

PATHFINDER[®]

ROLEPLAYING GAME[™]



ULTIMATE CAMPAIGN



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This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



Paizo Publishing, LLC
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First printing May 2013.
Printed in China.

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INTRODUCTION

Whether you're writing up a vast and colorful character background or playing out a moment in between fighting monsters, a *Pathfinder Roleplaying Game* campaign truly comes alive as you explore your characters and the ways they affect the world around them. This book offers players and GMs myriad ways to spice up and even alter the course of a campaign, from little moments in a town earning money and retraining your skills to ruling over kingdoms and waging glorious battles. For those looking for ways to be more personally impressive in combat or at magic, see *Pathfinder RPG Ultimate Combat* and *Pathfinder RPG Ultimate Magic*.

NAVIGATING THIS BOOK

This book is organized in much the same way as the *Pathfinder RPG Core Rulebook*, with each chapter containing rules grouped together by theme for ease of reference. Presented below are a brief overview of each chapter and a taste of the new material you can expect to find therein. Additionally, the table of contents on the previous page and the index located at the back of this book should assist you in locating specific topics quickly and easily.

Chapter 1—Character Background: This chapter brings to the table new, detailed methods for coming up with

a character's background, from her birth through her childhood and adolescence, her adoption of the class she now has levels in, and the struggles she endured even before she achieved her first character level. Along with advice on fleshing out characters, this chapter provides tables to roll on if you want to randomly generate a background for a character; you can instead pick and choose from the possibilities on these tables if you already have an idea for where that character came from. The choices made for each stage of a character's life, her parents, and the events surrounding her upbringing grant access to character options listed later in the chapter.

After that, you'll find character traits, originally introduced in the *Pathfinder RPG Advanced Player's Guide*. All of the traits from the *Advanced Player's Guide* are included here (with some updates), as well as many new ones. Following that, you'll read about drawbacks—the opposite of traits, each one detailing a character flaw or weakness (which, if taken, also grants access to an additional trait). Finally, this section introduces story feats: special feats that act a bit like personal quests. Upon taking a story feat, characters gain a bonus or ability that improves when they achieve a certain condition or complete a certain goal.

Chapter 2—Downtime: This chapter deals with the time players spend in towns between adventures. Three overall components combine to create a comprehensive experience during this downtime: activities characters can do to help them get a little ahead for the next adventure or in general, ways to invest in a settlement by creating buildings and organizations, and random events that can happen in the settlement where the PCs are.

The activities characters can undertake in a settlement require a day or more to accomplish—perfect for the times between sessions when players can work with their GMs. These activities include crafting items, earning money, gathering information, researching spells or lore, scheming for an upcoming adventure, and more.

Some other activities involve building rooms and drafting together teams of people to form buildings and organizations. These buildings and organizations can be businesses that generate income, items for characters' personal use, or even quest goals created by the GM. It takes more than gold and a few hours of work to create these, however—through labor, material goods, influence over the local populace, and magical assets, PCs can make a lasting mark on a city and on their personal story.

As players create buildings and organizations, random events can happen to them. Some are beneficial: a boost in productivity, a famous visitor, or an unexpected windfall. Some are detrimental: criminal activity, a fire, or mutiny. And even if you aren't playing with buildings and organizations, GMs can still use these events to add color to a town, making it more than just a forgettable place where nothing happens except for the party selling its latest plunder.

Chapter 3—Campaign Systems: This chapter provides an array of options to enhance your campaign. If you've been looking for things to add to your game like rules for sandbox-style exploration, gradual alignment shifts, complex relationships, fame and codes of honor, retraining characters, and so on, look no further. Each of these 15 optional systems adds a new dimension to your campaign—whether you just use one, grab a few, or even get crazy and add them all in. These optional systems modify different parts of the game, changing the way you handle character creation, time spent in settlements, the results of characters' actions, lengthy travel, and so on. Naturally, these are the sort of options you can introduce and leave behind as your campaign requires.

Chapter 4—Kingdoms and War: This chapter covers two vast concepts, building a kingdom and warring with armies. The first section, Kingdom Building, takes the kingdom rules and ideas from *Pathfinder Adventure Path #32: Rivers Run Red* to a whole new level. Here, PCs become the rulers of a kingdom—kings and queens, clergy, generals, diplomats, marshals, spymasters, and so on. These rules have got you covered whether a kingdom consists of a mere hamlet and surrounding farms, or a vast nation of many cities and sprawling lands. A kingdom could be built from

the ground up, a vassalage of a larger empire, or even a realm won through bravery and valor—where the people of the land ask the leaders to stay and rule.

The scale of playing out ruling and shepherding a kingdom is far greater than of adventuring or even the downtime system from Chapter 2. A turn for kingdoms covers a month of time in the campaign, during which the characters build settlements, expand their territory, tax the populace, declare holidays, and more. But fear not! The PCs still have plenty of time each month to go out adventuring—their lands need only 7 days of their time, and surely everyone benefits when they use the rest of that time to clear monsters from surrounding lands and tackle vile threats within the kingdom.

Along with time, the costs and resources of a kingdom go far beyond mere thousands of gold pieces. This chapter uses build points as currency—a general form of capital used to fund a nation's maintenance and growth. In the early stages of building a kingdom, players can certainly convert their PCs' hard-fought gold into build points, but every ruler should have creating a self-sufficient kingdom as a goal.

Kingdoms are rarely calm places. Many types of events could happen each month—some beneficial, some dangerous. Raising a nation is unpredictable business at the best of times, and every month you'll see what sort of event takes place. From boom towns and feuds, to celebrities and inquisitions, to scholarly discoveries and public scandals, anything can happen in a kingdom. As with Chapter 2, these events also provide fodder for campaigns that don't deal with ruling a nation—GMs can use them to color the PCs' travels or to create intriguing adventure hooks.

This book ends with the Mass Combat system, where you play out vast, sweeping battles between dwarven armies, halfling scouting parties, elven cavalry, undead hordes, and whatever epic scenes you dream up. These rules cover raising and maintaining armies of various sizes and special abilities, as well as army commanders that make their forces more formidable.

War is a larger proposition than the skirmishing you're used to for a dungeon, with turns taking from several minutes to even an hour. In that time, the players handle the tactics for their army (or armies, if they're fighting a grand war with multiple units), watch arrows and spells fly in ranged assaults, and feel steel clash against steel in glorious melee battle.

Battles can be won not only by destroying enemy forces, but also by routing them—causing so much devastation and fear that they have no choice but to flee. But even then, the story of that battle is not over. Victorious commanders grow in prowess and ability with each battle won. Losing commanders may be captured and ransomed or killed. And surviving armies, victorious or not, must deal with the losses they've suffered by healing and rebuilding.

These rules integrate with the kingdom-building rules summarized above, though you don't need to run a kingdom in order to play through a mass combat.



1 CHARACTER BACKGROUND



It's quite clear, your lordship."
Ezren nodded at the gigantic tree, etched in counter-relief upon the ancient marble. "This records all the notables of your family, going back a dozen generations."

The royal advisor lifted his torch, the light barely illuminating the highest branches. "Your right is undeniable my lord!"

"Well..." The wizard frowned. "Queens, kings, heroes, tyrants—the line is quite strong. There's even a—ahem—divine connection"

"What!?" His majesty spun. "My family is descended from the gods?"

"Not... per se." Ezren grimaced, continuing cautiously. "Do you know of any members of your family born with horns?"

IND

INTRODUCTION

A character background details the significant events, people, and life experiences that make up the origin story of a character prior to his or her role in the saga of a campaign. Some characters are born under extraordinary circumstances, heralded by prophecy and omen; others live completely ordinary lives until some dramatic event casts them onto the dangerous roads traveled by heroes and monsters. A character's background forms the basis for complex motivations and emotional vulnerabilities, and these past experiences guide the way the character responds to circumstances in his or her present life. As the child of a goddess and a mortal, do you view ordinary creatures as inferior beings? Having grown up in abject poverty, how do you react when someone steals from you? If a militant theocracy burned your siblings as heretics, how do you respond to clerics of other religions? When playing a new character, the details in your background give you a quick handle on your past, making it easier to slip into the character's skin and embrace this mind-set in play. As the campaign proceeds, your early adventures gradually become part of that background—a seamless chain of events that make up your life and contribute to your constantly changing and evolving persona.

HOW TO CREATE A BACKGROUND

There are several ways you can approach character background using *Ultimate Campaign*. One approach is an organic method—brainstorming character details, guided by the questions in the following sections of this chapter. Alternatively, you might use the background generator, starting on page 16 to compile your history randomly. You can also use the charts and tables in the background generator as a springboard for your imagination, deliberately selecting background elements that inspire you or fit the direction you wish to explore.

For published Pathfinder Adventure Paths, you often have the option of selecting campaign traits that tie your character thematically into a specific storyline relevant to that Adventure Path. Check with your GM to see if she can point you to official campaign traits or other traits that may help link your character to the campaign or adventure she's running. Such traits provide a good foundation upon which you can add details from this book, either by rolling randomly or by manually selecting background details that mesh well with your campaign's themes.

No matter how you go about developing your character's background, the next step is to quantify that background in terms of game mechanics. Select two traits (or three traits and a drawback) that capture the background you imagined. Traits and drawbacks begin on page 51. These traits provide small bonuses that reflect skills and knowledge gained from your life experiences. The drawback, if you choose to take one, represents an emotional vulnerability or character flaw that should not only provide a slight

mechanical disadvantage, but also (more importantly) serve as a roleplaying tool for making interesting choices. After all, nobody's perfect!

Brainstorming Your Background

Before you start working on your background, roll your ability scores and select your race and class. With this basic information determined, you can focus on creating a backstory consistent with those key elements, brainstorming the details of your background in a way that makes sense with your race, class, and attributes.

The following sections of this chapter examine your life leading up to the beginning of the campaign, starting from your birth, proceeding through the formative experiences of childhood and adolescence, and ending with the development of your worldview in early adulthood. Each section poses a number of questions to consider. You don't need to know the answers to *all* of these questions, and some things you might prefer to discover as the game proceeds. However, you may find it easier to step into your character's head if you spend some time contemplating these questions, simply because you'll have more information to draw from. These questions are prompts to focus your imagination toward certain points in your life in order to create strong roleplaying and story hooks for you, your group, and your GM.

Creating a Unique Character Concept

Sometimes, creating a character that feels original and stands out from others of the same class and race can seem like a challenge. It's easy to fall into playing the stereotype of a race or class—the ale-swilling dwarven fighter with the battleaxe, the quick and wise elven ranger roaming the woodlands with a longbow, the sneaky and childlike halfling rogue, and so on. While there's nothing wrong with these, and they can be a lot of fun—after all, there's a reason they became cultural archetypes in the first place—sometimes you want to try something new. Presented here are some techniques you can use to help you break away from stereotypes.

Originality: If you strive too hard to be original, you'll likely be disappointed when you discover that someone else has already implemented your idea in a book, film, game, or other kind of media. Yet, while original *ideas* are hard to come by, every *person* you meet is unique, shaped by his or her individual experiences. Rather than strive for an original concept, try focusing on the experiences that define your character's life and give him his personality and point of view. Specific experiences will help move you away from the stereotypical and cliché.

The Third Idea: When you're brainstorming ideas, it sometimes helps to reject the first and second ideas that leap to mind, and instead consider the third, fourth, and fifth ideas you come up with. This way, you're challenging yourself to explore wider, more interesting possibilities full of unexplored story potential. The easy ideas that

spring to mind first probably do so because you've seen them before.

Opposites: When you're stuck on an characteristic that strikes you as boring, plain, or stereotypical, decide that the opposite is instead true of yourself. For instance, if you're playing the aforementioned dwarven fighter, perhaps one of the following holds:

- You have taken a vow against drinking, can't hold your liquor, or act in a peculiar, eccentric way when drunk.
- You can't grow a beard.
- You favor a weapon that is not a hammer, axe, crossbow, or other typical dwarven weapon.
- You live in a forest or on an island rather than in the hills and mountains favored by most dwarves.
- You are a pacifist who loathes violence.
- You deeply pity or love orcs and goblins.

Any one of these character quirks can prove ripe for character development and story hooks in the campaign.

Steal Shamelessly: Sometimes when starting a new character, you just need a good template or foundation from which to build. Characters from literature, comics, history, real life, or television and film can provide that foundation in an instant. The key is to alter various aspects of the model character until you have changed enough to have an altogether different concept.

How would Count Dracula be different as an elven wizard? What about as a halfling cleric? Are you obsessed with feasting on blood, or are you simply ancient, creepy, solitary, and mysterious?

What about reinterpreting Julius Caesar as a human rogue or a gnome illusionist? Is this human rogue one of three mobsters scheming to eliminate the competition and rule a city the way Caesar eliminated his competitors to rule Rome? Has your gnome illusionist received a prophetic message predicting his own death, as Caesar did from the soothsayer?

Building on the foundations of established characters or people gives you a framework, at which point you just need to give yourself different circumstances in order to inspire a new idea, one that will grow on its own as you continue to play. The initial inspiration or model you choose helps you come to grips with your character quickly without feeling like you have to reinvent the wheel.

Another way to accomplish this is to combine notable traits of two disparate characters from media or history. For instance, how would you play a character with Sherlock Holmes' skill at deduction and Hamlet's indecision? Achilles' battle prowess paired with Nikola Tesla's inventive mind? Merlin's magic with Marie Curie's search for scientific truth? Joan of Arc's faithful conviction and Napoleon's overwhelming ambition?

USING THIS SECTION

The rest of this section dives deep into your background, starting from birth and early childhood through adolescence and into early adulthood. Each bit has a

number of questions to think (or write) about. As you go through them, you might find a question doesn't apply to you. That's an opportunity to instead think about why it doesn't apply, and what that means about your relationship to the rest of the world. Likewise, if you find you have a short answer to a question, especially "yes" or "no," that's an opportunity to dig deeper into why that's the case.

Above all, don't let creating a background become a burden for you. The goal is to help you play a character, not to paralyze you with decisions you don't want to make right now.

EARLY LIFE

Experiences in childhood have a monumental impact on the person you become later in life. Family, social class, region, family trade or profession, religion, culture, and major events that occur during your life have a formative influence on your character development and the worldview that you adopt as an adult. As you think about your early life, consider the following questions and imagine your roots in a time long before you gained the knack for the character class you have chosen—after all, almost nobody starts life with their future profession already laid out for them. This information will influence your choice of skills, traits, story feats, and penalties, and help to ground you in the campaign world.

Circumstances of Birth

Though not all characters are born under unusual circumstances, many cultures have myths of momentous events corresponding with the birth of heroes or villains. Sometimes these are natural phenomena, such as comets, earthquakes, volcanic eruptions, eclipses, or shooting stars. In other instances they are social, political, or religious events such as the crowning of a king or the martyrdom of a prophet. Without precise, convenient calendars in every home, years and eras tend to be remembered for the notable events that transpired within their term, and a character whose birth falls close to a major event may always be associated with that event in the eyes of kin and peers.

Were there any special or magical circumstances that occurred around your birth? Were you born with a special birthmark, or prophesied in ancient texts? Was your birth cursed or blessed by a supernatural being? Imagine the day or year you were born—your parents likely remember it and have described it to you. In what season were you born? Was there a natural phenomenon, such as a great storm or snowfall, an earthquake, or an eclipse? Was it unseasonably warm or mild? Perhaps there was a special event that happened on the day or year of your birth—for example, maybe the local lord held a grand festival, or someone of great fame or significance passed away. Anyone in your community who remembers your birth remembers it for what else occurred in this time. This doesn't need to be a world-shaking event, but it should say something



about you and give a hint as to the events that presaged your coming into the world—for good or ill.

Family

Your family often has the strongest influence over you as a child. This family doesn't always consist of blood relations, especially in the case of adoptees, foundlings, orphans, or street urchins. Those who raised you as a child and took responsibility for your survival, food, shelter, and protection are your family. A family passes on customs, traditions, religion, and superstitions. Some families nurture, shelter, and safeguard their children; others fight and harm one another. When you start thinking about your background, begin by examining your family life.

Parents: The way parents relate to one another often becomes the model for how their children perceive adult relationships. Children carry these views into adolescence and adulthood, consciously or unconsciously embracing their parents' model (even if they later reject it). The way you behave in a romantic relationship (or marriage contract) partly stems from your perception of your parents' relationship.

Who were your parents and how did they meet? Did your parents marry, and if so did they marry for love, money, political power, or some other reason? Was their marriage arranged? Did your parents fight or abuse

one another? Conversely, did your parents get along blissfully, creating an ideal model of love in your mind? Were your parents faithful to one another, or was one (or both) a philanderer? What secrets did you learn about one of your parents that the other did not know? Did your parents separate? Did a parent die? If you grew up with only one parent, how did your other parent deal with the separation from his or her partner? How did (or would) such an event affect your life? Does your family experience cause you to long for a family of your own or cause you to shun the thought?

Siblings: Depending on the nature of your family, your siblings might be your closest friends or worst enemies. Sometimes siblings band together for friendship, protection, and support; other times they are divided by competition, favoritism, or resentment.

Think about the family dynamics. If you have siblings, are you close to them? Were you bullied by one or more of your siblings, or protected by them? Were you the eldest child in your family, or otherwise responsible for watching out for your siblings? Did your parents place greater duties, expectations, and responsibilities upon you than upon your siblings? Is there a sibling you are closer to than others, or do you care for all your brothers and sisters equally? Was there a favorite child in your family? Were you that child or was it one of your siblings? Was there a black sheep in your

family? Do you have any bastard siblings, half-siblings, or stepsiblings? If so, what is the nature of your relationship?

Extended Family: Grandparents, aunts, uncles, nieces, nephews, and cousins can sometimes be closer than your immediate relations. At the very least, such relatives can be close confidantes outside of your immediate family. Did you have such a favorite relative? What role did this person play in your life, and what family role did she fulfill? Did your immediate family live with, visit, or associate with your extended family, or was your mother or father disowned by his or her side of the family?

Adoption, Illegitimacy, and Orphanhood: Growing up adopted, separated from your parents, as an illegitimate child, or on your own as an orphan may have a large effect on your mind-set, prompting questions of identity, driving you to establish yourself in the world, or plaguing you with questions about the circumstances of your birth.

Were you born of two committed parents, the result of a chance tryst, or something else? Were you reared by your birth parents or by someone else, and was that better or worse than the alternative? Did parents of a different race (including wild beasts or monsters) bring you up?

Parents' Professions: Your parents' professions were a backdrop against the environment you grew up in, and it's likely you were assigned tasks and chores related to their trades, and expected to learn associated skills.

What were your parents' professions? Did either of them originally come from a different background or profession? Do you have positive or negative feelings about the family trades? Did you assist your parents, or separate yourself from their trades completely? If you helped with a parent's profession, did you learn the skills of the trade when you came of age? Were you expected to carry on that trade, or did the duty fall to one of your siblings? Was there something about the trade that you loved or hated?

Region

Imagine the geographical region where you grew up, and consider the implications, positive and negative, of growing up there. Think of how the landscape affected your psychology. If you grew up surrounded by desert, did you see it as a barren and featureless wasteland or a wide-open place of endless possibility? If you grew up near a forest, was it a verdant woodland that captivated your imagination or a savage and dangerous place where wild beasts hunted?

The environment around your community could also have influenced your physique and the skills you learned. Were you rugged mountain-folk, wandering forest nomads, peasant villagers, townsfolk, city-dwellers, or the sailors from distant islands? Did you learn to survive by gathering roots and vegetables from fields and plains, or track and hunt in the quiet forests? Did you live by your wits in a city's streets and alleyways?

If you grew up near wetlands, rivers, or swamps, you might know how to fish or raft. In the mountains, you

might have developed skill with climbing or skiing. If you grew up in an urban environment and lived your entire childhood within the city walls, what is your perception of the world beyond the city?

Where you grew up also shapes how you see the rest of the world, in varying ways. There's a big difference between a country girl who sees cities with contempt or curiosity and a city boy who looks at the wilderness with wonder or fear.

Social Rank and Education

In most cultures, the wealthy and privileged stand apart from the common masses. But even the wealthy and powerful have a hierarchy, as do middle class tradespeople and common laborers. The social class to which you belonged as a child influences your education and how you see the world.

If you are of noble birth, you might have grown used to convenience and to commanding others—and expecting them to obey, just as you're expected to obey your betters. You likely had a better education than nearly everyone else.

If you are of common birth, you probably have a very different perception of life, and little if any formal education. Those with rank have power, and you were expected to fall in line. Your common birth is likely apparent in your speech, clothing, and bearing.

What was the economic and social station of your parents? Were they peasant laborers or tradespeople? Were your family members servants to wealthy and powerful people, or did you have wealth or power yourselves? If they were wealthy, was it “old money” or a recent acquisition? Was your family respected in your community?

When you dealt with people of other social classes, how did you treat them? Do you respect people of other social classes, or do you disdain or despise them? Were you ever embroiled in a struggle against someone of higher or lower social rank? What was it about, and what happened as a result? Do you hold with the customs and tastes of your social class or have you rejected them for the customs and manners of a higher or lower class?

Magic

Most of the standard humanoid races aren't inherently magical, though their members may come to study magic and learn its secrets over time. If you come from a nonmagical culture, the arcane arts might seem strange—like cheating at life or breaking religious taboos. Or perhaps you were taught to embrace magic as a wondrous and fantastic means of accomplishing the impossible.

How much did you know about magic growing up? Was it a part of your everyday life or something that was only spoken about in superstition, tales, and legends? Were you ever placed under a spell or curse? Did you develop any strange, supernatural powers as a child? Did you ever experiment with magic unsupervised? Are you affected by any long-lasting magical effects, including enchantments or curses cast upon you in your early life?

Religion and Ritual

Parents usually pass their religious beliefs to their children by instructing them in the customs, dogma, practices, rituals, and traditions of their faith. Tradition and ritual play a major part in cultures, determining festivals, initiation rites to adulthood, and holidays. Even if you're not religious, you probably have had some experience with religion as a child, perhaps from a relative, friend, or followers of the dominant faith of the region where you grew up.

Did your parents follow the same faith, and did they instruct you in those teachings? In a world of death and uncertainty, how important were religious beliefs and traditions to your family's life? What was a particular custom of your religion or a tradition your family practiced? What were the ethical or religious taboos? Whether or not you are religious, do you abide by a certain ritual or maintain any taboos? Did you follow the religious teachings of your family or reject them? If you followed them, what comfort did they give during the difficult transition from childhood to adulthood?

Major Childhood Event

From the perspective of a child, the world is a different place. Depending upon one's circumstances and outlook, the world might seem a lovely paradise filled with wonders or a dreary, meaningless hell brimming with barely contained horrors. The events of childhood meaningfully impact the perception of the world a child carries into adulthood.

