 5 | 5 | 5 | 3 | 2 | - |
| 16    | 245 | 10    | +22/32    | 3            | 25  | 21                | 6       |         |         | 6       | Greater  | 5 | 5 | 5 | 5 | 4 | 2 | - |
| 17    | 260 | 11    | +23/33    | 3            | 26  | 22                |         | 6       |         | Relic   | Artifact | 5 | 5 | 5 | 5 | 4 | 3 | - |
| 18    | 278 | 12    | +25/35    | 3            | 27  | 23                |         |         | 7       |         |          | 5 | 5 | 5 | 5 | 5 | 3 | 2 |
| 19    | 310 | 13    | +27/37    | 3            | 28  | 24                | 7       |         |         | 7       | Lesser   | 5 | 5 | 5 | 5 | 5 | 4 | 2 |
| 20    | 340 | 14    | +30/40    | 3            | 30  | 25                |         | 7       |         |         |          | 5 | 5 | 5 | 5 | 5 | 4 | 3 |

### Mook Type

### Features

|           |   |
|-----------|---|
| Grunt     | +5 HP/Level, +2 AC, 1d6+(Level*2) Damage, [Melee] range, 30 ft. Speed   |
| Striker   | [Medium] Range Attacks, 1d6+(Level*2) Damage, 40 ft. Speed, gains [Flight] at 8 <sup>th</sup> level   |
| Myriad    | Striker with a maximum of 7+(Level/4) bodies that are destroyed instantly on damage. Cannot attack same enemy more than once per [Round]. Spawns one additional body each turn. Does not have to roll for attack. Deals 1d6+(Level) damage. |
| Minion    | Gains both Grunt and Striker bonuses  |
| Elite     | Minions with one track in fast progression  |
| Miniboss  | Minions with four tracks and two feats  |
| Operative | Elites with Operative abilities   |

## Attacks of Opportunity

| Action              | Provokes AoO    |
|---------------------|-----------------|
| Cast a spell        | Yes             |
| Draw a weapon       | No              |
| Drink a potion      | Yes             |
| Pick up a weapon    | Yes             |
| Stand up            | Yes             |
| Use combat maneuver | See description |
| Use an EX ability   | Usually no      |
| Use an item         | No              |
| Use a skill         | Usually no      |
| Use an SLA ability  | Usually yes     |
| Use an SU ability   | Usually no      |

## Experience

| Experience | Leveled To |
|------------|------------|
| 6          | 2          |
| 13         | 3          |
| 22         | 4          |
| 33         | 5          |
| 46         | 6          |
| 63         | 7          |
| 78         | 8          |
| 98         | 9          |
| 122        | 10         |
| 150        | 11         |
| 180        | 12         |
| 210        | 13         |
| 240        | 14         |
| 270        | 15         |
| 300        | 16         |
| 340        | 17         |
| 380        | 18         |
| 420        | 19         |
| 465        | 20         |

**Ability Damaged:** Character temporarily loses 1 or more Ability Score points. Points return at the rate of 1 per day.

**Battered:** Character no longer benefits from any healing effect unless that effect removes [Battered]. Expires at end of encounter.

**Bleeding:** Character suffers 4 points [HP Reduction] per [Round]. Lasts for 3 [Rounds].

**Blinded:** -2 AC, lose KDM bonus to AC, move at half speed, -4 penalty to all physical and Perception skill checks, all opponents treated as [Fully Concealed].