With this in mind, describe a significant event from childhood that shaped you and that you still think about from time to time. This might be something personal, like the day you were initiated into a religious order, the circumstances under which you made a lifelong friend, or a time your parent or caretaker punished you severely. On the other hand, it might instead be something that affected other people on a larger scale, such as being caught in the midst of a great fire, surviving a widespread plague, or witnessing a major historical event.

This event is one of the strongest influences on your early life. Look for ways that this event continues to shape your personality in the present.

ADOLESCENCE

Adolescence is the physical and psychological transition from childhood to adulthood in which you start to become more conscious of the world around you. This is the time when you grow in body and mind, take greater risks, question the rules and structures under which you've lived, and test the boundaries and authorities that put those structures in place. It's also when many key events happen that influence you toward the path of the character class you will one day adopt. Now that you know something of your childhood circumstances, imagine the kinds of risks and choices you might have taken upon entering adolescence. Conversely, imagine the kinds of risks and choices you would avoid because of ethics, family, customs,

tradition, religion, pride, or fear. As you read through the following categories, consider the questions and take some time to visualize the experiences you encountered during this turbulent time.

Initiation Rites

In most cultures and communities, rites or rituals accompany the transition from childhood into adolescence, even if such customs are informal or unstructured. The formal traditions are usually sacred to the community, as they mark the end of an individual's childhood and the beginning of his life as an adult.

Were there racial customs you observed when you passed from childhood into adolescence? Did your religion ceremonially initiate you as a member of the faith? When did your community recognize you as a young adult, and what privileges and responsibilities came with that status? Do you or your family belong to a special organization, group, gang, company, or guild that requires you to complete a test of adulthood before you may be recognized among its ranks? What family customs, traditions, or heirlooms are passed down to you upon entering adulthood?

Friends, Allies, and Influences

Desire for acceptance and recognition among one's peers drive the decisions of most adolescents. Some adolescents seek acceptance wherever it's given freely, while others strive to prove themselves in order to win the respect of those they admire. The friendships you make in this transitional time may not be ones that last a lifetime, but these friends are often ones you feel you need so you can survive your youth. These individuals open your mind to new experiences and different points of view, and they have a major influence on your interests, knowledge, and development.

Imagine a person you sought acceptance from as an adolescent. Was this person the savior you needed in a time of crisis, or someone who challenged your beliefs or turned you away from what you'd been taught growing up? As you strived to measure up to this person's esteem, what skills or practices did you learn? Did you have idle time with this person, and how did you fill those hours? What long-term influence did this person have upon the way you think now? If you were friends, are you still friends today?

Class Event

You are a product of your environment; the various influences of friends, family, and associates; and pure happenstance. Some talents you discovered in childhood have matured into practiced skills during your progress through adolescence. These talents showed an inclination toward a certain career path—in your case, the first steps toward your character class. Think of the class you've chosen to play and imagine the single most important event from your early life that put you on this path. Looking back on your life, is there an event



without which your life might have followed a very different course?

Did your parents send you to a special school to learn magic? Did you have a religious revelation that turned you into a crusader for your deity? Were you kicked out of your home and forced to survive on the streets? Did a wealthy patron hear you playing music and offer you a position in her household as a minstrel? Were you conscripted into the army or given an ancestral weapon or item?

First Love

As adolescents start to physically mature, they make their first experimental attempts at courtship. These attempts are often deeply felt, passionate, awkward, and unforgettable. Your first experience with courtship may grant you enormous confidence or sap it all away, giving rise to feelings of shame and inadequacy. Maybe you never recovered from the emotional scars of adolescence, always after bearing the pain and humiliation, barricading your heart against emotion. Or maybe you dismissed your own crushed feelings and become a careless charmer or philanderer, always courting one or more lovers, but remaining emotionally distant from all.

Who was your first love? Did you hold mutual admiration for one another, or did you pine from afar? What profession and social class were his or her parents? How long did it

last? Do you know where this person is now, and do you still think about him or her? What lessons did you learn from the experience, and was it a source of joy or pain? Did you court many others after this relationship?

Duty and Responsibilities

As you grew from a child into someone more physically capable and psychologically aware, your family may have requested more of your help. What duties and responsibilities did you gain? Were these tasks primarily physical or mental in nature? Were they focused toward a profession or were you asked to take on responsibilities of a different or unusual nature? In what way did these activities improve your mind, body, or spirit? If other creatures (such as beasts or monsters) raised you, what was expected of you in that culture?

ADULTHOOD

When you reach biological maturity, undergo the final initiation rites of adolescence, or reach the age of legal responsibility in your culture, you're considered an adult. At this point, you're the sum of all the feelings, experiences, and choices you have made from birth through adolescence. You are capable of analyzing your past, and your emotional and intellectual response to your experiences shapes your moral and ethical view of the world.

In adulthood, you likely adopt your character class—although some people might assume full careers in the military, academia, the seminary, or a trade years before they begin adventuring, just as others pass through adolescence swiftly and reach maturity at an extremely young age. Playing an older or younger character can vary the party dynamic, and may warrant one extra or one fewer trait during character creation in order to reflect the character's greater or narrower life experience, at the GM's discretion. (See *Young Characters* on page 194.) No matter your age, the experiences of your earlier life are a prologue to the character class you've chosen.

The following categories explore character conflicts and vulnerability that shape your worldview, philosophy, and alignment—the results of your journey to adulthood. As you read through this section, consider the amount of life experience you have upon entering the campaign.

Conflict and Behavior

Conflict is at the heart of character development. The actions you take in response to conflict define you and determine your alignment. Even if you *perceive* yourself as pure and good, fair and impartial, or wild and individualistic, what do you actually *do* when you're faced with an external or internal conflict and those values are challenged? Do you

adhere to a code of behavior (lawful), look for the best way to resolve the conflict fairly (neutral), or act on impulse according to what feels right in the moment (chaotic)? When resolving a conflict, do you attempt to act in the best interests of others (good), strive for an equal or just resolution for all sides no matter the cost (neutral), or make decisions that benefit yourself at the expense of others (evil)? The choices you make over time add up to determine your moral and philosophical view of the world.

Very few characters consider themselves evil. Evil characters justify their selfish or destructive behavior with reasons they believe to be sound. Likewise, there are many selfless creatures who work tirelessly for the betterment of others but remain too humble and aware of their own flaws to think of themselves as good. When thinking about your alignment, examine the past you have created so far. What alignment would you give yourself while in character? Which one are you really?

Vulnerability

As you grow up, you struggle against various opposing forces and people in your environment—siblings, parents, peers, bullies, laws, and so on. You learn to insulate yourself against physical and emotional harm while making decisions that will protect you, your loved ones, or your interests. These conflicts can leave emotional scars, or vulnerabilities.



A vulnerability is a chink in your armor, something you love or fear that affects you on the deepest level. Hard choices—the ones that truly dictate alignment—are grounded in emotional vulnerability. When someone is pushing your buttons, that person is exploiting an emotional vulnerability, playing on your cares, personal insecurities, fears, or foibles. Since the most interesting characters to watch, read, and play are those with an emotional vulnerability, giving yourself one goes a long way toward making you a complex and fully realized individual as well as providing strong story hooks for your GM.

Character vulnerabilities come from strong emotions—such as love and fear—rooted in experiences from your developmental years. In childhood, you gain your first impressions of the world, love, loyalty, and friendship. In adolescence, you struggle for acceptance among superiors and peers, dealing with complex new emotions, philosophies, and ways of perceiving the world. Think of a lesson you learned in childhood. Did it cause you to view the world in a more positive or negative light? How does this lesson still affect you today? Name an occasion from adolescence that caused you pain. Looking back on that experience, how do you feel about it today? Has your viewpoint changed? Did you deserve the pain? Do you still bear a grudge against those who wronged you? These events might correspond to choices you made earlier as you developed your background.

In your adult life, name one person or thing you cherish or love and one person or thing you hate or fear. Are your feelings about these people or things known? If so, who knows? Now think of one person or thing that brings you happiness, pleasure, or contentment, and one person or thing that annoys, saddens, or disgusts you. What makes you feel this way? What part of yourself do you hide from the world, and why? If this person, object, memory, belief, or value was attacked or exposed, how far would you go to defend it?

Some characters work to make themselves impervious to emotion and attachment. Such characters include solemn monks, mercenary warlords, ruthless assassins, and dangerous sociopaths, to name just a few. Yet even they protect some emotional core hidden behind their internal walls. If you are playing an “emotionless” character, how deep is this core buried, and under what circumstances might it be penetrated or revealed? What could someone else possibly say or do to make you reveal a hidden side of yourself? What is the one thing that matters most to you, and what would you do if you lost it?

Friends, Associates, and Companions

It's not necessary for you to know all of your adventuring companions when you start a campaign, but establishing prior connections within the group facilitates party and story cohesion. In campaigns where all the characters start as strangers, the story can feel disjointed or the game unbalanced since the party consists of independent individuals with little reason to cooperate or care about

TWO QUIRKS AND A FLAW: QUICK AND DIRTY CHARACTER ESTABLISHMENT

If you're pressed for time or you're looking to create the basics of a character as simply as possible, establish the essence of your personality by thinking of two quirks and a flaw. Quirks are specific attributes of your personality or psyche: character traits, compulsions, eccentricities, or uncommon physical features. These shouldn't be commonplace or mundane. “Tall” is a poor one, but “too big for my body” could be great. “Charismatic” is weak, but “flirts with nearly everybody I meet” is specific and actionable. “Homebody” is not as good a quirk as “feels tired, uncomfortable, and hungry away from home.”

Add a flaw the same way. Instead of merely being “arrogant,” maybe you “believe I'm smarter than anyone I know.” Perhaps you're not so much “proud” as “afraid of being wrong and looking stupid.” Rather than “greedy,” you may be “terrified of dying poor and hungry.”

When you choose an attribute or trait to use as a quirk or flaw, you can dig deeper into the concept by asking yourself how and why. If you're shy, *how* shy are you? So shy that you can never look anyone directly in the eye? If you're paranoid, *why* are you paranoid? Maybe everyone you've ever trusted betrayed you? Homing in on desires and fears will help answer those questions. For the sake of brevity, the background generator uses basic descriptors for quirks and flaws. Take a little time to further build on those bare-bones descriptors with these sort of details, which will help color in an otherwise simple, nondescript character.

one another. In contrast, campaigns that begin with one or two characters knowing each another are easier to get moving, since those characters have history—a set of shared memories that ties them together. In drama, scenes between people who know one another, even if only by reputation, tend to be more compelling than scenes between people with no prior relationship.

Consider the other characters in your group. Pick one or more of them and establish a prior acquaintance or connection. Did you meet once in the past while working for the same employer? Have you been lifelong friends? Were you competitors for the love of someone else? Did you have a past or current rivalry? Are you related? Do you know one another by reputation? If so, what have you heard?

Finally, no character is an island; even evil characters interact with people outside their immediate friend group from time to time. Think of someone outside your party who you come into regular contact with. Who is this person, and what does he or she mean to you? Are you friends? Lovers? Enemies? What influence might this person have over you? What's your influence over this person? Share this NPC with your GM as a contact for story development and future adventures.

BACKGROUND GENERATOR

The background generator is intended to remove the creative pressure that can sometimes frustrate players as they try to flesh out the murky details of their characters' backgrounds. This generator provides these details with either a simple roll of the die or the players deliberately selecting from options on the furnished tables and lists. Think of each element on the background generator's tables as a piece of story material that you can link together with other random pieces to create a story you otherwise might now have imagined. Use this tool to inspire creativity rather than as hard-and-fast rules to mandate rigid and seamless character backgrounds. Though the generator provides many foundational details of a character's background, it takes some creative thought to massage the specifics together. As you use the generator, feel free at any point to reject or reroll contradictory elements or ones that go against your vision of the emerging character. Like the background questions presented earlier in this chapter, the ideas on these tables are simply suggestions designed to channel and focus your imagination.

To generate a background, you roll on a number of tables and subtables, but before you do this, you must decide the gender, race, and class of your PC. Such decisions will help to inform the tables you'll use. After you've determined these basic character elements, you can begin using the background generator to determine your character's unique background by following the three steps summarized below, which are detailed further in the pages that follow.

Step 1—Homeland, Family, and Childhood: Determine the circumstances of your birth, your parents' profession, and a major childhood event (see pages 16–24). To determine the number of siblings you have, roll on the table appropriate for your race. For each sibling you have, roll d%; 01–50: the sibling is female, 51–100: the sibling is male. Then roll on table 1–22 (see page 19) to determine the relative age of the sibling.

Step 2—Adolescence and Training: Determine the circumstances and events that defined your adolescence and the training you received, as well as create an influential associate from this time in your life (see pages 25–45).

Step 3—Moral Conflict, Relationships, and Vulnerabilities: Determine a major conflict in your past, the other party involved, and how you resolved the conflict. Also determine your romantic relationships, relationships with fellow adventurers, and personality drawbacks (see pages 46–51).

While rolling on the tables in these three steps, you are sometimes granted access to a trait (see page 51), story feat (see page 64), or drawback (see page 66). Upon gaining access to one of these rules elements, write it down. At the end of background generation, you can choose up to two of the traits you've gained access to. If you gained access to at least one drawback, you can take one of those drawbacks to gain an additional trait you have access to (following the normal rules for trait selection). When you gain access to a story feat, it means you've met the prerequisite for the feat and can take it at any time, not just at character creation.

Step 1—Homeland, Family, and Childhood

The tables below determine the basics of your family and homeland. These establish the circumstances of your upbringing, the composition of your family, and your family's social standing, as well as a major event you experienced in childhood. To determine these aspects of your background, do the following:

1. Find the sections for your race and roll on the Homeland, Parents, and Siblings tables within the section (Table 1–1 through Table 1–24). If you have siblings, also consult Table 1–22 and Table 1–23 to determine the relative age of your siblings and the race of adopted siblings.
2. Roll on Table 1–25, page 20, to determine the circumstance of your birth. Based on those circumstances, you may have to roll on Table 1–26 through Table 1–28 to determine details of those circumstances.
3. Roll on Table 1–29 to determine a major childhood event, page 20.
4. Proceed to Step 2—Adolescence and Training on page 25.

DWARF

Many dwarves come from industrious and tight-knit communities of like-minded individuals who work together to accomplish a common goal.

TABLE 1-1: DWARF HOMELAND

d%	RESULT
01–40	Hills or Mountains: You gain access to the Goldsniffer race trait and the Highlander regional trait.
41–80	Underground: You gain access to the Surface Stranger regional trait and the Tunnel Fighter race trait.
81–87	Non-Dwarven Town or Village: You gain access to the Brewmaster race trait and the Militia Veteran regional trait.
88–95	Non-Dwarven City or Metropolis: You gain access to the Brewmaster race trait and the Vagabond Child regional trait.
96–100	Unusual Homeland: Roll on Table 1–24.

TABLE 1-2: DWARF PARENTS

d%	RESULT
01–60	Both of your parents are alive.
61–73	Only your father is alive.
74–86	Only your mother is alive.
87–100	Both of your parents are dead. You gain access to the Orphaned social trait.

TABLE 1-3: DWARF SIBLINGS

d%	RESULT
01–80	1d4 biological siblings. With two or more siblings, you gain access to the Kin Guardian combat trait.

81-90	1d4+1 biological siblings. You gain access to the Kin Guardian combat trait.
91-95	1d3-1 biological siblings and 1d3-1 adopted siblings. With two or more siblings, you gain access to the Kin Guardian combat trait. Roll on Table 1-23 to determine the race of any adopted siblings.
96-100	No siblings.

ELF

Elves are often raised in insular elven communities, and the longevity of these people means that elven children often grow up with the help of a large social network.

TABLE 1-4: ELF HOMELAND

d%	RESULT
01-60	Forest: You gain access to the Log Roller regional trait.
61-80	Non-Elven City or Metropolis: If you're an elf, you gain access to the Civilized social trait and the Forlorn race trait. If you're a half-elf, you gain access to the Civilized social trait and the Failed Apprentice race trait.
81-95	Non-Elven Town or Village: If you're an elf, you gain access to the Forlorn race trait. If you're a half-elf, you gain access to the Failed Apprentice race trait.
96-100	Unusual Homeland: Roll on Table 1-24. If you're an elf, you gain access to the Forlorn trait. If you're a half-elf, you gain access to the Elven Reflexes race trait.

TABLE 1-5: ELF PARENTS

d%	RESULT
01-79	Both of your parents are alive.
80-87	Only your father is alive.
88-95	Only your mother is alive.
96-100	Both of your parents are dead. You gain access to the Orphaned social trait.

TABLE 1-6: ELF SIBLINGS

d%	RESULT
01-80	1d2 biological siblings. If you roll 2 siblings, you gain access to the Kin Guardian combat trait.
81-85	1d4+1 biological siblings. You gain access to the Kin Guardian combat trait.
86-90	1d4+1 biological siblings. 1d3-1 of these siblings are half-elves, adopted, or a mix of the two (your choice). You gain access to the Kin Guardian combat trait. Roll on Table 1-23 to determine the race of any adopted siblings.
91-100	No siblings.

GNOME

The capricious and carefree gnomes of the world are widespread and varied. They typically either form their

own gnome communities or integrate themselves into other humanoid societies.

TABLE 1-7: GNOME HOMELAND

d%	RESULT
01-30	Forest: You gain access to the Log Roller regional trait and the Animal Friend race trait.
31-65	Non-Gnome Town or Village: You gain access to the Animal Friend race trait.
66-95	Non-Gnome City or Metropolis: You gain access to the Rapsallion race trait.
96-100	Unusual Homeland: Roll on Table 1-24.

TABLE 1-8: GNOME PARENTS

d%	RESULT
01-90	Both of your parents are alive.
91-93	Only your father is alive.
94-96	Only your mother is alive.
97-100	Both of your parents are dead. You gain access to the Orphaned social trait.

TABLE 1-9: GNOME SIBLINGS

d%	RESULT
01-50	1d4 biological siblings. With two or more siblings, you gain access to the Kin Guardian combat trait.
51-60	1d4-1 biological siblings and one adopted sibling. With two or more siblings, you gain access to the Kin Guardian combat trait. Roll on Table 1-23 to determine the race of any adopted siblings.
61-100	No siblings.



HALF-ELF

Born of two very different worlds, half-elves rarely have easy childhoods. Torn as half-elves are between disparate peoples, the presence of their families helps ensure they do not grow up totally alone, though orphaned half-elves have to create families of their own.

TABLE 1-10: HALF-ELF HOMELAND

d%	RESULT
01-25	Raised in an Elven Homeland: Roll on Table 1-4.
26-75	Raised in a Human Homeland: Roll on Table 1-19.
76-95	Forest: You gain access to the Log Roller regional trait.
96-100	Unusual Homeland: Roll on Table 1-24.

TABLE 1-11: HALF-ELF PARENTS

d%	RESULT
01-20	Both of your parents are alive.
21-55	Only your father is alive.
56-90	Only your mother is alive.
91-100	Both of your parents are dead. You gain access to the Orphaned social trait.

TABLE 1-12: HALF-ELF SIBLINGS

d%	RESULT
01-20	1d2 half-siblings (either elf or human, your choice). With two or more siblings, you gain access to the Kin Guardian combat trait.

21-30	One half-elf sibling. You gain access to the Kin Bond magic trait.
31-100	No siblings.

HALF-ORC

Only rarely the result of a happy union between the humans and orcs that bring them into the world, half-orcs are often regarded as monsters. This bleak reality makes those rare half-orcs, cherished as much as the young of any other race, even more extraordinary.

TABLE 1-13: HALF-ORC HOMELAND

d%	RESULT
01-25	Subterranean: You gain access to either the Scrapper race trait or the Surface Stranger regional trait.
26-60	Orc Settlement: You gain access to the Scrapper race trait.
61-75	Raised in a Human Homeland: Roll on Table 1-19.
76-90	No True Homeland: You have lived a life on the run and gain access to the Outcast race trait.
91-100	Unusual Homeland: Roll on Table 1-24.

TABLE 1-14: HALF-ORC PARENTS

d%	RESULT
01-10	Both of your parents are alive.
11-35	Only your father is alive.
36-60	Only your mother is alive.
61-100	Both of your parents are dead. You gain access to the Orphaned social trait.

TABLE 1-15: HALF-ORC SIBLINGS

d%	RESULT
01-60	1d6+1 orc siblings. You gain access to the Kin Guardian combat trait.
61-70	1d4 human siblings. With two or more siblings, you gain access to the Kin Guardian combat trait.
71-80	One half-orc sibling.
81-100	No siblings.

HALFLING

Social and amicable by nature, halflings fit equally well in both communities of humans and those of their wily kinsfolk. Prone to wanderlust, halflings can be found anywhere civilized humanoids settle.

TABLE 1-16: HALFLING HOMELAND

d%	RESULT
01-50	Halfling Settlement: You gain access to the Civilized social trait and the Well-Informed race trait.
51-80	Human Settlement: You gain access to the Child of the Streets social trait and the Well-Informed race trait.
81-95	Traveling Band or Caravan: You gain access to the Friend in Every Town social trait.
96-100	Unusual Homeland: Roll on Table 1-24.



TABLE 1-17: HALFLING PARENTS

d%	RESULT
01-70	Both parents living.
71-80	Only your father is alive.
81-90	Only your mother is alive.
91-100	Both of your parents are dead. You gain access to the Orphaned social trait.

TABLE 1-18: HALFLING SIBLINGS

d%	RESULT
01-30	1d2 siblings. With two siblings, you gain access to the Kin Guardian combat trait.
31-90	1d4+1 siblings. You gain access to the Kin Guardian combat trait.
91-100	No siblings.

HUMAN

As diverse as they are widespread, humans tend to grow up in small or large societies of people with similar origins and histories, though individuals' paths may run the gamut from idealized to tragic.

TABLE 1-19: HUMAN HOMELAND

d%	RESULT
01-50	Town or Village: You gain access to the Militia Veteran regional trait.
51-85	City or Metropolis: If you're a human, you gain access to the Civilized social trait and the Vagabond Child regional trait. If you're a half-elf, you gain access to the Civilized social trait and the Failed Apprentice race trait. If you're a half-orc, you gain access to the Brute race trait and the Vagabond Child regional trait.
86-95	Frontier: You gain access to the Frontier-Forged regional trait.
96-100	Unusual Homeland: Roll on Table 1-24.

TABLE 1-20: HUMAN PARENTS

d%	RESULT
01-50	Both of your parents are alive.
51-70	Only your father is alive.
71-90	Only your mother is alive.
91-100	Both of your parents are dead. You gain access to the Orphaned social trait.

TABLE 1-21: HUMAN SIBLINGS

d%	RESULT
01-40	1d2 siblings. With two siblings, you gain access to the Kin Guardian combat trait.
41-70	1d2 siblings and 1d2 half-siblings (roll d% to determine each one's race; 01-50: half-elf, 51-100: half-orc). You gain access to the Kin Guardian combat trait.
71-90	2d4 siblings. You gain access to the Kin Guardian combat trait.
91-100	No siblings.

SIBLINGS

If you have at least one sibling, roll on Table 1-22 to determine the relative age of each sibling. For each adopted sibling, roll on Table 1-23 to determine that sibling's race.

TABLE 1-22: RELATIVE AGE OF SIBLING

d%	RESULT
01-48	Your sibling is older than you.
49-96	Your sibling is younger than you.
97-100	You and a sibling are twins (identical or fraternal, your choice). Roll on this table again. If you roll this result again, you are one of triplets; otherwise, your sibling's relative age determines which of you emerged first.

TABLE 1-23: RACE OF ADOPTED SIBLING

d%	RESULT
01	Aasimar
02	Catfolk
03-04	Changeling
05	Dhampir
06	Duergar
07-16	Dwarf
17-26	Elf
27	Fetchling
28	Gillman
29-38	Gnome
39	Goblin
40	Grippli
41-50	Half-Elf
51-60	Half-Orc
61-70	Halfling
71	Hobgoblin
72-81	Human
82	Ifrit
83	Kitsune
84	Kobold
85	Merfolk
86	Nagaji
87	Orc
88	Oread
89	Ratfolk
90	Samsaran
91	Strix
92	Suli
93	Svirfneblin
94	Sylph
95	Tengu
96	Tiefling
97	Undine
98	Vanara
99	Vishkanya
100	Wayang



UNUSUAL HOMELAND

You grew up in a region not typically associated with the lands that your people call home. Roll on Table 1–24 to determine the homeland of your family. If the result is one that is typical for your race, this region is one where there are few other members of your race, outside of your family.

TABLE 1-24: UNUSUAL HOMELAND

d%	RESULT
01–10	Subterranean: You gain access to the Surface Stranger regional trait.
11–25	Mountains: You gain access to the Highlander regional trait.
26–40	Plains: You gain access to the Savanna Child regional trait.
41–50	Town or Village: You gain access to the Militia Veteran regional trait.
51–60	City or Metropolis: You gain access to the Civilized social trait and the Vagabond Child regional trait.
61–70	Forest: You gain access to the Log Roller regional trait.
71–80	River, Swamp, or Wetlands: You gain access to the River Rat regional trait.
81–85	Desert: You gain access to the Desert Child regional trait.
86–90	Sea: You gain access to the Sea-Souled regional trait.
91–95	Tundra: You gain access to the Tundra Child regional trait.
96–100	Another Plane: Your GM chooses the plane. You gain access to the Scholar of the Great Beyond faith trait.

CIRCUMSTANCE OF BIRTH

Roll once on Table 1–25 to determine the circumstances of your birth.

TABLE 1-25: CIRCUMSTANCE OF BIRTH

d%	RESULT
01–40	Lower-Class Birth: You were born among peasants or slum denizens. You grew up working the land around a village or manor, practicing a rudimentary trade, or begging in a settlement. You gain access to the Poverty-Stricken social trait. Roll 2d20 on Table 1–26: Parents’ Profession to determine your parents’ occupation, instead of rolling d%.
41–65	Middle-Class Birth: You were born to the middle class, which includes merchants, artisans, and tradespeople. You likely grew up in a good-sized settlement, and one of your parents is likely associated with a guild or other trade organization. As a free person, you don’t experience the bondage of serfdom or peasantry, but you also lack the privilege of the nobility. You gain access to the Artisan social trait and the Merchant social trait.
66–70	Noble Birth: You were born to privilege among

the nobility. Unless one of your parents is the regent, your family serves a higher-ranked noble but lesser nobles serve your family in turn. You gain access to the Influence social trait and the Rich Parents social trait. Roll on Table 1–28: Nobility to determine your family’s noble rank.

71–72	Adopted Outside Your Race: You were not raised by your birth family and grew up in a family of a different race than your own. Roll on Table 1–27: Adopted Outside Your Race.
73–77	Adopted: You were not raised by your birth family, but taken in by another family within your race or culture. Roll twice instead of once on Table 1–26: Parents’ Profession—once for your birth family and a second time for your adoptive family. You gain access to traits granted by both sets of parents.
78–81	Bastard Born: Your parents had a tryst that resulted in your birth out of wedlock. You know one of your parents, but the other remains unknown or a distant presence at best. You gain access to the Bastard social trait and the Shamed story feat.
82	Blessed Birth: When you were born, you were blessed by a being of great power such as an angel, azata, or genie. This blessing has protected you from certain peril or marked you as special to some deity. You gain access to the Blessed faith trait and the Birthmark faith trait.
83–84	Born of Violence: Your birth was caused by violent, unwilling means. You have one parent, and the other likely remains unknown. You gain access to the Axe to Grind combat trait and the Bastard social trait.
85	Born out of Time: You were born in a different era, either the distant past or the far future. Some event has displaced you from your time, and the ways and customs of the present seem strange and alien to you. You gain access to the Scholar of the Great Beyond faith trait.
86–87	Born into Bondage: You were born into slavery or servitude. Your parents are likely slaves or servants, or you were sold into slavery as an infant. You gain access to the Life of Toil social trait.
88	Cursed Birth: When you were born, a powerful fiendish entity tainted your blood in some way and cursed you as an agent of dark prophecy. You gain access to the Fiend Blood bloodline race trait and the Accursed story feat.
89–90	Dishonored Family: You were born into a family that once was honored among your society but has since fallen into disgrace. Now your family name is loathed and maligned by those who know it, putting you on your guard. You gain access to the Reactionary combat trait, the Lost Legacy story feat, and the Redemption story feat.
91–92	Heir to a Legacy: You are the heir to a family with an old name and a distinguished past. Your

	family might be wealthy or middle class, but your name itself is worth twice your fortunes. You gain access to the Influence social trait and the Rich Parents social trait.
93–94	Left to Die: When you were born you were left to die, but by some twist of circumstance you survived. You gain access to the Courageous combat trait, the Savage social trait, and the Arisen story feat.
95	Marked by the Gods: A deity has marked you. That mark can be on your body or your soul. You gain access to the Birthmark faith trait, the Sacred Touch faith trait, and the Prophet story feat.
96	Energy Infused: During your birth you were exposed to potent source of divine energy. You gain access to the Sacred Conduit faith trait and the Sacred Touch faith trait.
97	Progeny of Power: You were born during a particularly powerful conjunction or in some other time of power. You gain access to the Magical Talent magic trait, the Charming social trait, and the Sacred Touch faith trait.
98	Prophesied: Your birth was foretold, as recently as during the last generation to as far back as thousands of years ago. You gain access to the Prophesied faith trait.
99	Reincarnated: You have been reborn in many cycles, and may be reborn in many more until you accomplish the ultimate task for which you are destined. You gain access to the Reincarnated faith trait, the Arisen story feat, and the Forgotten Past story feat.
100	The Omen: The sages, priests, or wizards of your society decreed your birth an omen of a coming age or event—perhaps you are an omen of promise, perhaps one of dark times ahead. You gain access to the Omen faith trait.

PARENTS' PROFESSION

Most of the time, your parents both come from the same social stratum. It's uncommon, but not unheard of, for people to marry outside their caste. Roll on Table 1–26 to determine the principal profession of your parents.

TABLE 1-26: PARENTS' PROFESSION

d%	RESULT
01–05	Slaves: You gain access to the Life of Toil social trait.
06–25	Serfs/Peasants: You gain access to the Poverty-Stricken social trait.
26–30	Entertainers: You gain access to the Talented social trait.
31–34	Soldiers: You gain access to the Tactician combat trait.
35–37	Sailors: You gain access to the Worldly social trait.
38–40	Thieves: You gain access to the Child of the Streets social trait.

41–55	Yeomen: You gain access to the Savanna Child regional trait.
56–70	Tradespeople: You gain access to the Artisan social trait and the Life of Toil social trait.
71–85	Artisans: You gain access to the Artisan social trait.
86–95	Merchants: You gain access to the Merchant social trait.
96–100	Clergy or Cultists: You gain access to the Child of the Temple faith trait.

ADOPTED OUTSIDE YOUR RACE

If you made a roll that determined your character was adopted outside your race, roll on Table 1–27 to determine the type of creature that raised you.

TABLE 1-27: ADOPTED OUTSIDE YOUR RACE

d%	RESULT
01–05	Adopted by Dragons: For its own purposes, a dragon raised you as its own. You have learned the language and history, wisdom, power, and might of dragonkind. You gain access to the Blood of Dragons bloodline race trait and the Magical Knack magic trait.
06–10	Adopted by the Fey: Your adoptive parents were fey creatures such as korreds, pixies, or a dryad. You gain access to the Charming social trait and the Magical Knack magic trait.
11–13	Raised Among the Dead: Your adoptive parent is a nonliving creature, such as a spectre, ghost, lich, or vampire. You were likely raised in empty ruined halls, among tombs and crypts, by a creature that feeds on life. What its purpose was for raising you, none can say. You gain access to the Deathtouched bloodline race trait, the Magical Knack magic trait, and the Glimpse Beyond story feat.
14–19	Raised by Angels: Angels attended your birth and took you to live with them in the heavens. These cosmic beings expanded your view to encompass not just the world but the larger universe. You know that wherever you go, your angelic parents watch over you. You gain access to the Blessed faith trait.
20–25	Raised by Beasts: When you were separated from your biological parents, you were found and raised by wild beasts. Your ways are the ways of the wild, and along with your advanced survival instincts you've adopted the natural habits of a specific beast. You gain access to the Resilient combat trait and the Feral Heart story feat.
26–70	Raised by Civilized Humanoids: You were raised by a community of civilized humanoids of a race different from your own (chosen by your GM). Your attitudes, beliefs, and values reflect that race, although characteristics of your true nature frequently emerge. You gain access to a race trait from the race that raised you.

71–95

Raised by Savage Humanoids: You were raised by savage humanoids such as orcs, kobolds, gnolls, troglodytes, or lizardfolk. As a result, your values, customs, and traditions are those of your adoptive parents, though characteristics of your true nature frequently emerge. You gain access to the Savage social trait.

96–100

Fiend Raised: You were separated from your natural parents and raised by a fiend who taught you the cruelty and malice of the gods and worked to fashion you into its own mortal instrument to corrupt innocent souls. You gain access to the Fiend Blood bloodline race trait and the Damned story feat.



NOBILITY

As a person of noble rank, you have access to a degree of wealth, privilege, or influence beyond that of the common people. If your character is of noble birth (and comes from a society where the nobility uses a traditional structure of rank), roll on Table 1–28 to learn your parents' position among the ruling class.

TABLE 1–28: NOBILITY

d%	RESULT
01–60	Gentry: You are the child of a minor lord, lady, or noble with an income, hereditary land such as a manor, and titles. You likely grew up in a manor and your parents were paid tribute by peasants. Your parents serve a higher baron, count, or duke.
61–78	Knight: You are the child of a knight, a noble with estates, titles, and lands who serves a lord. Your family has sworn an oath of fealty to a liege—such as a baron, count, or duke—and commits to military service in his or her name. As the child of a knight, you may serve as a squire to another knight while pursuing your own path to knighthood.
79–85	Baron: You are the child of a baron or baroness, a noble responsible for a land encompassing several smaller manors that pay tribute. Your parents receive orders directly from the monarch, and you're expected to attend the royal court. You are entitled to hereditary estates, titles, and land.
86–91	Count: You are the noble child of a count or countess. Your family members receive hereditary titles, land, and estates, and are among the most wealthy nobles in your domain. Knights and minor lords pay tribute to your family, and your parents attend directly to the monarch. You're expected to attend the royal court.
92–96	Duke: You are the child of a duke or duchess, the most powerful noble in the realm apart from the royal family. Your parents attend directly to the monarch and have the highest place at court. Your lands, titles, and estates are significant, and many lords and knights serve under your parents' command.
97–99	Minor Prince: You are the child of a prince or princess, and part of the royal family. You aren't the next in succession, but your power and wealth are grand indeed.
100	Regent: You are a prince or princess, the son or daughter of the monarch. You owe fealty directly to your parents, and to no one else. Few command the power and wealth you do, and your presence inspires great respect, if not total awe, among those who kneel before the crown.

MAJOR CHILDHOOD EVENT

During your childhood, you were influenced by a significant event that helped to shape the person you became. Roll on Table 1–29 to determine the type of event that shaped you in early childhood.

TABLE 1-29: MAJOR CHILDHOOD EVENT

d%	RESULT
01-05	Academy Training: You attended a private academy where you studied a number of skills and gained training in your current profession. Whether you were a brilliant student or a dropout, the university environment was your home for a good portion of your formative years. You gain access to the Focused Mind magic trait.
06-10	Betrayal: A friend or family member whom you trusted more than anyone else betrayed you. You have never fully trusted anyone since and prefer to rely on your own abilities rather than place your trust in others. You gain access to the Suspicious social trait.
11-15	Bullied: In your early life, you were a victim—easy prey for those stronger or cleverer than yourself. They beat you when they could, using you for their sport. This abuse nursed a powerful flame of vengeance. You gain access to the Bullied combat trait.
16-20	Competition Champion: You distinguished yourself at an early age when you won a competition. This might have been a martial contest of arms, a showing of apprentice magicians, high stakes gambling, or something mundane like an eating championship. You gain access to the Influence social trait and the Champion story feat.
21-25	Death in the Family: You were profoundly affected by the death of the relative closest to you—a parent, grandparent, favorite sibling, aunt, uncle, or cousin. This death affected you profoundly, and you’ve never been able to let go of it. You gain access to the Reactionary combat trait and the Deny the Reaper story feat.
26-30	Died: You died, or came so close to death that you walked the boundary between the realms of the living and the dead. Having passed from life’s domain once, you have a unique perspective on life, perhaps even a greater appreciation for it—or maybe your experience caused you to reject all trivial things, focusing only on matters of true import. You gain access to the Fearless Defiance faith trait and the Arisen story feat.
31-35	Fall of a Major Power: In your early years, an old power with far-reaching influence fell into decline. This could have been an empire, a major organization or gang, or a person such as a benevolent king or evil dictator. Your early

CRIME AND PUNISHMENT

If you have the Criminal social trait, roll on Table 1–30 to determine the crime for which you were accused or convicted. After determining the crime, roll on Table 1–31 to learn the severity of the punishment you received—or have yet to receive—for having been judged guilty.

TABLE 1-30: CRIME

d%	CRIME
01-10	Adultery
11-20	Arson
21-30	Burglary
31-40	Heresy
41-50	Minor offense (sumptuary law)
51-60	Murder
61-70	Rebellion/treason
71-80	Robbery
81-90	Smuggling
91-100	Unlawful use of magic

TABLE 1-31: PUNISHMENT

d%	PUNISHMENT
01-10	Beating
11-20	Branding
21-30	Exile
31-40	Fine
41-50	Imprisonment
51-60	Stocks
61-70	Torture
71-80	Trial by combat
81-90	Trial by fire
91-100	Trial by water

memories were founded in a world where this great power affected your region for good or ill. You gain access to the Worldly social trait.

- | | |
|-------|--|
| 36-40 | Fell in with a Bad Crowd: In your youth, you ran with a brutal, evil, or sadistic crowd. You might have belonged to a gang, a thieves’ guild, or some other nefarious organization. It was easy to cave in to pressure and do whatever they told you to do, and your outlook is colored by moral ambiguity. You gain access to the Child of the Streets social trait. |
| 41-45 | First Kill: You’ve had blood on your hands since your youth, when you first took the life of another creature. Whether this act repulsed you or gave you pleasure, it was a formative experience. You gain access to the Killer combat trait and the Innocent Blood story feat. |
| 46-50 | Troubled First Love: Your first love was everything you imagined it would be. That is, until you were separated from your beloved. This may have been the result of distance, changing perspectives, death, or differences in class or |



family. Some have said this made you jaded—you think it has granted you insight on how the world really works. You gain access to the Worldly social trait and you roll a d12 instead of a d20 on Table 1-56: Romantic Relationships.

51-55 Imprisoned: Your criminal record began when you were young. You were imprisoned, punished, and possibly displayed in public as a criminal. Whether or not you committed the crime, the experience has stayed with you. You gain access to the Criminal social trait. See the Crime and Punishment sidebar on page 23. You also gain access to the Liberator story feat.

56-60 Inheritance: A great sum of wealth or property was bequeathed to you at an early age, providing you with extraordinary means. Daily costs of living have ceased to concern you, and you've learned that there is little that money cannot buy. You gain access to the Rich Parents social trait.

61-65 Kidnapped: You were kidnapped at some point in your childhood. The kidnappers might have been pirates, slavers, thieves looking for ransom, a powerful guild seeking to blackmail your parents, a cult, and so on else. Before you were released, were ransomed, or escaped, you picked up on various aspects of the criminal underworld.

You gain access to the Canter social trait and the Liberator story feat.

66-70 Magical Gift: When you were a child, you found, stole, or were given a magic item that gave you an extraordinary ability. You may have used this item for mischief, crime, or good. Since that time, magic items have always held a special fascination for you. You gain access to the Magical Talent magic trait.

71-75 Major Disaster: You witnessed—and survived—a major disaster in your childhood years, such as a great fire, flood, earthquake, volcano, or storm. It obliterated the settlement where you lived, whether a small village, large city, or entire island. You gain access to the Resilient combat trait and the Unforgotten story feat.

76-80 Mentorship/Patronage: A mentor or patron took an interest in your development and volunteered to train or sponsor you. This creature's motives might not be entirely clear, but without its influence you would not be who you are. You gain access to the Mentored social trait.

81-85 Met a Fantastic Creature: When you were only a child, you made contact with a magical creature, such as a dragon, unicorn, genie, pixie, or similar creature. You learned a powerful lesson or a magic trick from that creature. This meeting changed your life and made you different from the other children. You gain access to the Gifted Adept magic trait.

86-90 Ordinary Childhood: Your childhood was fairly ordinary, with no major blessing or catastrophe—a stark contrast to an adventuring life. You lived your life in anticipation of growing up so you could affect the dull backdrop upon which your mundane life was painted. Now that you've grown, it's easy to miss those tranquil days where nothing ever seemed to happen. You gain access to the Ordinary social trait.

91-95 Raiders: A horde of raiders attacked your settlement and killed several of your people. This could have been a tribe of brutal humanoids or the conquering army of a civilized nation. As a result, you harbor deep resentment toward a particular faction, race, or country. You gain access to the Axe to Grind combat trait, the Foeslayer story feat, and the Vengeance story feat.

96-100 The War: You grew up against the backdrop of a major military conflict that affected much of your childhood world. You became accustomed to a short food supply, living in occupied territory, and moving from place to place. Several of the people you knew in your childhood were lost in the war, including members of your family. You gain access to the Vagabond Child regional trait and the Deny the Reaper story feat.



STEP 2—ADOLESCENCE AND TRAINING

The training you undertake during your youth decides the person you will become in adulthood. To determine these aspects of your background, do the following:

1. Roll on the class table corresponding to the class you've selected (Table 1–32 through Table 1–50).
2. Roll on Table 1–51 on page 44 to determine an influential associate.
3. Proceed to Step 3—Moral Conflict, Relationships, and Resolutions on page 46.

ALCHEMIST

Instead of wielding magic as divine and arcane casters know it, alchemists master fiery concoctions and mutagens by studying formulae that unlock the secrets of reagent reactions. Though some alchemists use their discoveries and knowledge of rare and exotic components to benefit the world, others are not so scrupulous with their powerful potables. Roll on Table 1–32 to determine what event inspired you to study alchemy.

TABLE 1-32: ALCHEMIST BACKGROUNDS

d%	RESULT
01-10	Accidental Discovery: Your keen intellect has always been an asset in your studies of the alchemical arts, but along with your logic and rationale, you have a “sense” for alchemy. This intuition sometimes leads to discoveries through methods most of your peers would never have thought possible, but that you somehow know will work. You gain access to the Alchemical Intuition magic trait.
11-20	Firebug: Although you’ve studied all aspects of the alchemist’s craft, you have a talent for fire. Fire has always been a seductive and powerful force that you have either embraced with glee or focused care. You are adept at exploiting a weakness to fire when you recognize it. You gain access to the Focused Burn magic trait.
21-30	Wasn’t Strong Enough: You suffered something at an early age that made you feel powerless. Maybe a relative died from plague, a friend was crushed beneath rubble you were too weak to move, or some other horrible tragedy occurred. You turned to alchemy to transcend the limitations of your physical form. Your relentless dedication has made your bolstering abilities more persistent. You gain access to the Enduring Mutagen magic trait.
31-40	Magic for the Uninclined: You were always interested in the arcane, but lacked the innate magic of sorcerers or the single-minded dedication possessed by wizards. As a disciple of science, the magic of faith was also closed to you. You dedicated yourself to alchemy, focusing on extracts that mimic the magic you once hoped to wield.

That original interest in magic still grants you occasional rare insight into the workings of your formulae. You gain access to the Cross-Knowledge magic trait.

41-50	Master Craftsman: The first time you saw air mix with the shapeless goo of a tanglefoot bag or shielded your eyes at the heatless light of a sunrod, you became ensnared by the wonders of alchemy. You’ve since labored to learn the secrets to crafting such items. You gain access to the Alchemical Adept magic trait.
51-60	Physician: Alchemy was the natural outgrowth of your time spent learning the healer’s craft. Your first extracts were the accidental byproduct of making poultices and elixirs. Continuing your studies, you found the natural compassion you had as a healer mixing with an alchemist’s cold logic, forging you into a clinician unlike most others. You gain access to the Precise Treatment magic trait.
61-70	Formulae Stickler: To you, alchemy is a delicate and complex symphony requiring multiple different elements to work together to produce the perfect result. Though others in your craft come up with ways to substitute certain ingredients when making bombs or mutagens, you disdain such practices, deeming them pollutions. To you, there is always a perfect ingredient and its addition makes your alchemy more potent. You gain access to the Meticulous Concoction magic trait.
71-80	Nature’s Foe: You lost something or someone important to you through the cruel indifference of nature. Perhaps you watched someone get swallowed by a storm-tossed sea or witnessed a summer forest fire destroy your home and all of your possessions. No matter the impetus, the unpredictability of nature made you feel small and helpless. Your subsequent devotion to alchemy has been in no small part due to a desire to exert control over nature itself, a domineering intent palpable to all creatures of nature. You gain access to the Unnatural Revenge social trait.
81-90	To Recreate a Miracle: Your life or the life of someone you loved was saved by a magical elixir. Witnessing this instilled a sense of awe for the art of alchemy. Although your research has not yet been able to recreate the sheer potency of that draught long ago, your years questing to duplicate it have made you adept at brewing potions. You gain access to the Perfectionist’s Brew magic trait.
91-100	Mad Alchemist: Rampant curiosity and a near fearlessness of the unknown drove you to experiment with the rudiments of alchemy. That curiosity has uncovered interesting alchemical secrets, at the cost of alchemical instability. Some consider your experiments mad. You gain access to the Unstable Mutagen magic trait.