**Blown Away:** Character is [Knocked Down] and pushed 1d4 x 10 feet. If flying, increase to 2d6 x 10 feet.

**Checked:** Character cannot move.

**Concealed:** Attack rolls against character have a 20% miss chance.

**Confused:** See page 118 of the rulebook.

**Cowering:** -2 penalty to AC, lose KDM bonus to AC. [Fear] effect. Expires at end of encounter.

**Dazed:** Character can do nothing except take one 5-foot step per [Round]. Lasts 1 [Round].

**Dazzled:** Character takes -1 to attack rolls and Perception checks. Lasts 5 rounds.

**Deafened:** -4 to Initiative rolls, -5 to Perception checks.

**Entangled:** Move at half speed, cannot [Run] or [Charge], -2 penalty to attack rolls, -4 penalty to DEX.

**Exhausted:** Move at half speed, -6 penalty to STR and DEX.

**Fatigued:** Cannot [Run] or [Charge], -2 penalty to STR and DEX.

**Flat-Footed:** Character has not yet acted in combat. -3 penalty to AC and may not make attacks of opportunity.

**Frightened:** -2 penalty to all d20 rolls, must flee if possible. [Fear] effect. Lasts until end of encounter.

**Fully Concealed:** Attack rolls against character have a 50% miss chance.

**Helpless:** Dex 0, melee attacks vs. character get +4 attack bonus.

**Invisible:** Character gets +5 to Stealth checks and ignores enemy's KDM bonus to AC.

**Nauseated:** Character can do nothing but take one move action on turn. Lasts 1 [Round].

**Negative Levels:** -1 to all d20 rolls, 5 points [HP Reduction], -1 to effective level, -1 spell slot in highest available circle. Expires at end of [Scene].

**On Fire:** Take 1d4 damage at end of turn, plus additional 1d4 for every round spent [On Fire]. Lasts 3 rounds. Can be ended by a move action, but doing so provokes attack of opportunity.

**Panicked:** Character takes a -2 penalty to all d20 rolls and must drop everything currently held and flee at top speed. If character cannot flee, they become [Cowering]. [Fear] effect. Expires at end of encounter.

**Paralyzed:** DEX and STR reduced to 0, [Helpless].

**Petrified:** Character is turned to stone and [Unconscious].

**Prone:** May only move 5 feet per [Round], -4 to melee attack rolls, +4 to AC vs. ranged attacks, -4 to AC vs. melee attacks. Move action to stand up, provokes attack of opportunity.

**Shaken:** -2 to all d20 rolls. [Fear] effect. Expires at end of encounter.

**Sickened:** -2 to all d20 rolls. Expires at end of encounter.

**Slowed:** Character must skip either standard or move action each turn. Expires at end of encounter.

**Stunned:** Character drops everything currently held, takes a -2 penalty to AC, and loses their KDM bonus to AC.

## Death Conditions

| Condition   | Trigger      | Effect  |
|-------------|--------------|---|
| Disabled    | 0 HP         | May only take one move or one standard action per round. Move at half speed. Standard action causes -1 HP and [Dying] unless the action caused you to regain HP.                        |
| Unconscious | Negative HP  | Knocked out and [Helpless]  |
| Dying       | Negative HP  | [Unconscious]. At end of each [Round], roll d%. Character has a 10% chance to become [Stable]. If they fail to become [Stable], they lose 1 HP. If their HP drops below -CON, they die. |
| Dead        | HP below CON | The character's soul leaves their body. They can only be restored to life by magic.   |

## The Fear Ladder

| Condition  | Severity | Increase |
|------------|----------|----------|
| Cowering   | 10       | -        |
| Panicked   | 5        | +5       |
| Frightened | 3        | +3       |
| Shaken     | 1        | +2       |

Fear effects function with increasing severity if a character is already suffering from fear. It is helpful to think of fear effects as a "ladder", with the worst condition at the top and less-severe conditions stacking on top of each other to create more severe effects.

Each application of a condition increases a creature's total fear level by the given amount, and when the total equals or exceeds the Severity of a given condition, the creature is afflicted with that condition instead of the previous one. If a creature afflicted with a given condition is affected by an effect that removes a lesser condition, subtract the corresponding adjustment from the creature's total fear level, and change the creature's fear condition as needed.