BARBARIAN

Barbarians are fueled by an almost supernatural rage that helps them loose the volatile stores of adrenaline within their bodies. This rage stays with the barbarian throughout her life as an adventurer, and she learns to refine her fits of passionate anger only over time. Yet each barbarian's rage is different and personal. It comes from the primal depths of her soul, and cannot be manufactured. Only a select few can channel that purest, deepest rage into overpowering combat prowess. Roll on Table 1–33 to determine the event that caused you to first experience your rage.

TABLE 1–33: BARBARIAN BACKGROUNDS

d%	RESULT
01–10	Vengeance: When you were young, a great wrong was done to you, a loved one, your family, or your people. This experience tore you apart and reduced you to a being of primal emotions. Dreams of vengeance became your only promise of comfort. You gain access to the Axe to Grind combat trait, the Foeslayer story feat, and the Vengeance story feat.
11–20	Champion of a God: At your coming-of-age ritual, your deity, totem, or patron spirit sparked your soul with a religious zeal. This entity might be a beast spirit, a warmongering god, a demon lord, or some other supernatural entity. In the name of this otherworldly force you become an unstoppable warrior—the bane of all your tribe's foes. You gain access to the Inspired faith trait and the Champion story feat.
21–30	Conquest: Upon coming of age, you went on your first raid, where you learned the thrill of violence and chaos and the satisfaction that came with the spoils of your victory. When your enemies dare to stand against you, your rage rekindles until you have conquered and subdued them. You gain access to the Killer combat trait.
31–40	Hated Foe: In your formative years, you learned to despise a certain individual, tribe, kingdom, empire, race, or monster due to some slight it inflicted upon you or your people. This foe lurks ever close to your thoughts. So intense is your hatred that the mere thought of this foe can incite your rage. You gain access to the Reckless combat trait and the Foeslayer story feat.
41–50	Personal Flaw: There is a part of yourself that you hate more than anything else. In your adolescence, you first realized this imperfection—to your lasting shame. This might be a gentle part of yourself you wish to eliminate or a brutal, prideful, greedy, or monstrous side you can't control. Your rage is fueled by self-loathing, or

by projecting this part of yourself onto a foe you wish to destroy. You gain access to the Axe to Grind combat trait.

51–60	Hatred of Civilization: When you first encountered civilization in your youth, its weak and decadent people revolted you. Once, such people were free and strong, but rules and laws made them feeble. Your rage is the wild part—the pure part—of yourself that separates you from the craven ways of “civilized” people. You gain access to the Savage social trait.
61–70	Persecution: You grew up under the persecution of another power—perhaps a rival tribe, an expansionistic empire, or a tribe of violent monsters. Beaten and bloodied, your people barely survived the onslaught. But the beatings made you strong and taught you how to channel the pain into something useful. Since that time, the flame of rage has burned inside you, waiting to be released against your oppressors. You gain access to the Bullied combat trait.
71–80	One of a Dying Breed: You grew up knowing that your people were slowly dying out—that your extinction was inevitable in the face of the changing world. In youthful vigor, you declared that your fire would not be snuffed without a fight. Your rage stems from the desperate desire to be remembered, to make a mark upon the world before the sun sets on your dwindling kind. When you rage, a single thought permeates your burning mind: If you're going down, you're taking everyone with you. You gain access to the Reactionary combat trait.
81–90	Chaos Embraced: You grew up in wild lands where there were no laws except for those of nature—the laws of the predator and the prey. You searched for meaning in the world, in the gods, in the prayers of priests, in the patterns of the stars, but you found nothing. There is no true order to the natural universe except for that of raw and unbridled power. Chaos is the natural state of all things, and that's how you like it. You gain access to the Unpredictable social trait.
91–100	Bloodthirsty: The first time you spilled a deserving foe's blood and watched the thing's life ebb out onto the hard ground, you found yourself filled with a mad, euphoric ecstasy like none other. The memory of this visceral experience returns to you in every battle, like an insatiable addiction that can only be abated with further bloodshed. You gain access to the Bloodthirsty combat trait and the Innocent Blood story feat.

BARD

Bards have a talent for song and story, and they come to their careers by developing this talent as they pick up on a smattering of other skills. Roll on Table 1–34 to determine the incident that brought you to that path.

TABLE 1-34: BARD BACKGROUNDS

d%	RESULT
01–10	Celebrity: In your formative years, you saw a player or troupe of players perform before an enthralled audience. That’s when you decided that you wanted to be up on that stage performing for the adulation of the crowd. As a minor celebrity, you gain access to either the Charming social trait or the Influence social trait.
11–20	Cultural Mandate: There has always been a revered storyteller in your culture. This could be an official skald, a royal minstrel, the washerman who spins parables and folk wisdom, or the old farmer who tells tall tales at the pub. Ever since you were young, your community has groomed you to fulfill this role. As a silver-tongued storyteller, you gain access to the Fast Talker social trait.
21–30	Dabbler: Whether you grew up rich or poor, you refused to accept the limits imposed by your social class or means. In your youth, you determined to learn a little bit of all there was to know. You may not be the master of any one career, but the breadth of your experience is wide, textured, and diverse. You gain access to the Worldly social trait.
31–40	For Love: When you were young, you tried to express yourself to your beloved using song or poetry. Driven by desire, you refined your skill and learned to articulate raw emotion in story and song. You gain access to the Ear for Music religion trait and the True Love story feat. You roll a d12 instead of a d20 on Table 1–56: Romantic Relationships.
41–50	Gift: Someone gave you a special instrument or a collection of songs and stories at a time in your life when you needed them most. You have treasured this object above all other possessions, and it started you on a path to new songs and stories. You gain access to the Seeker social trait.
51–60	Ongoing Patron: When you were young, a person with money or power took an interest in your art and sponsored you. Most of what you created was dictated by the patron’s tastes, and you probably still work for this patron, who maintains a strong influence over your life. You gain access to the Oathbound faith trait.
61–70	Spy: Someone once asked you to employ your artistic talents as an excuse to observe a person, steal an object, or retrieve a piece of information. Infiltrating various houses and estates in the guise of an actor, minstrel, or storyteller, you honed

your art while being paid better than most other performers. You gain access to the Criminal social trait. See the Crime and Punishment sidebar on page 23.

71–80	Troupe of Players: You were born into, helped found, or fell in with a troupe of traveling players. You spent your early years rambling from one place to another—from tavern to tavern, town to town, or even between countries. Long hours traveling gave you plenty of time to practice and hone your skill. You gain access to the World Traveler human race trait (which you may take regardless of your race).
81–90	Virtuoso: One day, you picked up an instrument or told a tale, and your raw natural ability captivated everyone who saw you perform. Words and music have always come to you effortlessly, as naturally as breathing. You gain access to the Talented social trait and the Magnum Opus story feat.
91–100	Worldshaker: Since childhood, you’ve observed the world around you and translated those observations into story and song. Your unique, unabashed vision resonated with the audience, revealing new perspectives as well as simple truths. You’re used to people quoting your words and looking up to you, though some authority figures deem you a rabble-rouser and troublemaker. You gain access to the Natural-Born Leader social trait.



CAVALIER

A cavalier is a mounted warrior who abides by some edict or code—even a personal code that may apply only to that cavalier. How exactly this pattern of moral judgments and personal beliefs came to be serves as the foundation of a cavalier's call to duty. Roll on Table 1–35 to determine how you obtained the code that set you upon the cavalier's path.

TABLE 1-35: CAVALIER BACKGROUNDS

d%	RESULT
01–10	Tragedy and Loss: In your formative years, you experienced a significant tragedy that forged you into the person you've become. You gain access to the Grief-Filled social trait.
11–20	Faith: You embraced a religious faith at an early age and devoted your life to its ideals. You soon learned that it was not enough to follow and worship. Faiths need champions—people capable of defending the virtues, tenets, and precepts of the

faith from those who would seek to corrupt, alter, or destroy it. You gain access to the Indomitable Faith faith trait.

21–30 **Champion of the People:** You grew up among common people. You were close to these people and you witnessed their oppression, their suffering, and their helplessness. Someone needed to stand up and protect them, and that someone would be you. You gain access to the Militia Veteran regional trait, the Champion story feat, and the Town Tamer story feat.

31–40 **Squired:** You were a young squire who served a very different kind of knight. This knight taught you more than the art of battle: she taught you to live by a strict code to guide your actions and your sword. You gain access to the Influence social trait and the Oathbound faith trait.

41–50 **Military Order:** At the beginning of your career, you served with a company of mercenaries, rogues, and professional soldiers. The experience taught you how to work strategically with diverse groups. You gain access to the Tactician combat trait and the Worldly social trait.

51–60 **Personal Code:** In your early years, you made sense of the chaotic, disorderly world you grew up in by formulating your own code of ethics and behavior. Though you are the ultimate arbiter and authority over this code, you do not break it, for without it your existence loses all meaning. You gain access to the Principled faith trait.

61–70 **Equestrian:** The first time you rode a horse, you discovered a kinship with it and knew you were born to ride, and the superior horsemanship you gained through your bond with the animal propelled you into the ranks of the cavaliers. You gain access to the Beast Bond social trait.

71–80 **Entitlement:** You became a cavalier early in your career, not by personal action or effort but by family favor, connections, or promotion. You were given fine weapons, tactical training, a mount, and the edicts of your order. Now you must learn how to follow them. You gain access to the Rich Parents social trait.

81–90 **Honor Bound:** Long ago, a promise was made that you are bound to fulfill. This could be a vow you made in your youth, or one made by an ancient forebear. Regardless, you must follow a cavalier's code despite any personal doubts or misgivings until you have fulfilled the terms of the oath. You gain access to the Oathbound faith trait.

91–100 **Old Soldier:** When you were young, you discovered an ancient chivalric oath sworn by knights of yore. Though the beautiful edicts of this oath seem to have been forgotten by the world, this old way fulfills you and gives you purpose. You gain access to the Inspired faith trait.



CLERIC

Clerics are not merely people of religious faith—they are devoted servants who wield true divine power from their deities. The particular path that steers a cleric toward her faith can mean the difference between a demon-worshipping cultist and a lawful harbinger of her deity's blessed faith. The following background events outline some of the ways clerics find their faith. Roll on Table 1–36 to determine how you came to your faith.

TABLE 1–36: CLERIC BACKGROUNDS

d%	RESULT
01–10	Angelic Encounter: A supernatural being, such as an angel or demon, appeared to you and proclaimed that you were destined to perform a great task in service to your god. You might have tried to deny it—and you even might still have doubts—but eventually you took up the mantle of a holy warrior and chose to meet this destiny head on, either to prove to yourself that you're worthy of such a destiny or to show your supernatural messenger that you cannot be pigeon-holed so easily. You gain access to the Prophesied faith trait.
11–20	Atonement: In your youth, you committed actions you are not proud of. Your deeds left dark stains upon your soul, ones so deep they might take a lifetime to wash away. When you hit rock-bottom—whether through greed, addiction, hedonism, or simply lack of good sense—you turned to faith, vowing to atone for all of the horrible acts you've committed. You gain access to the Oathbound faith trait.
21–30	Converted: In your early life, you followed a different faith, a different god or powerful entity, or perhaps no faith at all. A representative of your current faith showed you the error of your ways and converted you, and you couldn't be happier. You can only hope to do for others what this individual did for you. You gain access to the Inspired faith trait.
31–40	Devoted: From your earliest memory, you've had a close relationship with your deity. This entity has been a constant presence in your life: your greatest comfort, best companion, truest love, or some combination of the three. You've never had to see or speak with your deity to know that he watches over you, and the beliefs and criticisms of others do not faze you—your faith is enough. You gain access to the Blessed faith trait and the Fearless Zeal story feat.
41–50	Healed: As a child, you were afflicted with a terrible physical or mental illness or a debilitating wound that prevented you from functioning in society. A miracle worker touched your body and commanded you to be well,

and—for perhaps the first time in your life—you were whole. Now you live your life in tribute to the deity whose divine healer restored you, and perhaps hope to bestow similar gifts unto deserving nonbelievers. You gain access to the Sacred Touch faith trait and the Battlefield Healer story feat.

51–60	Reborn: You died or nearly died. In the midst of this experience, your mind came to a place of quiet where you witnessed your deity or its agents pulling your body and spirit back from the brink of death. Every day since has been a gift, and you strive to understand the reason you have been saved while countless others perish. You gain access to the Deathtouched bloodline race trait and the Arisen story feat.
61–70	Religious Colony: You grew up in a religious colony or settlement. This may have been a small village in the hinterlands or a kingdom-sized theocracy devoted to a single religion. When you came of age, you decided to serve your god and country as a cleric, a choice that garnered respect, dignity, and honor among your people. You gain access to the Natural-Born Leader social trait.
71–80	Revelation: In your youth, a deity granted you visions or dreams that revealed startling truths. These visions might have been prophetic, deeply insightful, or filled with extraordinary solutions to problems that plagued you, your family, or your community. So powerful and compelling were the visions that you devoted your life to the deity. You gain access to the Worldly social trait.
81–90	Sanctuary: When you were young, you did a very wicked deed—or were accused of one—and fled to the only place that could shelter you from the law. You found sanctuary among the worshipers of a deity, and they took you in and protected you. In time, you joined the faithful to serve their cause in the world, though the shadow of your past sin still lurks beyond the church's walls. You gain access to the Criminal social trait. See the Crime and Punishment sidebar on page 23.
91–100	Taken in by the Church: You spent your youth in a church or monastery serving as an acolyte or doing menial work on the grounds, either taken in as an orphan, sent there by your equally devout parents, or by taking on the faith of your own volition. The traditions and rituals of the religion served as your way of life throughout your adolescence, and you left that pious community with the skills to champion your faith in the world. You gain access to the Child of the Temple faith trait.



DRUID

Druids come by their primal power in various ways. One druid might receive her power from an elemental creature, and another might learn it from a beast or the fey. Roll on Table 1–37 to determine the event that caused you to come into your power.

TABLE 1–37: DRUID BACKGROUNDS

d%	RESULT
01–10	Lost in the Wild: You got lost in the wilderness and were forced to survive on your own. You may have wandered desert dunes, thick forest, or high mountains—or perhaps you were shipwrecked on a desert island. Young and vulnerable, you feared the natural dangers of the world at first, but acclimated to the natural way of life as you learned to tap into the primal power of the world. You gain access to the Resilient combat trait.
11–20	Fey Meeting: Walking in the woods, you met a fey creature, such as a brownie, elf, nymph, gnome, sprite, or treant. This magical being taught you how to tend the natural world in the gentle manner of the fey. You gain access to the Magical Knack magic trait.
21–30	Spirit of Nature: Through a ritual, vision, or dream, you communed with a primordial spirit of

nature. In the form of a majestic beast, this spirit charged you with preserving the natural world from those who would destroy it. You are instilled with the spirit of this creature—a small fragment of its power grows in you as you mature. You gain access to the Sacred Touch faith trait.

31–40	Tree Tender: You learned to care for plants in your youth by tending a small garden, orchard, grove, or field. These plants flourished like no others. You’ve always understood plants better than people. You gain access to the Devotee of the Green faith trait.
41–50	Druid Circle: You discovered, or were initiated into, a circle of druids that protects an expanse of wilderness. The druids taught you of their duty to nature and the powers that the natural world granted them. Soon you learned enough to join the circle as an initiate. You gain access to the Mentored social trait.
51–60	Civilized Outcast: For a time, you lived in an urban environment. But you soon discovered that social communities, bureaucracies, and laws made you feel constrained and unnatural. You left civilization and retreated into the wild at the first opportunity. You still retain the lessons, habits, and refinements of civilized behavior, but your heart belongs to nature. You gain access to the Civilized social trait.
61–70	Savage: You spent your formative years among a tribe or village far from civilization. The elders chose you as successor and taught you the lore of the elements and the animals. You gain access to the Savage social trait.
71–80	Raised by Beasts: You were reared in part by wild animals. Most of what you know you learned by observing these beasts, their natural instincts being unburdened by artifice or manipulation. Even though you possess a humanoid body, the beasts recognize you as one of their own. You gain access to the Animal Friend gnome race trait (which you may take regardless of your race) and the Feral Heart story feat.
81–90	Avatar: Once you were an ordinary youth. But when the natural world needed saving, the land chose you as its champion, lending you as much power as you were able to control. You might not understand the reasons for your power, but you are one with nature and your will is the will of the world. You gain access to the Child of Nature religion trait.
91–100	Beastlord: Natural birds and beasts have always obeyed you. From your earliest years, you’ve possessed a gentleness or a power that allows you to communicate with animals as though you shared a common language. Perhaps you have fey blood or traces of lycanthrope ancestry. You gain access to the Beast Bond social trait.



FIGHTER

Those who become fighters take up the sword for many reasons. Some fight for coin, others for duty, and others for survival. Roll on Table 1–38 to determine the event that led you to this profession.

TABLE 1-38: FIGHTER BACKGROUNDS

d%	RESULT
01–10	Adventure: Since you can remember, you sought to become a great warrior. Inspired by legends of the past or personal heroes of your civilization, you longed to wield steel and carve your way in the world. You gain access to the Seeker social trait.
11–20	Conscripted: You didn't choose the military life so much as you were drafted into it. You have a non-military background and skill set. Who knows what course your life might have taken had you not been forced to take up arms? You gain access to the Worldly social trait.
21–30	Duty: You took up the sword because no one else would. When a great danger threatened your home, you stepped forth to meet the challenge, though you were only a youth with just the strength of your arm and steadfastness of your courage to see you through. You gain access to the Courageous combat trait.
31–40	Gladiator: As an adolescent, you learned to fight and kill because your master made you, and if you had not learned, you would be dead. Killing was a way of life—a means of survival. At first you did it because you had to, but that soon changed when you heard the chorus of the crowd. You gain access to the Killer combat trait, the Life of Toil social trait, and the Champion story feat.
41–50	Joined the Watch: Your village, town, city, or tribe needed new recruits for the volunteer watch patrol, and you joined up—whether for money, duty, peace, or power. This rudimentary training gave you an understanding of civilized justice and showed you how to wield a weapon with skill. You gain access to the Militia Veteran regional trait.
51–60	Knighted: Your military path began when you were knighted or made a squire to a knight. Your family's status could have influenced this event, or you might be a simple commoner rewarded with a title for a rare feat of courage. As a member of the nobility, you gain access to the Influence social trait.
61–70	Mercenary: Everyone needs to earn a living, and in your youth you were fast, strong, or tough enough to fight for pay. There are good causes and bad causes, but at the end of the day, it all comes down to money. Sometimes you got easy jobs, like guarding merchant caravans; other times the jobs are rough, like fighting in a rebel lord's private army. You gain access to the Mercenary social trait.

71–80

On the Street: You spent adolescence in a seedy part of town. You learned to fight dirty and fight mean. Turns out you were good at it. Your skills drew the interest of gang and guild leaders, tavern keepers, and anyone else who needed hired muscle. You gain access to the Child of the Streets social trait.

81–90

Schooled: You learned to fight in a structured environment where you were exposed to a variety of weapons, armor, strategies, and tactics. You learned to fight as part of a unit, how to follow orders and how to command a squad. You gain access to the Tactician combat trait.

91–100

Survival: You spent some part of your life in the wild—in places that abide by the laws of nature rather than those of civilization. You survived by being stronger, faster, and more cunning than the predators. That meant you fought not for coin, honor, or principle, but for your very life. You gain access to the Resilient combat trait.



GUNSLINGER

Armed with dangerous, emergent technology and blessed with death-defying luck and skill, gunslingers are practically born to be legends. But for every gunslinger who rises to epic fame as a hero or villain, another has been left lifeless at the hands of the weapon she sought to master. Regardless of this destiny, however, no other class is so wedded and intrinsically linked to a single kind of weapon as the gunslinger. How she came to possess, learn, and master the unique power of firearms forms the backbone of every gunslinger's current motivations. Roll on Table 1–39 to determine what event caused you to choose the way of the gun.

TABLE 1–39: GUNSLINGER BACKGROUNDS

d%	RESULT
01–10	Any Fool Can Swing a Sword: Sometime during your youth, you came to the conclusion that most melee and ranged weapons are crude and primitive compared to firearms. It puzzles you that anyone with martial aptitude deigns to devote their skill to anything other than firearms. You disregard such “lesser” weapons and prefer the feel of your trusty firearm over any other tool of war. You gain access to the Reckless Contempt combat trait.
11–20	Bucking Tradition: You come from a proud tradition of ancient arms and august codes of conduct like those followed by paladins, cavaliers, and samurai. Instead of following in the vaunted steps of your predecessors, though, you chose to learn the art of firearms to the shock and perhaps even anger of your family and peers. Your break with tradition fostered in you a nearly insurmountable will that fuels your identity as a gunslinger. You gain access to the Resolve of the Rejected combat trait.
21–30	Custodian of the Future: Firearms are not just an effective implement for killing or a curious mechanical trinket; they are the next step in the technological development of your people. Your passion for the workings of your weapons has you constantly assembling and dismantling firearms to truly understand their mechanics. This ongoing dedication improves your ability to repair firearms and make them deadlier while in your skilled hands. You gain access to the Unblemished Barrel combat trait.
31–40	Defining Moment: Guns are inexorably linked to a moment where your life dramatically changed. Perhaps you were so sickly as a child that you couldn't turn a crossbow's winch or bend a bow, but firearms showed you that you could still hunt and fight. Perhaps you picked up a firearm in a desperate moment to help a wounded gunslinger and knew that you had just taken
	your first step along the same path. A firearm at your side instills in you a sense of purpose and destiny that no one can take away. You gain access to the Black Powder Fortune combat trait.
41–50	Look at What I Can Do: The lure of something new and showy drove you to first pick up a gun. Although several near mishaps taught you to respect the volatile weapon and the powder that powers it, you still enjoy doing trick shots and getting the oohs and aahs of a crowd. You gain access to the Black Powder Bravado combat trait.
51–60	Mechanical Savant: For you, the lure of firearms is not the effect they produce, but the science and mechanical process behind the effect. Your endless tinkering and perfectionism have made your own gun easier to upgrade. You gain access to the Just Like New combat trait.
61–70	Black Powder Presence: You grew up belittled and even beaten for not being the biggest or the strongest of your compatriots, family, or race. With no burgeoning aptitude for magic, you looked for some other way to exceed those who found superiority in brute strength—and you found it in gunslinging. You gain access to the Larger Than Life combat trait.
71–80	Sacred Charge: Your gunslinger training is more than just martial skill—it's a calling. Perhaps you are part of an elite group of guards serving and defending a temple or faith. Conversely, you might come from a land where firearms represent the pinnacle of your society's advancement or are the last vestige of those who came before. Your sense of higher purpose allows you to fight on and keep firing when winning seems impossible. You gain access to the Never Stop Shooting combat trait.
81–90	Shock and Awe: The sound and fury of gunfire is as potent a weapon as the pellets and bullets your weapon discharges. You live for the reflexive wince that others make when they jump at the sound of a firearm, and laugh heartily at the amazement you inspire in others with your cacophonous black-powder weapons. You gain access to the Startling Report combat trait.
91–100	Some Things Are Stronger Than Magic: You grew up either oppressed by magic cruelly wielded or loathing the elitism of those who possessed such arcane or divine power. Searching for something nonmagical that relies on skill and practice led you to the study and wielding of firearms. You relish trumping pompous spellcasters with a quick draw and a keen eye. You gain access to the Black Powder Interjection combat trait.

INQUISITOR

Bolstering the ranks of both good and evil deities, inquisitors draw their power from unwavering convictions to the causes of their gods. Unlike clerics and oracles, however, inquisitors are less interested in the theological and metaphysical aspects of faith and belief than what they consider to be the harsh realities of defending that faith. Roll on Table 1–40 to determine what event made you temper your faith with stern judgment.

TABLE 1–40: INQUISITOR BACKGROUNDS

d%	RESULT
01–10	Bureaucracy’s Bane: You chose the inquisitor’s path because you have no taste for the petty rules and regulations that mire the leaders of your faith in inaction and inefficacy. You know that you are an instrument of your deity and that your directives do not require intercession by the less motivated. You gain access to the Focused Disciple faith trait.
11–20	Chaplain: You learned long ago that in the heat of battle and under the pall of war, even the most devout can waiver in faith. You subsequently dedicated yourself to stewarding the faith of soldiers and allies in times of great conflict. You gain access to the Battlefield Disciple combat trait and the Battlefield Healer story feat.
21–30	Exemplar: You found early on that you lacked the logic or the vocabulary to communicate the virtues of faith—more precisely, <i>your</i> faith—to others. You decided that the best way to foster respect and appreciation for your god was not with words, but with action. You gain access to the Beacon of Faith faith trait.
31–40	Failed Cleric: Your original training in divine magic was as a cleric, but your faith eventually distilled into you the ability to hear lies and see weaknesses in the “unfaithful.” You gain access to the Schooled Inquisitor faith trait.
41–50	Faith-Bringer: You know that in order to bring the light of your deity to others, you must traverse hostile territories and face even more hostile inhabitants. You gain access to the Weathered Emissary social trait and the Fearless Zeal story feat.
51–60	False Witness: You’ve seen innocent people suffer due to another’s lies. While these injustices made you feel powerless, they’ve also kindled a desire in you to punish those who regard truth so cheaply. You gain access to the Vigilant Battler combat trait.
61–70	Few Left to Safeguard the Faith: You are the vanguard of your faith. Perhaps you are a pilgrim for a good deity in an unholy land, or the secret enforcer of a sect that operates in the shadows of the world. You are accustomed to working alone and with little guidance from the superiors of your church, trusting your own moral judgment to act on behalf of your god. This certainty acts as a defense

against the magic of other, “lesser” deities. You gain access to the Disdainful Defender faith trait.

71–80

Temple Detective: Your ability to sniff out falsehood and see weakness in others made you uniquely suited to guard the religious houses of your order. You gain access to the Truth’s Agent social trait.

81–90

The Path of Righteous Rage: Your faith does not manifest in calm prayer or serene meditation. You achieve the transcendent feeling of the divine when you are in the throes of battle for your deity. You gain access to the Indelible Ire combat trait.

91–100

Zealot: Your devotion is fanatical and your powers are clearly proof of your connection with the divine. Although you know that other gods bestow similar powers upon their own disciples, you either revile or pity those of “lesser” faiths. You gain access to the Zealous Striker faith trait.



MAGUS

The rare spellcasters known as magi dedicate themselves to the synthesis of two separate disciplines: sword and spell. This core of all magi can be embraced only with ambition and purpose. Roll on Table 1–41 to determine what event drove you to blend martial powers and magical ability.

TABLE 1–41: MAGUS BACKGROUNDS

d%	RESULT
01–10	A Mage without Magic: Early in your arcane training, you were exposed to antimagic. The powerlessness you felt from all of your magic being stripped away left you feeling desperate and helpless. You vowed to never be that helpless child again, to be strong in such moments, putting you on the path of the magus. You gain access to the Dispelled Battler combat trait.
11–20	Conflicting Legacy: You were born to a family or clan with two great pedigrees: one of magic and one of battle. Unable to choose either path for fear of alienating a mentor or parent, you sought to master both. Your dedication to the blending of martial and magical has been so intense that your martial prowess feeds your arcane power. You gain access to the Arcane Revitalization magic trait.
21–30	Ready for Anything: For you, the path of the magus is not about the fluid blend of disparate fields of study or conquering an insurmountable challenge, but the art of preparation for any obstacle that comes your way. A dedicated and logical person, you hone the magus affinity for operating all manner of magical devices from blind luck to a refined procedure. You gain access to the Pragmatic Activator magic trait.
31–40	Lost Teacher: Your magus training was interrupted when you lost your teacher through the displacement of your family, lack of funds to continue schooling, or the teacher's unexpected death. Despite this hardship, the time you spent with your mentor had already sown the seeds of your training and you've been able to continue on your own in the time since—ceaselessly seeking, reading, and learning from any magical text you can find. You gain access to the Self-Taught Scholar magic trait.
41–50	Promise Keeper: Your dreams of becoming a wizard were cut short by unfortunate circumstances, such as the death of your family or clan's matriarch or patriarch, hostile invading forces, conscription in the army, and so on. This forced you to become a protector and stunted the growth of your studies. Though you have successfully blended the two disciplines, you still

long for the unfulfilled potential of your career as a wizard. You gain access to the Cross-Disciplined magic trait.

51–60	Shameful Secret: You come from either a proud military and martial background or a legacy of skilled wizards. When you developed an aptitude for two different powers viewed as incompatible by your family or teachers, it drove you to hide half of your abilities and to pretend full-blown competency with the other. Some of the tricks you used to perpetrate this deception have stayed with you to this day. You gain access to the Partial Protege magic trait.
61–70	Spell Backfire: At some point during your magical training, you attempted to cast a spell and failed. But rather than being wasted, the arcane energy reabsorbed itself into your body, waiting to be reused in some other way. When the arcane energy exploded outward through your staff or some other instrument you wielded, you received your first glimpse of the ways that magic could be repurposed—a versatility you retain today. You gain access to the Malleable Magic magic trait.
71–80	Spell's Edge: The first time you held a magic weapon and felt the thrum of arcane energy within, you knew that magic and melee were meant to be joined. Since that moment, magic weaponry has become symbolic of the most potent syntheses of your magus training, and your ability to create magical weapons and imbue mundane arms with magic still resonates with this focus. You gain access to the Bladed Magic magic trait.
81–90	Vindication: You spent your formative years trying to convince combat instructors of the virtues of magic and arcane mentors of the importance of strength in arms, only to be mocked and exiled from both disciplines. Since then, you've wandered from master to master, honing your knowledge of both fields of study to show them all that not only have you achieved power, but you've also eclipsed all those who shunned you. You gain access to the Arcane Temper magic trait.
91–100	What If: You don't know the meaning of impossible. Everyone around you thinks you have your head stuck in the clouds, but you continually strive to achieve things that have never been accomplished before—perhaps things that have never even been dreamed of. Bucking convention has brought numerous failures, but you've learned from your mistakes and are able to snatch victory over seemingly impossible odds. You gain access to the Inspired faith trait.

MONK

Masters of the martial arts, monks are the pinnacle of discipline and perfection. Wielding strange arms and stranger fighting arts, monks are defined by their training. Whether brought up as the protege of a grand master or self-taught through stolen glimpses into the windows of a secret school, a monk's story is emblazoned in every step, cut, and strike he makes. Roll on Table 1–42 to determine the origin of your exotic training.

TABLE 1–42: MONK BACKGROUNDS

d%	RESULT
01–10	Bellicose Historian: What started as a scholar's curiosity in exotic fighting styles bloomed into a fanatical desire not just to learn about martial arts, but to master them. You gain access to the Style Sage social trait.
11–20	Classically Schooled: Training from dawn to dusk to hone every inch of your body into a fighting instrument, you studied with scores of other students in an academy or school dedicated to one specific martial art. You gain access to the Simple Disciple social trait.
21–30	Elite Fighting Force: You learned your fighting skills as one of a highly trained group dedicated to a special purpose, such as guarding a temple or protecting a noble. Your training emphasized unobtrusive teamwork and unquestioned dedication to some higher purpose. You gain access to the Veiled Disciple social trait.
31–40	Tournament Champion: A shining example of your style or order, you've honed martial prowess through spirited and exciting competition. You gain access to the Martial Performer combat trait.
41–50	Lineage Holder: You are the senior or sole student of a great master. You rose to prominence early and received secret training in an art that is rare and exotic. Having achieved a strong foundation in the physical and metaphysical elements of this martial art, you've been designated the lore keeper for its history and traditions, and must now find new student or students to train. You gain access to the Martial Manuscript faith trait.
51–60	Nature's Disciple: Just as many great masters learned and crafted styles from the beauty and majesty of nature, your fighting style comes from time spent in the wild rather than from formal training. You have seen firsthand how the mantis hunts, how the tiger swipes, and how the crane beats its wings. Your observance of the natural world gave you the ability to extrapolate combat forms without traditional training. You gain access to the Nature's Mimic combat trait.
61–70	Secret Student: Your teacher and fellow students grew up as part of a conquered people, forbidden to train at war and forced to conceal the

fighting style as seemingly harmless dances and your weapons as mundane tools... until the day you all you could rise up against tyranny. You gain access to the Hidden Hand combat trait.

71–80 **Spirit Teacher:** Your martial training is both physical and metaphysical in nature, allowing you to unlock a higher state of consciousness that allows you to draw on the wisdom and power of long-dead masters. You gain access to the Spirit Sense faith trait.

81–90 **Unsuspecting Master:** You were trained in martial arts through unorthodox methods such as seemingly menial tasks or training through conditioning exercises that promised the smallest scrap of food as a reward. Your nontraditional training makes you resourceful and clever. You gain access to the Surprise Weapon combat trait.

91–100 **Wandering Savant:** Although you've received some formal training in exotic combat, you decided to put your skills to the test and further your learning by wandering the wide world. You gain access to the Wanderer's Shroud faith trait.



ORACLE

Oracles do not choose their path. Rather, the oracle's mystery chooses her in the midst of a climactic event that marks the oracle with an abiding curse. Roll on Table 1–43 to determine your mystery.

TABLE 1-43: ORACLE BACKGROUNDS

d%	RESULT
01–10	Battle: In your early years, a battle broke out near your home and you were embroiled in the fighting. At the end of the battle, you were the only one left standing, with scores of slain foes strewn at your feet. You gain access to the Veteran of Battle religion trait and the Battlefield Healer story feat.
11–20	Bones: In your formative years, you were entombed or buried alive in a graveyard. For days, you lay within the grave until your terror strangely turned to comfort. Since your return, you've been a different person: part mortal and part ghost, in possession of the powers of the dead. You gain access to the Fearless Defiance faith trait.
21–30	Flame: A great fire consumed you and laid waste to the environment around you. It might

have devoured your family, friends, or an entire settlement, but you survived unburned as if the fire did not dare to touch you. Since that day, you've tamed fire as though it were a savage animal bent to your will. You gain access to the Flame-Touched magic trait.

31–40	Heavens: The night sky's mysteries have always enthralled you. But one night, while you gazed upon the stars, the perfect order of the universe revealed itself and you nearly went mad from the revelation. Since that night, you've possessed strange powers over the heavens. You gain access to the Starchild religion trait.
41–50	Life: A terrible plague afflicted your homeland, killing thousands. You caught the disease, but instead of dying from it, you flourished. As you grew healthier, so did everyone you came into contact with. You gain access to the Sacred Touch faith trait.
51–60	Lore: You were able to speak before any other child your age. Rather than stumble through the rudimentary syllables of language, you spoke in full sentences, reciting the greatest literature of many languages in story, song, and poem. Sometimes you spoke of events that had not yet come to pass, and the wise came to seek your counsel. Your gift came at a cost, however—though your knowledge is vast, your body and mind carry a curse. You gain access to the Scholar of the Great Beyond faith trait.
61–70	Nature: You became separated from your family and lost in the untamed wilderness for many days, months, or years. The wilderness took its toll, but when you finally emerged from the wild, you were its master. You gain access to the Child of Nature religion trait.
71–80	Stone: You were buried beneath the earth, possibly after an avalanche or earthquake. For 3 days the earth covered you, until at the end of the third day you emerged from the mountain unharmed but not unchanged. You gain access to the Earth-Touched magic trait.
81–90	Waves: You were swept beneath the surface of the water once. You should have drowned, but instead you washed up on shore after a long interval. You emerged from the depths afflicted with a strange condition but otherwise unharmed. You gain access to the Water-Touched magic trait.
91–100	Wind: In your early years, you were caught in a powerful storm that ravaged the countryside, destroying everything in its path. Bolts of lightning struck your body and thunder deafened your ears, but when you came to the storm's tranquil center, the tempest ceased. Since then you've had power over storms, though you still bear the mark of the great storm you endured. You gain access to the Storm-Touched magic trait.



PALADIN

Champions of virtue and the rule of law, many paladins are called to their path at a young age. Some hear the whispers of celestial beings in their minds, while others are drawn down the path of the paladin by tragedy and a sincere desire to strike a blow to the evil that stalks the world. Paladins sometimes take on younger charges such as orphans or runaways during their journeys, and the seeds of goodness can be sowed into these impressionable youths to grow another knight on the quest for righteousness. Roll on Table 1–44 to determine the formative events that led you to become a paladin.

TABLE 1–44: PALADIN BACKGROUNDS

d%	RESULT
01–10	Divine Calling: An otherworldly agent of law and good—such as an angel, empyreal lord, or perhaps some other celestial envoy of the gods—tasked you to be a divine champion. You accepted the calling (maybe grudgingly) because ultimately you realize that the laws of destiny and one’s divine calling cannot be denied. In return, that celestial agent watches over you and makes sure you can fully realize your destiny and meet the course that has been set for you by a higher power. You gain access to the Blessed faith trait.
11–20	Dread Penance: You, or perhaps your family, owe a debt for some past wrongdoing or vice. Maybe you made deals with some unscrupulous loan sharks during a gambling binge or your not-so-distant ancestors were responsible for the persecution of a marginalized group of people. Whatever the offense, your past action hangs over your head and fills you with guilt. You’ve taken a solemn oath to make good on this past misdeed. Only then will you feel like your life is truly worthwhile. You gain access to the Oathbound faith trait.
21–30	Holy Epiphany: Your faith and purpose came in a brilliant flash of insight. Maybe you suddenly realized that evil can be stopped only with vigilance and deliberate action, or maybe an epiphany showed you that the innocent need protection from corrupt forces for good to flourish in the world. Whatever the nature of your epiphany, it guides your actions and gives you insights others lack. You gain access to the Inspired faith trait.
31–40	Zealous Devotion: Maybe your faith was not popular among those around you during your youth. Maybe you have strange or controversial views regarding your religion, and the other members of your congregation find your practices bizarre or insulting. Whatever the case, your faith is constantly being questioned

regardless of your obviously pious nature, and such persecution only serves to embolden your zeal. You gain access to the Indomitable Faith faith trait.

41–50	Moral Debt: The world and all things material are intrinsically corrupt. All creatures are born with a moral debt, and only by fighting evil, upholding law, and championing the common good can one be truly free of that corruption. You work every day to pay off this debt and move those around you to do the same. You gain access to the Principled faith trait and the Fearless Zeal story feat.
51–60	Mark of Faith: You were born with the mark of your faith. Maybe at some point you rebelled against such branding, or it could be you’ve always accepted the mark as an indicator of your destiny. In either case, it was a harbinger of the paladin path. You gain access to the Birthmark faith trait.
61–70	Righteous Mentor: A paladin of note and great honor took you under her wing and taught you many things. She taught you how to adhere to your oath with grace and dignity, and how the simple act of doing so was enough to earn the respect and devotions of others. You gain access to the Natural-Born Leader social trait.
71–80	Warrior of Truth: Early in your life, you learned that the philosophies of law and good not only create the best society but also reveal truths that would otherwise remain obscured. You are rarely clouded by pure dogma; instead you’re unafraid to question and create your own path toward truth, justice, and righteousness. You gain access to the Skeptic magic trait.
81–90	Knight-Errant: You know that evil stalks the world, and only one who is dedicated to the spread of good can stop these vile forces. To make sure fiends and wrongdoers do not go unpunished, you adopted the code of the paladin in order to travel the land and eradicate the wicked. Your goal is the relentless pursuit to seek out evil and put it down. You gain access to the Seeker social trait.
91–100	Terrible Secret: You know a terrible secret about an ancient evil that threatens your homeland or perhaps even the entire world. You have sworn to keep this secret quiet lest it gain power in the retelling, but you also must work to thwart the evil whenever possible. This at times contradictory path has led you many places in your travels, and the knowledge you have gleaned from your adventures continues to serve you well in your fight against the wicked. You gain access to the Scholar of the Great Beyond faith trait.

RANGER

Rangers are the hunters of legend. Although known for their ability to master varying environments and their dangers, rangers often achieve this expertise through the dedicated pursuit of their quarry. Though such a target could be a lost or kidnapped friend or a forgotten ruin, more often a ranger's target is a hated enemy, and no feature of the class lends itself better to the establishment of character than his favored enemy. While a professional headhunter might hone his skills to track down humans or other civilized folk, a ranger whose family was murdered by ravenous orcs likely has a different set of priorities while on the hunt. Roll on Table 1–45 to determine the formative events that led you to become a ranger.

TABLE 1–45: RANGER BACKGROUNDS

d%	RESULT
01–10	An Eye for an Eye: The choice of your favored enemy was nothing more than simple vengeance. Perhaps you lost a loved one, family, or even a whole community to the vicious rampaging of a ferocious beast, or saw your entire homeland swallowed up by monstrous hordes. No matter the reason, your drive to hunt down and destroy creatures of their kind won't be sated so long as even one lives. You gain access to the Tireless Avenger faith trait and the Foeslayer story feat.
11–20	Ancient Hatred: The history of your people is a saga of struggle against another race. Though common among elves and orcs or dwarves and giants, many different races can have such longstanding animosity. Your choice of a favored enemy was a simple outgrowth of this racial antipathy. You gain access to the Knowing the Enemy social trait.
21–30	Big Game Hunter: Whether you sought out the thrill of hunting large prey or merely grew up in the shadows of creatures large enough to crush an entire village with a careless step, you have learned how to be quick and to size up weaknesses in those behemoths who seem to have none. You gain access to the Evasive Sting combat trait.
31–40	Blood Cleansing: Either you have forsaken your kinsfolk or they have forsaken you. Maybe you grew up among a wicked or corrupt people who you needed to escape, or maybe they exiled you for being different. Whatever the case, your own kind are now your favored enemy, much to your continued chagrin or morbid amusement. You gain access to the Scarred Descendant combat trait.
41–50	Bounty Hunter: You have always been good at finding and extracting people from their

hidey-holes. Most likely you hunt humanoids of either your own subtype or of one common to your region. You gain access to the Easy Way or the Hard Way combat trait and the Town Tamer story feat.

51–60	Detached Observer: You set yourself apart with a pall of cold logic that allows you to see weaknesses in members of your own race that you strive not to succumb to yourself. Most likely, you pick your own race as your dominant favored enemy, and you excel as a spy or assassin paid to capture enemies of your organization. You gain access to the Cold and Calculating combat trait.
61–70	Divine Purpose: Not all those who hear the voices of the gods can distill that echo into magical power like clerics or oracles. These whispers of belief encouraged you to track and hunt those creatures who pose the greatest threat to your faith. Perhaps you're a good ranger who hunts the undead or devotes effort to slaying fiends, or you could choose to target good fey and celestials, emboldened by divine invective. You gain access to the Faith's Hunter combat trait.
71–80	Nightmare Slayer: From an early age, you stood up against some of the most terrifying creatures imaginable, facing off against creatures most mortals only dream of in their wildest nightmares. Possibly hailing from lands besieged by dragons or plagued by the living dead, you are not only resistant to the fear such creatures normally engender, but you live to show your enemies the face of the unafraid. You gain access to the Fearless Defiance faith trait.
81–90	Opportunist: You are an expert in creatures both common and exotic, particularly in terms of what valuable items you can harvest from their remains. The natural world exists for the benefit of those who know what to take, and you have learned how to scavenge pelts, toxins, and even rare spell components from your defeated foes. You might pick animals, magical beasts, or dragons as your dominant favored enemy—or humanoids if you're a particularly grisly trophy collector. You gain access to the Harvester social trait.
91–100	Survivalist: You were orphaned at a young age and left to fend for yourself in the wilds, or simply lived a life at the edge of society that required a constant scrabble for basic existence. You probably have animals or magical beasts (the edible ones) as your dominant favored enemy, and are adept at lying in wait and springing into action. You gain access to the Hunter's Knack combat trait.

ROGUE

The rogue's path is one of cunning, quickness, skill, and stealth. One of the broadest character archetypes, the rogue is found among all walks of life—from highborn spies infiltrating the courts of kings to common criminals making their livings preying on passersby in the alleys and streets. Roll on Table 1–46 to determine how you came to the profession.