## Common Skill Uses

|                              |   |
|------------------------------|---|
| Move Through Threatened Area | Acrobatics DC = 10 + Opponent's BAB + Opponent's KOM. Success: You can avoid AoO. Failure: Move normally, take AoO.   |
| Surprise Opponent            | Acrobatics DC = Opponent's AC. Halve move speed. Success: opponent is [Flat Footed] against any attacks you make on your turn.  |
| Heal Creature                | Medicine DC = 10. Heal 2 points per patient level over the course of 8 hours. For every 5 over DC, double healing or halve time taken.  |
| Remove Ability Damage        | Medicine DC = 15. Double rate of ability damage regeneration.   |
| Revive Unconscious Creature  | Medicine DC = 15. Target creature is no longer [Unconscious].   |
| Stabilize Dying Creature     | Medicine DC = 20. Standard action. Dying creature is [Stable] and no longer losing HP.  |
| Revive Dead Creature         | Medicine DC = 30. Revive creature that has been [Dead] for no longer than 1 hour per level.<br><br>Medicine DC = 35. Revive creature that has been [Dead] for no longer than 1 day per level. |
| Bluff                        | As part of a move action, halve speed and attempt to render opponent [Flat Footed] against all attacks you make on this turn.   |
| Diplomacy                    | As part of a move action, halve speed and inflict a -2 penalty to opponent's attack rolls until the beginning of your next turn.  |
| Intimidate                   | As part of a move action, halve speed and inflict a -1 penalty to opponent's AC and saves until the beginning of your next turn.  |

### Bull Rush

A bull rush is a rapid assault designed to force an enemy out of your way or into an exposed position. As a standard action, you can advance into an adjacent opponent's space (provoking an attack of opportunity), then attempt to push the opponent 5 ft in any direction. The opponent can make either a Fortitude or Reflex save to resist (DC 10 + 1/2 your level + your Strength modifier). A successful save means that your opponent remains in place and you return to the space in which you started. A failed save means that you successfully push your opponent 5 ft, and take the space that your opponent started in.

If you have not used your move action, you may continue to push your opponent up to half of your normal move distance, in addition to the initial 5 ft.

A creature being pushed does not provoke attacks of opportunity. You provoke attacks of opportunity when you move into your opponent's square to initiate a bull rush, but do not provoke attacks of opportunity for distance moved while pushing your opponent.

### Charge

A charge is a straight-line movement ending in a melee attack. As a standard action, you may move up to your speed (but at least 10 ft) in a straight line and make a single melee attack (you gain no additional attacks from high Base Attack Bonus or effects that grant additional attacks). Any obstruction in a straight-line path prevents you from charging (although you could maneuver to a straight-line path, if one exists, with your move action). Your charge attack, and any other attacks for 1 [Round] (such as attacks of opportunity), gain a +2 bonus to attack rolls. However, charging inflicts a -2 penalty to Armor class for 1 [Round].

You can use the Power Attack combat maneuver while charging.

### Deadly Aim

As a free action, before using a standard action to attack on your turn, you may declare that you are activating Deadly Aim. Apply a penalty equal to or less than your Base Attack Bonus on all ranged attack rolls that you make for 1 [Round], and apply that number as a bonus to all ranged damage rolls that you make for 1 [Round].

### Defensive Fighting

As a move action, you can fight defensively, gaining a +2 bonus to Armor Class for one [Round]. You may not fight defensively and charge on the same turn.

### Disarm

As a standard action, make a single melee attack. The attack does normal damage. In addition, on a successful roll, your opponent must make a Reflex save (DC 10 + 1/2 your level + your Strength modifier) or drop any items that it is currently holding (such as weapons, wands, or grenades). If you still have a move action, you could use it to pick up a single item, as usual.

### Flurry

You may make a Flurry as part of an attack action. For that attack action, you can take a -2 penalty to attack rolls in return for gaining an extra melee attack at your highest attack bonus. For example, a 1st-level barbarian would have -1/-1 for the two attacks, before adding a Strength bonus and other modifiers.

### Power Attack

As a free action, before using a standard action to attack on your turn, you may declare that you are Power Attacking. Apply a penalty equal to or less than your Base Attack Bonus on all melee attack rolls that you make for 1 [Round], and apply twice that number as a bonus to all melee damage rolls that you make for 1 [Round].

You may not use Power Attack and Fight Defensively in the same [Round].

### Trip

As a standard action, make a single melee attack. The attack does normal damage. In addition, on a successful attack roll, your opponent must make a Reflex save (DC 10 + 1/2 your level + your Strength modifier) or become [Prone].

### Run

As a standard action, you can move up to your speed without provoking an attack of opportunity. This does not preclude using your move action to move again (for a total of twice your normal move speed).