TABLE 1–46: ROGUE BACKGROUNDS

d%	RESULT
01–10	Gang War: Growing up in the backstreets of an urban jungle, you were forced to choose between surviving as a predator or suffering as prey. You affiliated with a guild, gang, or group of thieves and thugs, carrying out illicit missions to further their interests and sabotage those of rival gangs. You gain access to the Dirty Fighter combat trait.
11–20	Greed: No matter how much or little you had growing up, it was never enough. You discovered a talent for lifting items and coin purses from others' belts. The world always provided for you, and when you saw something you wanted, you learned to take it. You gain access to the Ambitious social trait and the Thief of Legend story feat.
21–30	Poverty: In your youth, you rarely had enough food to keep from starving. Poverty and hunger forced you to steal to survive, or to help your loved ones survive. You gain access to the Poverty-Stricken social trait.
31–40	Spy: You've always had an innocent expression and a silver tongue, so naturally you were recruited as a spy during your childhood. You could have come from any social class; you might have gathered information as an urchin on the streets or acted as servant to one lord while you reported to another. You gain access to the Fast Talker social trait.
41–50	The Kill: You killed someone when you were relatively young. You might have done it in self-defense, in anger, or as part of an initiation ritual. And it was easier than you suspected. Afterward, some individuals or groups started paying you to kill for them, and you made a lucrative career of assassination. You gain access to the Killer combat trait and the Innocent Blood story feat.
51–60	The Trained: Your early talent for feats of agility and acrobatics garnered you an experienced mentor. Impressed by your natural ability, this mentor taught you how to fight, dodge, and throw. He may have been a master thief, circus performer, fencing master, or swashbuckling pirate. You gain access to the Mentored social trait.
61–70	Outlawed: For reasons just or unjust, you became a fugitive at an early age. You have lived outside the light of society for some time, risking capture or punishment whenever you need to break the law

again. You gain access to the Criminal social trait. See the Crime and Punishment sidebar on page 23.

71–80	Thrill Seeker: As an adolescent, you and your friends took turns daring one another to take risks, each new challenge inspiring greater excitement. Since then, you've become an adrenaline junkie, performing dangerous tasks in order to chase that high. You gain access to the Acrobat social trait.
81–90	Henchman: You've always worked for someone else. You do what you are told and in return you are appreciated by the boss, rewarded, and paid. You gain access to either the Oathbound faith trait or the Child of the Streets social trait.
91–100	Scout: Your natural ability turned into employment in an elite squad of stealthy infiltrators. You penetrate enemy lines, gather information, deliver coded messages, and sabotage enemy supplies. You likely work for a private individual or military order. You gain access to the Canter social trait.



SORCERER

Wielders of power on a seemingly impossible scale, sorcerers are conduits of the arcane energies inside them. These powers stem universally from the sorcerers' distinctive bloodlines. Either linked to powerful scions of mystical power like angels, devils, or dragons or touched by the forces of destiny themselves, sorcerers prove that sometimes when magic is involved, either you have it or you don't. Roll on Table 1–47 to determine the event that made you aware of the forces at work within your own blood.

TABLE 1–47: SORCERER BACKGROUNDS

d%	RESULT
01–10	Awakened Moment: At some point, the dormant power within you awakened with a fright. It might have been the first time you came close to a dragon, celestial, or genie. Or the moment could have come at the grave of a great ancestor or in a lush and verdant glen. What slumbered in your blood has never quieted, and you frequently draw upon the inspiration of your awakening. You gain access to the Ascendant Recollection magic trait.
11–20	Dreams of Something Different: The first hints of your exceptional nature came to you as fragments of remembered dreams or split-second visions. As these episodes increased in both frequency and clarity, they unlocked a power in your blood you didn't know you had. You gain access to the Strength Foretold magic trait.

21–30	Failed Wizard: Although your arcane aptitude was evident at an early age, you were pushed toward wizardry as the conduit for your magic. While you never mastered magic in this fashion, your time spent studying arcane tomes gave you obscure but often pertinent knowledge. You gain access to the Reluctant Apprentice magic trait.
31–40	One of a Kind: You know that sorcerous power comes from the blood, but as far as you know, none of your ancestors possessed your gift. You keep searching for the reason for your magical powers, which has led you to greater proficiency with divinations and a keen interest in the workings of your bloodline. You gain access to the Knowledgeable Caster magic trait.
41–50	Outcast: Driven away by your family and people, your arcane gifts have always inspired both fear and revulsion. You've become adept at spotting hostility in others who would despise you for your power. You gain access to the Outcast's Intuition magic trait.
51–60	Proud Heritage: You hail from a long line of prominent sorcerers with even more prominent ancestral features. Your acceptance of your bloodline brings with it a pride and imposing mien that becomes amplified among others. You gain access to the Imposing Scion social trait.
61–70	Shameful Heritage: The obvious hints of your heritage were a source of shame to your family. No matter the manifestation of your differences, being a pariah taught you to practice your arts in secret. You gain access to the Unseen But Not Undone magic trait.
71–80	Too Lucky: You've always had a knack for getting out of trouble. This sense of preternatural good fortune led to your inquiries into magic and the discovery of your own sorcerous powers. You gain access to the Fate's Favored faith trait.
81–90	Unharmful: At some point in your early life, you were exposed to something dangerous like a fall into stormy waters or a spell cast your way. But instead of dying, you survived entirely unscathed. This experience either first hinted at or confirmed that you were different, marking the first step on your path to sorcery. You gain access to the Unscathed magic trait.
91–100	Wild Talent: The magic in your blood was always as uncontrollable as it has powerful. You were forced to learn control at an early age, either out of fear that your powers might hurt someone or out of remorse once they had. This relentless vigilance and self-control gave you tremendous focus and arm you with strategic methods to redirect those wild energies coursing through you. You gain access to the Volatile Conduit magic trait.



SUMMONER

Most, if not all, spellcasters can call to otherworldly creatures for aid. And though many learn to call increasingly powerful minions to assist them, none boast the same connection to these outsiders as summoners do. A summoner is defined by the bond formed with the single creature that acts as his eidolon. Protectors, steeds, and links to other worlds, eidolons are lifelong companions for their mortal masters. The choice to tie oneself to an eidolon and the circumstances leading to that choice form the foundation of any summoner's character. Roll on Table 1–48 to determine what caused you to forge your otherworldly bond with your trusted companion.

TABLE 1–48: SUMMONER BACKGROUND

d%	RESULT
01–10	Abandoned: At some point early on, you were abandoned. This sense of loss always made you feel as though something were missing. The discovery of your eidolon and your subsequent mutual bond fostered in you the sense of companionship you've always longed for. You gain access to the Greater Link magic trait.
11–20	Caretaker: You met your eidolon or another outsider in a moment of danger. Wounded or lost, the creature crashed between worlds and ended up at your feet. In helping this panicked, otherworldly creature, you felt a link to it. You can still draw on the inspiration from that moment when dealing with others, outsider or not. You gain access to the Destined Diplomat social trait.
21–30	Forced to Confront Your Own Limits: The bond with your eidolon first manifested when you saw someone in danger and were unable to help. Your feeling of desperation and frustration at the limits of your own form attracted your eidolon—whether or not it was able to help you in that moment. This need to exceed your own limitations continues to manifest in the evolution of your eidolon. You gain access to the Desperate Speed magic trait.
31–40	Imaginary Friends: As a child, you created imaginary playmates that you felt truly spoke to and heard you. These whispers were actually the wandering thoughts of outsiders trying to make contact, knowing that someday you would have an affinity with their kind. By the time you learned to summon your eidolon and other outsiders, these whispered fragments had turned themselves into an understanding of the language of outsiders. You gain access to the Unintentional Linguist social trait.
41–50	Monophobic: You were always terrified of being alone when you were younger, so you surrounded yourself with others. But it was establishing this link to your eidolon that ultimately allowed you to overcome this debilitating fear. Now, even when your eidolon is not with you, you know it's never

far away; conversely, when you have your true friend and companion with you, you are far better for it. You gain access to the Perpetual Companion faith trait.

51–60	Outsider's Lineage: You have the blood of outsiders in your veins. This lineage either laid dormant until your powers manifested or was a storied part of your family heritage. Regardless, your connection to the planes has always been potent. No matter what other subjects you studied, your understanding of planar matters has always seemed instinctive or innate rather than the product of memorization and study. You gain access to the Planar Savant faith trait.
61–70	Pick On Someone Your Own Size: When you were young, you or others you cared for were bullied by agents of an oppressive power. At some point, you stood up against one or many of the tyrants, feeling that somehow you were bigger, stronger and more resilient than you actually were. You later realized that this support was the first trace of your eidolon trying to make contact with you. You can still draw on that power today, making your aura strong and your presence powerful. You gain access to the Twinned Presence magic trait.
71–80	Raising Gone Wrong: You lost someone important to you. Through means, luck, or simple pity, you had the chance to raise that person from the dead, but something went wrong with the spell and the raising did not occur... at least not as planned. Your lost friend or kin's soul bonded with a powerful outsider on the other side of the veil and returned to you as your eidolon. Possessed of some of the memories and experiences of the life you spent together, your companion feels a stronger devotion than even most others of its kind. You gain access to the Loyalty across Lifetimes faith trait.
81–90	Saved by Another: Someone or something saved you from great danger. It might have been a family member who saved you from a precipitous fall or adventurers who saved you from a marauding monster. Your sense of gratitude fostered a strong sense of protectiveness, particularly when defending your allies or your eidolon. You gain access to the Dedicated Defender combat trait.
91–100	Stranger in Your Own Skin: You have felt awkward and uncomfortable your entire life, as if you were born into a body that wasn't truly yours. Your quest to become what you've always felt you should be led you to your eidolon, in which you found what you see as your own idealized form. The link that you and your eidolon share allows you to escape some of the inherent limits of your form from time to time. You gain access to the Linked Surge magic trait.

WITCH

Some witches make pacts for their power by choice. Many more discover it by accident or circumstance. Roll on Table 1–49 to determine which of the following events shaped your early life and sent you down the witch’s path.

TABLE 1–49: WITCH BACKGROUNDS

d%	RESULT
01–10	Apprenticed: Your development was guided by a mortal or magical creature, such as a wisewoman, hag, dryad, elf, or pixie, who instructed you in the arts of spellcasting, potions, charms, and hexes. You gain access to the Hedge Magician magic trait.
11–20	Desperate Accident: You lived an ordinary life until one day catastrophe struck and you called out desperately to any power that would come



to your aid. The entity that gave you this power might be benevolent or sinister in nature, but ever since you called it, the being remains close to you. You gain access to the Reckless combat trait.

21–30	Forbidden Lore: In your youth, there was something you fervently desired—perhaps love, wealth, or revenge. But no matter how hard you tried, you couldn’t obtain that which you coveted. Only when you turned your eye to ancient tomes and ruins and experimented with strange powers beyond your comprehension were you able to get what you wanted. You gain access to the Dangerously Curious magic trait.
31–40	Found Familiar: When you were young, you happened upon a strange animal with whom you forged an instant bond. It instructed you in casting spells and became your closest, most trusted companion. You gain access to the Animal Friend gnome race trait (which you may take regardless of your race).
41–50	Gifted: You received your magical ability as a gift from a supernatural being, such as an angel, devil, god, ancient dragon, or powerful fey. This creature expects you to act on its behalf in exchange for the power it loaned you. You gain access to the Magical Knack magic trait.
51–60	Inborn Power: Many fey creatures are born with the innate ability to cast spells, and either because of having fey blood in your lineage or being born near fey lands you too were gifted this talent. You gain access to the Magical Lineage magic trait.
61–70	Initiated: When you came of age, a coven of witches initiated you into their circle because you showed great promise. After your initiation ritual, you changed on a fundamental level. You gain access to the Mentored social trait.
71–80	Invocation: When you reached adolescence, you wanted power and you wanted it immediately. You didn’t have the patience or tolerance to endure endless years of boring theory and formal magical training, so you offered up your body and soul in an invocation to an entity that would grant your desire. You gain access to the Oathbound faith trait.
81–90	Possessed: For reasons you may never understand, an otherworldly entity took possession of you in your formative years. Since then, your mortal body has been the vessel for this mysterious power. You gain access to the Possessed magic trait.
91–100	Unknown: The circumstances by which you gained your powers are confusing, even to you. You may have received them when you stepped into a enchanted land or touched a strange artifact, or perhaps you simply awoke one day with them. You strive to find the meaning of your powers, as they drive your life in unforeseen directions. You gain access to the Seeker social trait.

WIZARD

Perhaps no other class exemplifies the acquisition of power through sheer focus and determination as well as the wizard. Neither touched by divine purpose nor blessed with magic in their blood, wizards must spend their entire lives studying the same texts, tomes, scrolls, and recitations to master the magical arts. Such a craft can be self-taught or instilled through instruction, learned in an academy or at the fringes of the world, but it can be mastered only through the most rigorous and regimented of study. Roll on Table 1–50 to determine how you came to study wizardry, and how that study forever shaped you.

TABLE 1-50: WIZARD BACKGROUNDS

d%	RESULT
01–10	Brains over Brawn: You were bullied or excluded throughout your life because you lacked physical power and fighting prowess. To compensate, you turned to transmutation magic. Your practice and perseverance has granted you skill with spells of that school. You gain access to the Tenacious Shifting magic trait.
11–20	Dangerous Intellect: At a young age, those around you, whether family or friends, realized that your intellect was more than mere precociousness. As your sense of curiosity became dangerous, those responsible for you pushed you into studying magic in the hopes that you would find infinite puzzles to solve. You gain access to the Tireless Logic social trait.
21–30	Fitting In: You hail from a long line of sorcerers or from a community known for its natural affinity for magic. Your manifestation of wizardly talent, as opposed to blood-based sorcery, caused you to hide those talents at a young age, and then to disguise them as sorcery to the best of your ability later. You still retain some tricks from this early misdirection. You gain access to the Shrouded Casting magic trait.
31–40	Gifted Pride: Your affinity for magic has made you somewhat crass and arrogant, though some find your blunt disposition charming or worthy of respect. The air of superiority surrounding you is palpable and allows you to use your intellect to cow others at times when lesser individuals might barely get a word in. You gain access to the Bruising Intellect social trait.
41–50	Mortality's Mirror: Your childhood innocence ended the moment you realized that someday you would die. This revelation may have come to you at the deathbed of a beloved relative, during a bloody siege against your homeland, or via some other eye-opening event. You have spent the rest of your life trying to master magic in order to change this most universal fate

from stealing your last breaths away. You now have a keen eye for the magic of death and for discerning answers to ancient riddles. You gain access to the Greater Purpose magic trait.

51–60	Righting a Wrong: In your youth, you witnessed an event that changed the fate of many or of a tragic few, such as a natural disaster (like a flood, hurricane, or fire) or simply a friend's unfortunate accident during a childish game. You were burdened by the knowledge that magic—perhaps even a spell as simple as <i>feather fall</i> —could have changed the course of lives. You've dedicated yourself to magic in an effort to make sure that you are never subject to the capricious whims of fate again. You gain access to the Desperate Resolve magic trait.
61–70	Storied Lineage: Your family name is synonymous with wizardry of the highest caliber. Magic was your destined path before you were even born, and both your family and those who know of your lineage have supported this notion your entire life, granting you an unwavering confidence in your talents. While the pursuit of arcane mastery is never easy, you are driven to live up to the expectations set forth for you. You gain access to the Resilient Caster magic trait.
71–80	The Way Things Work: Magic came alive the first time you held a magic item. The notion of extraordinary magic resting within something as seemingly ordinary as a ring, amulet, or stoppered vial changed the way you viewed the world, and ever since you've possessed a sense of curiosity and awe for all magic items. You gain access to the Magic Crafter magic trait and the Eldritch Researcher story feat.
81–90	Unpaid Debt: Someone saved your life at great cost. Whether through healing magic or basic heroism, your savior gave her life that you might live. Striving to repay this debt has led you to study magic, the only thing capable of making enough of a difference in the world to make you feel that you have earned the gift given to you. This sense of purpose has engendered an unshakable resolve in you. You gain access to the Principled faith trait.
91–100	Unquenchable Hunger for Knowledge: For most wizards, magic is an end to which all studies strive, but not for you. For you, magic is a means to an end—and that end is knowledge. Your desire to know all of the secrets of the world requires the ability to cross continents in a blink, ride the winds, breathe water like a fish, and survive any kind of trap. Your unquenching quest for knowledge has made you ever ready for danger. You gain access to the Eldritch Delver magic trait.

INFLUENTIAL ASSOCIATES

Influential associates are people who had (or continue to have) a strong influence upon your development. They are archetypes and templates for NPCs that you can customize to fit your background. Roll on Table 1–51 to determine an associate or ally who had a major influence on your life. Then flesh out the details to show how this person fits within your story. You might also wish to use other tables in this chapter to randomly fill in this person’s details.

TABLE 1-51: INFLUENTIAL ASSOCIATES

d%	RESULT
01–05	The Hunter: This person was a lone wolf who nonetheless cautiously allowed you to become a member of her solitary pack. She taught you how to thrive on your own in spite of the many perils and natural dangers of your native environment. You gain access to the Child of Nature religion trait.
06–10	The Pariah: You met a disgraced exile, and found in his words and attitudes something that spoke to you. What once seemed true in your religion, society, or family began to appear false the more time you spent with this person, and you quickly learned not to trust everyone you meet—especially among those who would claim to be most deserving of it. You gain access to the Suspicious social trait.
11–15	The Confidante: There was a person in your life to whom you could tell anything. She knows your deepest secrets and your emotional weaknesses and vulnerabilities just as you know hers. This person could be a valuable friend and a frightening enemy, so you make sure to never divulge her secrets or give her a reason to do so with yours. You gain access to the Trustworthy social trait.
16–20	The Mentor: You had a mentor who taught you everything worth knowing about life. This could have been the person who taught you the heroic abilities you possess, or simply a kindred spirit who helped form your worldview. You gain access to the Mentored social trait.
21–25	The Mercenary: With this person, there was always a cost. No deed was done making a trade for something of equal or greater value. Whether this individual’s actions tended toward good, evil, or pure balance, he was always fair in his dealings. You respected this trait and it influenced your own philosophy. You gain access to the Mercenary social trait.
26–30	The Lover: You had a romantic connection in your adolescent years, and this person deeply influenced your personality. Perhaps this was a first love, a casual partner you grew close to, or

the one who got away. The experience bolstered your confidence in romantic interactions even though you often find your thoughts still straying toward that special someone from so long ago. You gain access to the Charming social trait and the True Love story feat. Roll a d12 instead of a d20 on Table 1–56: Romantic Relationships.

31–35	The Fool: One of your close associates was a clown who mocked propriety and custom, instead engaging in wild and somewhat random actions from time to time. After a while, you learned that there was simple wisdom to this foolery—a careless worldview that taught you how to cast off concern. You gain access to the Unpredictable social trait.
36–40	The Liege Lord: You became close with someone you were bound to serve, be it a minor lord or lady, master (in the case of a slave), prince or princess, king or queen. Though this person held power over you, she held you closer than a subject or servant. As a result, you’re used to dealing with and being close to power, and your name is known among the ranks of the privileged. You gain access to the Influence social trait.
41–45	The Relative: There is a relative you were especially close to. To you, this person was the meaning of family. He helped shepherd you into adulthood, teaching you everything you know about the world. You are bound to this person or his memory, and you strive to keep a promise, vow, or oath that you made to him. You gain access to the Oathbound faith trait.
46–50	The Boss: You once gained employment under an organized and powerful individual with far-reaching influence. When the boss was present, everyone listened. This could have been a military commander, tribal chieftain, guild leader, or gang leader. From the boss, you learned how to make people listen, make them see reason, and keep them in line. You gain access to the Natural-Born Leader social trait.
51–55	The Academic: One of your associates had such a lust for knowledge that she could never be satisfied with simple answers or obvious solutions. This desire for knowledge frequently exceeded her need for companionship, but you were the single exception. Through this association you developed a keen appreciation for numbers, geometry, logic, hard study, and problem solving. You gain access to the Mathematical Prodigy magic trait.
56–60	The Criminal: One of your associates committed crimes regularly. He regaled you with many stories of daring robberies and break-ins—and perhaps even murders. You learned most of what you know of the criminal element from him, and

- he trusted you as a friend. You gain access to the Canter social trait.
-
- 61–65 **The Seer:** You were close to a person who claimed to see the future—perhaps an oracle, seer, prophet, or merely some festival charlatan. Whether they're true or a trick, you've seen visions of distant places and of times that may come to pass. The seer's influence either made you into an optimist with a drive to change the future or a fatalist resigned to accept it. You gain access to the Scholar of the Great Beyond faith trait.
-
- 66–70 **The Mystic:** You were especially close to a holy person in your community who fundamentally changed your life by opening your eyes to the incredible powers that exist beyond the natural world. Regardless of whether you follow a faith, certain religious artifacts, rituals, and texts played a large part in making you the person you are. You gain access to the Child of the Temple faith trait.
-
- 71–75 **The Dead One:** One of your greatest influences was a sentient undead creature, such as a ghost, lich, grave knight, wraith, or vampire. You encountered it on several occasions and survived... mostly unscathed. Through this strange relationship you learned of its mortal life, giving you perspective on your own life. You gain access to the Deathtouched bloodline race trait and the Glimpse Beyond story feat.
-
- 76–80 **The Fiend:** In your adolescent years, you dealt with or were possessed by a fiend who lent you raw power at a time of great need. This experience tainted your body and mind and changed your life. Some part of the demon remains inside you like an old friend, influencing you toward destructive ends. You gain access to the Possessed magic trait and the Damned story feat.
-
- 81–85 **The Wanderer:** You knew someone who traveled from place to place with the changing of the wind, such as a minstrel, convict, merchant, outcast, soldier, or sailor. This person brought you wondrous mementos and told you of all the places he had traveled and the people who lived there, inspiring a wanderlust within you. You gain access to the Worldly social trait.
-
- 86–90 **The Champion:** You were close to someone who excelled at athletic endeavors and tests of strength or skill. Through your friendship or rivalry, you developed the competitive spirit that continues to drive you in everything you do. You gain access to the Ambitious social trait.
-
- 91–95 **The Craftsperson:** One of your major influences cherished perfection in every form of art. This person might have followed any path in life, from craftsperson to artist to assassin. From

this person you developed a disciplined mind, a solitary focus, and the ability to create something useful and beautiful. You gain access to the Artisan social trait.

-
- 96–100 **Well-Connected Friend:** In your circle of disparate associates, there was someone everyone knew. This person collected friends like trophies, and she had contacts in every social or professional circle. Through this connection, you continue to meet and associate with a wide variety of people in every walk of life. You gain access to the Well-Informed halfling race trait (which you may take regardless of your race).
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STEP 3—MORAL CONFLICTS, RELATIONSHIPS, AND DRAWBACKS

With age come the events and relationships that leave a definitive mark on your personality. You face and resolve moral challenges, your romantic relationships blossom and sometimes wilt, you meet those who become adventuring companions, and you face your vulnerabilities either in the form of personal challenges or adversaries who represent some side of yourself.

To determine a major conflict you had in the past, as well as your romantic relationships and personality drawbacks, do the following:

1. Roll on Table 1–52 through Table 1–55 to determine a major conflict you had, whom you had the conflict with, the motivation for the conflict, and how you resolved it. Then adjust your alignment using the alignment track.
2. Choose the deity or religious philosophy you follow, which grants access to a trait (page 48).
3. Roll on Table 1–56 to determine what your romantic relationships have been like (page 49).
4. Roll on Table 1–57, likely multiple times, to determine the various relationships with your fellow adventurers (page 49).
5. Roll on Table 1–58 to determine your character's drawbacks. You can take this drawback to gain another trait (page 49).

Major Conflict and Alignment

The following tables provide a means of determining your alignment by introducing a pivotal moral conflict in your early life—one moment during your ethical development that determined the kind of person you grew up to be.

When determining your conflict, you accumulate a number of Conflict Points (CP). The conflict and your motivation are each worth a number of CP; you can adjust the number of CP based on the resolution of the conflict. When you determine the total CP, you then must add your CP on one alignment track or distribute the points on both of them—the good-evil track and the lawful-chaotic track, as detailed on Table 1–53: Determining Alignment. Position 1 on the track represents the first CP added. Each point on the first track represents you turning away from what is good and heading down a path of evil. Each point on the second track represents a disregard for law as you grow more chaotic.

TABLE 1-53: DETERMINING ALIGNMENT

1	2	3	4	5	6	7	8	9
← LAWFUL			NEUTRAL →			← CHAOTIC →		
1	2	3	4	5	6	7	8	9
← GOOD			NEUTRAL →			← EVIL →		

This determines how the conflict ultimately affected your alignment and to what extent. If you are using the rules for changing your alignment in Chapter 3 (see page 134), this also determines your starting place on the alignment track. If you start with 0 CP on either track, assume you start at 1 on the track for those rules.

Conflicts

Begin by rolling on Table 1–52: Conflicts. This table lists 20 conflicts, ranging from minor indiscretions to grievous sins. The type of die you roll on this table is based on the needs of the campaign as well as your character's starting class. First, consult with your GM; if you can play any alignment in the campaign, roll a d20. If your campaign allows only nonevil characters, roll a d12. If you are playing a paladin or some other character who must be good, roll a d6. Once you are done, proceed to Table 1–54: Conflict Subject and to the tables and sections subsequent to it.

TABLE 1-52: CONFLICTS

d20	RESULT	CP
1	Minor Failure: You failed a friend, family member, or loved one who depended on you to fulfill an important task.	1
2	Petty Crime: You committed a minor crime, like vandalism, trespassing, or mischief.	1
3	Told a Lie: You deliberately made someone believe something that was not true to further your own goals.	1
4	Broke a Promise: You swore an oath or vow that was important to someone else, but you did not keep your promise.	1
5	Humiliation: You publicly humiliated or scandalized someone with either true or slanderous information.	2
6	Negligence: You caused someone else to suffer by your own inaction, disregard, or excessive recklessness.	2
7	Minor Theft: You stole several small or inexpensive items that belonged to someone else.	2
8	Seducer: You tempted or manipulated someone to act in accordance with your whim, careless of whether it was in their own best interests.	3

9	Cheater: You broke a rule, law, contract, or agreement for your own gain.	3
10	Betrayal: You betrayed someone who trusted you.	4
11	Malign Associates: You allied with a destructive creature, organization, or individual.	4
12	Destroyed a Reputation: You deliberately ruined the honor, reputation, or fortunes of another individual or group.	5
13	Major Theft: You stole expensive items.	5
14	Corrupted an Innocent: You counseled an otherwise innocent person who trusted you, toward adverse choices.	6
15	Blackmailed: You used sensitive knowledge or threats to force someone's cooperation.	6
16	Destruction: You destroyed someone else's property.	6
17	Armed Robbery: You robbed someone with the threat of violence.	6
18	Violent Crime: You beat, assaulted, or mutilated someone.	7
19	Murder: You killed someone.	8
20	Mass Murder: You killed several sentient beings.	12

Conflict Subject

To determine the key person (or people) involved in the conflict, roll on Table 1–54. Only on the rare occasion that the subject was a child or a young person does the subject affect the accumulation of CP.

TABLE 1-54: CONFLICT SUBJECT

d20	RESULT
1	Commoner
2	Merchant
3	Tradesperson
4	Artisan
5	Civic or military official
6	Noble
7	Leader
8	Clergy
9	Soldier or warrior
10	Spellcaster
11	Scoundrel
12	Child or young person (increase your CP by 1)
13	Family member
14	Close friend
15	Lover or former lover (roll a d12 instead of a d20 on Table 1-56: Romantic Relationships)
16	Enemy or rival
17	Gangster or underworld figure
18	Adventurer
19	Humanoid monster
20	Non-humanoid monster

Conflict Motivation

To determine the source of your motivation for the conflict, roll on Table 1–55. If the campaign allows the full spectrum of alignments, roll a d10 on this table. If the campaign allows only nonevil alignments, roll a d8. If you're a paladin, roll a d4. The motivation affects the CP gained from the conflict.

TABLE 1-55: MOTIVATION

d10	RESULT	CP
1	Justice	1
2	Love	1
3	Pressured or Manipulated	2
4	Religion	2
5	Family	3
6	Money	3
7	Jealousy	4
8	Hatred or Malice	4
9	Pleasure	5
10	Amusement or Entertainment	5

Resolution

Once you determine the nature and CP for the event, the next step is to determine the resolution. Instead of rolling for the conflict's resolution, you choose how you dealt with it, and your choice can affect the number of CP the conflict is worth. In games that do not allow evil characters, you cannot take a resolution that would adjust your character to an evil alignment.

Regret and Penance (–3 CP): Not only do you regret your action, but you have publicly admitted to it and did your best to make amends for the wrongdoing. Most know of the conflict's details and those who don't can easily find them out if they know where to look or whom to ask.

Sincere Regret (–2 CP): Though you feel sincere regret for the event and its memory affects your behavior, it's still a secret. Only your trusted companions know of the conflict, and they have promised a degree of discretion.

Secret Regret (–1 CP): You regret the conflict, but go to great lengths to keep it secret and try desperately to forget it ever happened. Only you and maybe a select few people know of your involvement in the conflict.

Mixed Feelings (0 CP): Sometimes you regret the conflict, but other times you feel as if you didn't have a choice in the matter or that you made the right decision. Most of the time, you just avoid thinking about the conflict. Only you and maybe a select few people know of your involvement.

Denial (+1 CP): You feel little if any regret, and deny the event mostly so others won't judge you. Few if any know of your part in the conflict, and your constant denials are meant to keep it that way.

No Guilt (+2 CP): Either guilt is for the weak, or you know you made the right decision. You might not openly brag about your part in the conflict, but you don't deny it when confronted either.



You Enjoyed It (+3 CP): Those who cling to petty morals have no understanding of what true freedom and power is. The fact is, you enjoyed your part in the conflict and would do it all over again if the opportunity presented itself. Many people know of your misdeed, and they also realize your complete lack of remorse.

Deity and Religious Philosophy

Once you have determined your alignment, choose a deity or religious philosophy. Association with a specific deity gives you access to a related religion trait (found starting on page 64). Even if you are not interested in your character being associated with a deity, you can choose “No Deity” or “Undecided” granting you access to abilities outside the realm of faith.

Abadar: Eyes and Ears

Asmodeus: Asmodean Demon Hunter

Cayden Cailean: Fortified Drinker

Calistria: Calistrian Courtesan

Desna: Starchild

Erastil: Patient Optimist

Gorum: Veteran of Battle

Gozreh: Child of Nature

Iomedae: Divine Warrior

Irori: Wisdom in the Flesh

Lamashtu: Voice of Monsters

Nethys: Magic Is Life

Norgorber: Shadow Whispers

Pharasma: Undead Slayer

Rovagug: Wrecking Wrath

Sarenrae: Flame of the Dawnflower

Shelyn: Ear for Music

Torag: Guardian of the Forge

Urgathoa: Corpse Cannibal

Zon-Kuthon: Pain Is Pleasure

No Deity: Even in a world filled with the powers of the divine, you have decided to follow reason, put your faith in the potential of mortals, or otherwise invest in the ways of the material world instead of embracing the teachings of deities. You gain access to the Tireless Logic social trait.

Undecided: You have remained undecided when it comes to your faith, but are accepting of others’ faiths and are at least somewhat open to the idea of joining an organized faith should you find one that strikes your fancy. You gain access to the Ease of Faith faith trait.

Romantic Relationships

Roll on Table 1–56 to determine the kinds of romantic relationships you have had in the past. You might have a background that requires you to roll a d12 on this table instead of a d20.



TABLE 1-56: ROMANTIC RELATIONSHIPS

d20	RESULT
1-2	One Significant Relationship: You had a true love once, but that time has passed.
3-6	A Few Significant Relationships: You've tried to make deep connections with individuals on several occasions, but it's never worked out.
7-9	Several Significant Relationships: You've engaged in a number of partnerships, but for some reason or another your relationships always fail.
10-12	Current Lover: You are currently involved in a romantic relationship. You gain access to the True Love story feat.
13-16	Several Inconsequential Relationships: You have had many lovers but no long-lasting, meaningful relationships.
17-18	Experience but No Substantial Relationships: You've had a fling or two, but have so far shied away from any ties or commitments.
19-20	No Experience: You have never experienced any kind of romantic connection whatsoever.

Relationship with Fellow Adventurers

This table is best used by the adventuring party as a whole to determine starting relationships between the characters. One player begins the process by choosing someone in the group and rolling to learn the relationship between her and the second character. Then the next player chooses a different character and rolls to determine their relationship, and so on, until finally the last player rolls to determine his relationship with the first character. It is easiest to do this sitting around a table, with each player passing the dice clockwise until the dice have completed a full turn around the table.

You can also use this table free-form if you wish, rolling for your relationship for as many or as few of the other characters as you care to define; however, the first method guarantees that every character has connections to two other characters to improve group cohesion.

If you end up with a result that makes no sense or isn't possible, reroll or just chose another option.

TABLE 1-57: RELATIONSHIP WITH FELLOW ADVENTURER

d%	RESULT
01-05	Family or close as family—close friends, close/distant relatives, relatives by marriage/adoption
06-10	Friend of a friend
11-15	Tavern buddies
16-20	Hunting companions
21-25	Business associates, current or former
26-30	Contractor and employer
31-35	Former allies
36-40	Former enemies
41-45	Friendly competitors
46-50	Romantic competitors, current or former

51-55	Know each other by reputation only
56-60	Former inmates (prison, asylum, or captivity) or former inmate and captor
61-65	Criminal connections
66-70	Servants or apprentices to the same master
71-75	Met on a pilgrimage, caravan, or journey
76-80	Veterans of a skirmish or war
81-85	Follow (or followed) the same faith or cult
86-90	Best friends
91-95	Gaming or gambling associates
96-100	From the same hometown or region

Character Drawback

Character drawbacks are emotional weak points—chinks your armor. A drawback gives you a small mechanical penalty and a roleplaying hook. Drawbacks also serve as loopholes in the alignment system. When roleplaying your drawback, you might act well outside the bounds of your alignment within certain situations. Each of the following grants a drawback you may choose to take. If you take a drawback option, you may take three traits you have access to instead of two. Roll on the following table to determine your character's drawback. The drawback options begin on page 64.

Discuss with the GM the details of this drawback, such as what the attachment is or who the person involved might be.

TABLE 1-58: CHARACTER DRAWBACK

d%	RESULT
01-05	Attachment (Object): You are attached to a precious possession with immense sentimental value and significance. Without it, you are no longer yourself and are prone to suffer from depression, moodiness, or aggressive behavior. You gain access to the Attached drawback.
06-10	Attachment (Person): You are attached to a particular person—a friend, family member, or loved one—who means more than anything or anyone in the world. Your thoughts always return to this person. You gain access to the Attached drawback.
11-15	Family: Your family means everything to you, and there is nothing you wouldn't do for them. Maybe your ties extend to your entire clan or bloodline, or perhaps there is one specific member of your family you hold closer than any other. You gain access to the Family Ties drawback.
16-20	Justice: Unfairness and injustice are intolerable. Whenever you witness them, you feel compelled to act or speak out. When you're personally wronged, you require appeasement—or revenge if you don't receive it. You gain access to the Headstrong drawback.
21-25	Love: Your love for someone motivates you. When this person is in danger, you're prone to



feel weak, powerless, or angry. You gain access to the Lovesick drawback.

- 26–30 **Loyalty:** You value loyalty over all things. You treasure the friends, associates, and lovers you have earned throughout the years, and when someone breaks your trust or betrays you in some way, you become utterly unhinged. You gain access to the Pride drawback.
- 31–35 **Material Wealth:** You have a weakness for material things—money, fine jewelry, exquisite foods, expensive or rare items, and so on. When such riches are within your reach, you’re driven to possess them, and you claim them either as an honest collector or a cunning thief. You gain access to the Avarice drawback.
- 36–40 **Pleasure:** You crave luxury, entertainment, and pleasure. You might indulge in every passing fancy or hold strong against a temptation that constantly eats at you. You gain access to the Hedonistic drawback.
- 41–45 **Power:** You long for the ability to influence the world around you, whether that’s as small as a village or as large as a plane of reality. You gain access to the Power-Hungry drawback.
- 46–50 **Pride:** You present an image to the world that can’t be tarnished. When someone

questions your motives, criticizes your actions, or insults your honor or pride, you question his friendship or count him among your enemies until he makes amends. You gain access to the Pride drawback.

- 51–55 **Race:** You are truly comfortable only around others of your race, and you have a hard time putting faith or trust in those of races different from your own. You gain access to the Xenophobic drawback.
- 56–60 **Religion:** Your beliefs are of paramount importance in your life, whether you belong to a temple, follow a cult, or practice a religious philosophy independently. When others question or attack the beliefs, principles, relics, or structures of your faith, you respond with fury. You gain access to the Zealous drawback.
- 61–65 **Reputation or Fame:** You’ve worked hard to establish your identity and reputation, and someone who slanders or insults you must answer for it. You strive to promote your identity to the point where everyone knows your reputation. You gain access to the Vain drawback.
- 66–70 **Safety or Security:** You are cautious and guarded—wary of others who might harm you, steal from you, or betray your trust. As such,



you sleep lightly, always suspecting someone or something to sneak in upon you in the dark. Even when in relationships with people who trust you, there's always the fear that they harbor hidden agendas or will change and turn against you. You gain access to the Paranoid drawback.

71-75 **Self-Doubt:** No matter what you do, it's never good enough. You cannot help but see in your victories many little defeats and failures. If you were stronger, smarter, faster, or more powerful, maybe you could be better. However, stuck in the body and mind you have, you feel you're destined to fail. You gain access to the Doubt drawback.

76-80 **Social Acceptance:** You want others to accept you, to believe you're special and worthy of merit. You are self-conscious about your social flaws and breaches of etiquette. Rejection is among your greatest fears. You might go to extraordinary lengths to be accepted by or seek favor from your peers. You gain access to the Dependent drawback.

81-85 **The Future:** Your concerns lie not with the present, but with preparation for the future. You may be an avid and organized planner, or perhaps you see the signs of a coming dark age or troubled time. You behave cautiously, conservatively, and methodically as you plan for events that might one day occur. You gain access to the Meticulous drawback.

86-90 **The Past:** You long for the world to return to a past age. You've adopted the manners and style of this age, and are fascinated by its customs, relics, and artifacts, and by the historical figures of that time. Perhaps you live so much in this past age that your connection to the present is tenuous. Or your pretentiousness annoys others. You gain access to the Sentimental drawback.

91-95 **Worldview:** In your eyes, your moral philosophy—your alignment—is the only correct and true way of the world. Perhaps you gently pity, argue with, or brawl with those misguided souls who don't see the world your way or by your light of reason. You gain access to the Provincial drawback.

96-100 **Youth:** You reflect upon your youth as a golden time, one ever present in your mind and that refuses to fade into the background. Every day, you feel yourself growing older and closer to your inevitable end. You seek ways to make yourself look and feel young in attempt to rekindle that fire of your adolescence, but despite your attempts, you realize that your time still draws ever nearer. You gain access to the Vain drawback.

TRAITS

Character traits are abilities that are not tied to your race or class. They can enhance your skills, racial abilities, class abilities, or other statistics, allowing you further customization. Traits first appeared in the *Pathfinder RPG Advanced Player's Guide*. The following is a list of those original traits as well as the new ones that are featured in the Background Generator.

BASIC TRAITS

Basic traits are broken down into four categories. Combat traits focus on martial and physical aspects of your background. Faith traits focus on your religious and philosophical leanings. Magic traits focus on any magical events or training you have had. Social traits focus on your social class or upbringing.

Combat Traits

These traits are associated with combat, battle, and physical prowess. They give minor bonuses in battle and represent conflicts and physical struggles in your backstory.

Anatomist: You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs. You gain a +1 trait bonus on all rolls made to confirm critical hits.

Armor Expert: You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Axe to Grind: There is a fire in your heart that can't be quenched. You gain a +1 trait bonus on damage against foes who are threatened by only you.

Battlefield Disciple: You are skilled at supporting your allies in the heat of battle. You gain a +2 trait bonus on Heal checks made to stabilize a dying creature. In addition, when you successfully use the aid another action in combat to grant an ally a bonus on her next attack roll, the bonus you grant increases by 1.

Black Powder Bravado: You are particularly successful when using deeds. Once per day, when you perform a deed that requires an attack roll and you miss with that roll, you can reroll it. You must take the second result even if it is worse.

Black Powder Fortune: You have little to fear when there's a gun in your hand. As long as you are wielding a firearm, you gain a +2 trait bonus on all saving throws against curse, fear, and emotion effects.

Black Powder Interjection: Your confidence rises when you foil spellcasting. Once per day, when you interrupt

the casting of a spell with a firearm attack, you may regain 1 grit point.

Bloodthirsty: You have a vicious streak, and nothing satisfies you more than warm blood on your hands and blade. Whenever you make an attack that reduces a foe to 0 hit points or fewer or you confirm a critical hit, your attack deals 1 additional point of damage. The additional damage is a trait bonus, and is multiplied by your weapon's critical hit multiplier.

Bullied: You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near. You gain a +1 trait bonus on attack of opportunity attack rolls made with unarmed strikes. Note that this trait does not grant the ability to make attacks of opportunity with your unarmed strikes—you must have a level in monk, the Improved Unarmed Strike feat, or some other similar power to gain the use of this character trait. However, that doesn't prevent you

from selecting this trait. You simply cannot make use of it until a later point if you do.

Cold and Calculating: You are adept at tricking favored enemies of your race or those related to your race. You gain a +1 trait bonus on all Bluff checks against favored enemies that share one of your subtypes. You also gain a +1 trait bonus on attack rolls made against such favored enemies during the surprise round.

Courageous: Your childhood was brutal, but you persevered through force of will and faith. No matter how hard things got, you knew you'd make it through as long as you kept a level head. You gain a +2 trait bonus on saving throws against fear effects.

Dedicated Defender: When a companion is down, you fight harder. You gain a +1 trait bonus on attack rolls and on checks made to overcome spell resistance while you are adjacent to a dying or disabled ally, animal companion, eidolon, familiar, or mount.

Deft Dodger: Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

Dirty Fighter: You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion you could always count on to distract your enemies long enough for you to do a little bit more damage than normal. That companion may be another PC or an NPC (who may even be recently departed from your side). When you hit a foe you are flanking, you deal 1 additional point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

Dispelled Battler: When deprived of magic, you fight harder. You gain a +1 trait bonus on weapon attack and damage rolls while within an area of antimagic such as that created by an *antimagic field*. You also gain this bonus for 1 round after you are subject to an area or targeted *dispel magic* spell, regardless of the effect's success or failure in dispelling your spells and magical effects.

Easy Way or the Hard Way:

You are skilled at subduing your enemies. Whenever you attack one of your favored enemies with a weapon that deals lethal damage and choose to deal nonlethal damage, you take only a -2 penalty on the attack roll instead of the normal -4.





Evasive Sting: Larger enemies have a hard time striking you. You gain a +1 dodge bonus to AC against enemies that are both your favored enemy and at least two size categories larger than you.

Faith's Hunter: Divine powers smile upon you each time you grievously wound a favored enemy. When you confirm a critical hit against a favored enemy, you may extend the duration of any divine spell affecting you by 1 round. The benefits from multiple critical hits stack. Divine spells with an instantaneous duration can't be extended in this manner.

Fencer: You trained with blades for long hours as a youth, either taking lessons in the genteel art of fencing from tutors paid for by your parents or being taken under the wing of a disenfranchised fencer who may have turned to a life of crime. You gain a +1 trait bonus on attack of opportunity attack rolls made with daggers, swords, and similar bladed weapons.

Hidden Hand: Your concealed weapons strike fast and true. You gain a +1 trait bonus on Sleight of Hand checks made to conceal light weapons and a +1 trait bonus on attack rolls when making an attack with a light weapon during a surprise round.

Hunter's Knack: When you watch and wait before attacking, your strike is true. You gain a +1 trait bonus on attack rolls against your favored enemies when you make such attacks as part of a readied action.

Indelible Ire: When you are gravely wounded, you're stirred to greater combat focus. Each time a critical hit is confirmed against you, you gain a +1 trait bonus on attack rolls for 1 round.

Just Like New: Broken firearms are not problems—they are challenges. Your first attempt to remove the broken condition from your starting firearm and to upgrade it to a masterwork weapon costs 150 gp instead of 300 gp. In addition, when wielding a firearm that has the broken condition or is treated as if it had the broken condition, you take a –1 penalty on attack rolls made with it instead of the normal –2.

Killer: You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow, or find vile pleasure in twisting the blade to maximize your target's pain. You deal an amount of additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.

Kin Guardian: You are dedicated to defending members of your family. When you use the aid another action to give a member of your family a bonus to AC, increase the bonus by 2. This increase is a trait bonus (and therefore doesn't stack with increases granted by other family members using this trait). This trait has no effect when using the aid another action to increase a family member's next attack roll.

Larger Than Life: You wield firearms with truly terrifying menace. When you use the Intimidate skill on a creature while wielding a firearm, you are considered one size category larger than your actual size.

Martial Performer: Your training has made you a martial performer. When you gain a monk bonus feat, you may instead take a performance feat for which you meet the prerequisites.

Nature's Mimic: Your knowledge of nature informs your fighting style, and that style gives you insight into related aspects of the natural world. You gain a +1 trait bonus on all Knowledge (nature) checks, and Knowledge (nature) is always a class skill for you. You can make Knowledge (nature) checks pertaining to animals that correspond to your style feats untrained.

Never Stop Shooting: Even when the chips are down, you keep on shooting. If your hit point total drops to 0 or lower but you are not dead, you may act as if disabled rather than dying (as if you possessed the Diehard feat). However, you can use your actions only to draw a firearm, reload a firearm, or attack with a firearm. If you have the Diehard feat, this trait also allows you to substitute your Wisdom score for your Constitution score for the purpose of determining the negative hit point total at which you die.

Reactionary: You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on initiative checks.

Reckless: You have a tendency for rash behavior, often disregarding your own safety as you move across the battlefield. You gain a +1 bonus on Acrobatics checks, and Acrobatics is always a class skill for you.

Reckless Contempt: You do not fear the threat of lesser weapons. Whenever you provoke an attack of opportunity by firing a firearm, you gain a +1 trait bonus on the attack roll that provoked the attack of opportunity.

Resilient: Growing up in a poor neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You've built up your constitution as a result, and gain a +1 trait bonus on Fortitude saves.

Resolve of the Rejected: Some disagree with your choice to wield a firearm, and their scorn has only hardened your resolve in battle. You gain a +1 trait bonus on all saving throws against charm and compulsion effects. Also, once per day when you succeed at a saving throw against such an effect, you regain 1 grit point.

Scarred Descendant: Your own people are your favored enemy. You gain a +1 trait bonus on rolls to confirm critical hits against favored enemies of your own subtype and on Survival checks made to track such creatures.

Startling Report: Through either perfect timing or the determination of your action, the sound of your firearm going off sets your enemies on edge. When you shoot a

firearm, you gain a +2 trait bonus on Intimidate checks for 1 round against those who heard the shot.

Surprise Weapon: You are skilled at fighting with objects not traditionally considered weapons. You gain a +2 trait bonus on attack rolls with improvised weapons.

Tactician: You know how to take advantage of enemies who are unprepared for your assault. You gain a +1 trait bonus on initiative checks. In addition, once per day when you make an attack of opportunity, you gain a +2 trait bonus on the attack roll.

Unblemished Barrel: Your skill with firearms speeds your repair of such weapons. You gain a +1 trait bonus on Craft (alchemy) and Craft (weapons) checks, and it takes

you only 30 minutes to remove the broken condition from a firearm.

Vigilant Battler: You are hard to fool and harder to trick with a feint. You gain a +1 trait bonus on all Sense Motive checks. This trait bonus increases to +2 when used to counter a feint in combat.

Faith Traits

These traits rely upon conviction of spirit, perception, and religion, but are not directly tied to the worship of a specific deity. You do not need a patron deity to gain a faith trait, as these traits can represent conviction in yourself or your philosophy just as easily as they can represent dedication to a deity.

Beacon of Faith: You wield the might of your faith with power and clarity. Once per day as a free action, you may treat your caster level as if it were 2 levels higher when using one of the granted powers of your domain or inquisition, or when casting one of your domain spells.

Birthmark: You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells, and as a physical manifestation of your faith, and it increases your devotion to your god. You gain a +2 trait bonus on all saving throws against charm and compulsion effects.

Blessed: Some divine agent watches over you and heeds your call. Once per day as a swift action, you gain a +1 trait bonus on all saving throws for 1 round.

Caretaker: As the child of an herbalist or an assistant in a temple infirmary, you often had to assist in tending to the sick and wounded. You gain a +1 trait bonus on Heal checks, and Heal is always a class skill for you.

Child of the Temple: You have long served at a temple in a city, where you picked up on many of the nobility's customs in addition to spending much time in the temple libraries studying your faith. You gain a +1 trait bonus on Knowledge (nobility) and Knowledge (religion) checks, and one of these skills (your choice) is always a class skill for you.

Devotee of the Green: Your faith in the natural world or one of the gods of nature makes it easy for you to pick up on related concepts. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (nature) checks, and one of these skills (your choice) is always a class skill for you.

Disdainful Defender: You are resistant to the magic of other faiths. You gain a +2 trait bonus on all Will saves you attempt against divine spells. This bonus does not apply against divine spells cast by a caster who worships the same deity you do.

Ease of Faith: Your mentor, the person who invested your faith in you from an early age, took steps to ensure you understood that what powers your divine magic is no different





from that which powers the magic of other religions. This philosophy makes it easier for you to interact with others who may not share your views. You gain a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

Fate's Favored: The fates watch over you. Whenever you are under the effect of a luck bonus of any kind, that bonus increases by 1.

Fearless Defiance: Upon overcoming your fear, you become a scourge to your enemies. You gain a +1 trait bonus on all saving throws against fear effects. In addition, if you successfully save against such an effect, you receive a +1 trait bonus on attack rolls against your favored enemies for 1 round.

Focused Disciple: When weaker wills falter, you keep a clear mind. You gain a +2 trait bonus on saving throws against charm and compulsion effects.

History of Heresy: You were raised with heretical views that have made it difficult for you to accept most religious beliefs and often caused you or those you love to be treated as pariahs. As a result, you have turned your back on religious teachings. As long as you do not possess any levels in a class that grants divine spellcasting power, you gain a +1 trait bonus on all saving throws against divine spells.

Indomitable Faith: You were born in a region where your faith was not popular, but you still have never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive. You gain a +1 trait bonus on Will saves.

Inspired: A positive force, philosophy, or divine presence fills you with hope, and is a guiding force of inspiration. Once per day as a free action, roll twice and take the better result on a skill check or ability check.

Loyalty across Lifetimes: You and your eidolon share a link that seems to span multiple lifetimes. Your eidolon treats its Constitution score as if it were 2 points higher for the purposes of determining when its negative hit point total sends it back to its home plane. In addition, your eidolon gains a +1 trait bonus on Will saves against enchantment spells and effects.

Martial Manuscript: You either carry or have memorized a sacred text from your school, temple, or monastery, and its wisdom gives you insight that makes your attacks more devastating. You gain a +2 trait bonus on rolls to confirm critical hits when you're using an unarmed strike or monk weapon.

Oathbound: You have made a solemn oath, and you pursue that oath with headstrong determination. Once per day, you may reroll a saving throw against a charm or compulsion effect. You must take the second result even if it is worse.

Omen: You are the harbinger of some future event. Whether this event bodes good or ill, you exude an ominous presence. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. Once per day, you may attempt to demoralize an opponent as a swift action.

Perpetual Companion: You are bolstered against fear when your eidolon is near. You gain a +2 trait bonus on all saving throws against fear effects whenever your eidolon is within 30 feet.

Planar Savant: You have always had an innate sense of the workings of the planes and their denizens. You may use your Charisma modifier when making Knowledge (planes) checks instead of your Intelligence modifier.

Principled: You hold yourself to a strict code of behavior that guides all of your decisions and actions. You take a -2 penalty on Bluff checks and gain a +2 trait bonus on saving throws against charm, compulsion, and emotion effects.

Prophesied: Your coming was foretold in prophecy, and people familiar with your legend regard you with awe and fear. You gain a +1 trait bonus on Diplomacy checks and Intimidate checks when interacting with anyone familiar with you or your reputation.

Reincarnated: You lived a previous life as someone—or something—else. For you, life and death are a cycle, and you have no fear of death. You gain a +2 trait bonus on saving throws against fear and death effects.

Sacred Conduit: Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure that you survived (your mother may or may not have survived). In any event, that magic infused you from an early age, and you now channel divine energy with greater ease than most. Whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.

Sacred Touch: You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

Scholar of the Great Beyond: Your greatest interests as a child did not lie with current events or the mundane—you have always felt out of place, as if you were born in the wrong era. You take to philosophical discussions of the Great Beyond and of historical events with ease. You gain a +1 trait bonus on Knowledge (history) and Knowledge (planes) checks, and one of these skills (your choice) is always a class skill for you.



Schooled Inquisitor: Your additional training aids in identifying the wiles of your faith's enemies. You gain a +2 trait bonus on all Knowledge (planes) and Knowledge (religion) checks made to identify the abilities and weaknesses of creatures.

Spirit Sense: You are so attuned to the spiritual world that it is hard to get the jump on you. You gain a +2 trait bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

Tireless Avenger: You restlessly pursue your enemies. When you're in pursuit of one of your favored enemies, the DC for the Constitution check to avoid taking lethal damage during a forced march is 10 + 1 per extra hour, instead of 10 + 2 per extra hour.

Wanderer's Shroud: Your wanderings often go unnoticed. Efforts to use the Diplomacy skill to gather information about you take a –1 penalty, and you gain a +1 trait bonus on all saving throws against scrying and mind-reading effects that allow saving throws.

Zealous Striker: Your zeal is a danger to those of "lesser" faiths. While you have the destruction judgment active, you gain a +1 trait bonus on damage rolls when attacking a foe who can cast divine spells and worships a different deity than you.

Magic Traits

These traits are associated with magic and focus on spellcasting and manipulating magic. You don't have to be a spellcaster to take a magic trait (although several of these traits aren't useful to non-spellcasters). Magic traits can represent a character's early exposure to magical effects or childhood studies of magic.

Air-Touched: You share an affinity with elemental air. You gain DR 1/— against creatures and attacks with the air type.

Alchemical Adept: You are skilled in creating alchemical items. You gain a +2 trait bonus on all Craft (alchemy) checks made to craft alchemical items. Furthermore, when you fail a Craft (alchemy) check by 5 or more but don't roll a natural 1, you don't ruin any raw materials or have to pay that cost again.

Alchemical Intuition: You are often struck with epiphanies about alchemical processes and substances. Once per day as a free action, you may gain a trait bonus equal to your Charisma modifier (minimum 0) on a Craft (alchemy) check you make. You can apply this bonus after you roll the check, possibly turning a failure into a success.

Arcane Revitalization: Your martial prowess can feed your arcane power. Once per day, when you confirm a

critical hit with a weapon attack, you regain 1 arcane pool point. You can't exceed your maximum number of arcane pool points.

Arcane Temper: You have quick reactions and fierce concentration. You gain a +1 trait bonus on concentration and initiative checks.

Ascendant Recollection: Your first bloodline power is particularly strong. Your sorcerer level is considered to be 1 level higher when determining the effects of your 1st-level bloodline power.

Bladed Magic: You have an innate talent for using magical weaponry and those weapons capable of becoming magical. You gain a +1 trait bonus on Craft checks made to craft magic or masterwork weapons. In addition, when you use your arcane pool class ability to grant a weapon an enhancement bonus, that bonus lasts for 2 minutes instead of 1.

Classically Schooled: Your apprenticeship or early education was particularly focused on the direct application of magic. You gain a +1 trait bonus on Spellcraft checks, and Spellcraft is always a class skill for you.

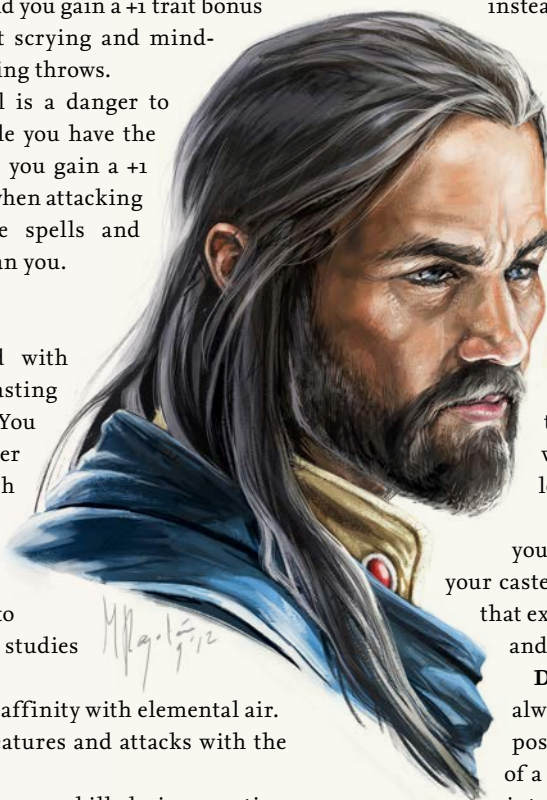
Cross-Disciplined: Your dabbling has granted you greater insight into the proper casting of certain spells. Once per day, you may cast a spell you have prepared that appears on both the magus and wizard spell lists as if your caster level were 1 level higher.

Cross-Knowledge: Once per day, you may treat an extract you drink as if your caster level were 1 level higher as long as that extract appears on the wizard spell list and the alchemist list of formulae.

Dangerously Curious: You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and frequently caused quite a bit of damage and headaches for your parent as a result. You gain a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Desperate Resolve: You are adept at casting spells even in the most precarious situations. You gain a +1 trait bonus on concentration checks. This trait bonus increases to +4 when you are grappled, pinned, in violent weather, or entangled.

Desperate Speed: Your eidolon excels at a movement type you do not possess. Your eidolon receives a +5-foot enhancement bonus to one type of speed it has that you do not, such as a climb or swim speed. If your eidolon





doesn't already possess such a mode of movement, you may apply this trait bonus later if it gains an evolution that grants it such a mode. Once this bonus is applied to a mode of movement, it can't be switched to another mode.

Earth-Touched: You share an affinity with elemental earth. You gain DR 1/— against creatures and attacks with the earth type.

Eldritch Delver: You have an unquenchable thirst for knowledge about the world and desire to obtain it firsthand. You gain a +1 trait bonus on all Knowledge (dungeoneering) and Knowledge (history) checks, and you may treat your caster level as 1 level higher for all conjuration spells of the teleportation subschool.

Enduring Mutagen: Because of special training, your unique body chemistry, or the uncovering of an alchemical secret, your mutagens last longer. The bonuses and penalties granted by your mutagens last for 1 additional minute per alchemist level.

Flame-Touched: You share an affinity with elemental fire. You gain DR 1/— against creatures and attacks with the fire type.

Focused Burn: You know the secret of making punishing fire bombs. Any bombs you have that deal fire damage deal 1 additional point of fire damage on a direct hit per 2d6 of fire damage normally dealt (minimum 1 point). This additional damage does not apply to the bomb's splash damage.

Focused Mind: Your childhood was dominated either by lessons of some sort (whether musical, academic, or other) or by a horrible home life that encouraged your ability to block out distractions and focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.

Gifted Adept: Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This early exposure to magic has made it easier for you to work similar magic on your own. Pick one spell when you choose this trait—from this point on, whenever you cast that spell, its effects manifest at +1 caster level.

Greater Link: The link between you and your eidolon is stronger than most. Your eidolon's current and maximum hit point totals are not reduced by 50% until you are separated by 110 feet or more. Your eidolon's current and maximum hit point totals are not reduced by 75% until you are separated by 1,100 feet or more. All other aspects of your life link class feature are unaffected.

Greater Purpose: You are convinced you're alive to achieve a great purpose. You gain a +1 trait bonus on all saving throws to resist death effects and a +1 trait bonus on Constitution checks made to stabilize while dying.

Hedge Magician: You apprenticed for a time to an artisan who often built magic items, and he taught you many handy shortcuts and cost-saving techniques. Whenever you craft a magic item, you reduce the required gp cost to make the item by 5%.

Kin Bond: The bond between you and a close sibling is nearly mystical. Choose a single sibling with whom to share this bond. Once per day when you fail a saving throw while your sibling is within 30 feet, you may reroll that saving throw using your sibling's saving throw modifier. If you and the sibling are twins or otherwise part of a multiple birth, you gain a +2 trait bonus on the rerolled saving throw. Your sibling must be willing to grant you the reroll. If you fail the saving throw, you and your sibling are dazed for 1 round.

Knowledgeable Caster: Once per day when you cast a divination spell, you can cast that spell as if your caster level were 1 level higher in the appropriate class. You also gain a +1 trait bonus on any Knowledge checks associated with your sorcerer bloodline, if any.

Linked Surge: Once per day, you may make a Strength- or Constitution-based ability check or skill check using your eidolon's ability score in place of your own. Your eidolon must be summoned and within 30 feet for you to use this trait.

Magic Crafter: Your early magical training involved study of the properties and creation of magic items. You gain a +1 trait bonus on Appraise checks and a +1 bonus on any Craft checks attempted while making magic items.

Magical Knack: You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Pick a class when you gain this trait—your caster level in that class gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Magical Lineage: One of your parents was a gifted spellcaster who not only used metamagic often, but also developed many magical items and perhaps even a new spell or two—and you have inherited a fragment of this greatness. Pick one spell when you choose this trait. When you apply metamagic feats to this spell that add at least 1 level to the spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

Magical Talent: Either from inborn talent, the whimsy of the gods, or obsessive study of strange tomes, you have mastered the use of a cantrip. Choose a 0-level spell. You may cast that spell once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Charisma-based.

Malleable Magic: Once per day as a swift action, you can lose a single 1st-, 2nd- or 3rd-level magus spell to regain 1 arcane pool point. You can't exceed the maximum number of arcane pool points in your arcane pool by using this trait.

Mathematical Prodigy: Mathematics has always come easily for you, and you have always been able to

“see the math” in the physical and magical world. You gain a +1 bonus on Knowledge (arcana) and Knowledge (engineering) checks, and one of these skills (your choice) is always a class skill for you.

Meticulous Concoction: Your meticulous carefulness makes your bombs and extracts more potent. Once per day, you can either add a +2 trait bonus to the save DC for one bomb you throw or extend the duration of one extract you imbibe by 2 rounds. Extracts with an instantaneous duration are not affected by this trait.

Outcast’s Intuition: You are able to sense the motives of others and use that sense to bolster your magic against dispelling. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you. In addition, your caster level is treated as 1 level higher for the purposes of any attempts to dispel your magic.

Partial Protege: You are adept at disguising your true talents. You gain a +1 trait bonus on Bluff checks and on Use Magic Device checks made to emulate a class feature.

Perfectionist’s Brew: You know that potion recipes should be followed with exact precision. You gain a +2 trait bonus on all Craft (alchemy) checks and on Spellcraft checks made to brew potions.

Possessed: You were, or are, possessed in some way by another entity that grants you occasional access to its knowledge. Once per day, you can attempt a Knowledge check of your choice even if you are not trained in that skill and it is not usually possible to use that skill untrained. If you can normally use that skill untrained, you gain a +2 trait bonus on the check.

Pragmatic Activator: While some figure out how to use magical devices with stubborn resolve, your approach is more pragmatic. You may use your Intelligence modifier when making Use Magic Device checks instead of your Charisma modifier.

Precise Treatment: You treat others with a clear and calculating intellect. You gain a +1 trait bonus on all Heal checks, and you may use your Intelligence modifier when making Heal checks instead of your Wisdom modifier.

Reluctant Apprentice: Your early training grants you knowledge of the arcane. You gain a +1 trait bonus on Knowledge (arcana) checks, and are considered trained in that skill even if you have no ranks in it.

Resilient Caster: Your great force of will makes your magic harder to dispel. Your caster level is treated as 1 level higher whenever someone attempts to dispel one of your spells.

Self-Taught Scholar: Being self-taught has made it necessary for you to scour all documentation you can get your hands on. You gain a +1 trait bonus on Linguistics checks to decipher unfamiliar languages, and Linguistics is always a class skill for you. In addition, you gain a +1 trait bonus on Spellcraft checks made to decipher the writing on a scroll.

Shrouded Casting: You have learned the secret to casting some spells without lesser material components.

Choose one school of magic when you pick this trait. You can cast spells from that school as if you had the Eschew Materials feat.

Skeptic: Growing up, you were always around magical effects to the extent that you realized much of it was mere smoke and mirrors. You gain a +2 trait bonus on all saving throws against illusions.

Storm-Touched: You share an affinity with elemental lightning. You gain DR 1/— against creatures and attacks with the electricity type.

Strength Foretold: You can channel extra power into one of your bloodline spells. Once per day as a free action, you gain a +1 trait bonus to the DC of the saving throw of one of your bonus bloodline spells.

Tenacious Shifting: You’ve discovered the secret of stable transmutations. Any transmutation spell you cast upon yourself has its duration increased by 2 rounds. Transmutation spells with an instantaneous duration are not affected by this trait.

Twinned Presence: Your eidolon—and your connection to it—makes others ill at ease. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. In addition, if your eidolon is summoned and within 30 feet, and its size exceeds your own, use its size modifier on any Intimidate checks you make.

Unscathed: You are amazingly resistant to energy attacks because of either your upbringing or magical experimentation. Each type of energy resistance you have (if any) increases by 2 points.

Unseen but Not Undone: Without a single gesture, you can unleash a bloodline spell. Once per day, you can cast a bloodline spell as if you had the Still Spell feat. Using this trait does not modify the spell’s level.

Unstable Mutagen: You discovered or were given a secret to make your mutagens more unstable—but also more potent. Once per day, you can create an unstable mutagen. It is like a normal mutagen in most ways, but also gains a single benefit or hindrance due to its instability. Roll 1d6 to determine the result of the instability.

d6	RESULT
1	The unstable mutagen lasts for 5 minutes per alchemist level.
2	The unstable mutagen lasts for 20 minutes per alchemist level.
3	The unstable mutagen does not grant a natural armor bonus.
4	The natural armor bonus granted by the mutagen increases by 2.
5	The penalty that the mutagen applies to the corresponding mental ability score increases by 2.
6	The unstable mutagen does not apply a penalty to the corresponding mental ability score.

Volatile Conduit: You discovered a secret that enhances the energy of some spells. Once per day as a free action,



when you cast a spell that deals acid, cold, electricity, or fire damage, you can enhance that spell with volatile energy. When you do, it deals 1d4 points of extra damage of the same energy type.

Water-Touched: You share an affinity with elemental water. You gain DR 1/— against creatures and attacks with the water type.

Social Traits

Social traits reflect your upbringing; your background in high society or lack thereof; and your history with respect to your parents, siblings, friends, competitors, and enemies.

Acrobat: Having trained from a young age, you're capable of amazing feats of daring. You gain a +1 bonus on Acrobatics checks, and you take only a –2 penalty instead of the normal –5 penalty when using the Climb skill to attempt an accelerated climb.

Adopted: You were adopted and raised by someone not of your race, and raised in a society not your own. As a result, you picked up a race trait from your adoptive parents and society, and may immediately select a race trait from your adoptive parents' race.

Ambitious: You exude confidence in the presence of those more powerful than you—sometimes unreasonably so. You gain a +4 trait bonus on Diplomacy checks made to influence creatures with at least 5 Hit Dice more than you possess.

Artisan: You spent time working under artisans, or your parents were artisans who were particularly skilled at their trade. You gain a +2 trait bonus on a single Craft skill (your choice).

Bastard: You were born out of wedlock. You have always been an outsider in society, and in your own family. This perspective has sharpened your insight. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

Beast Bond: You share a close bond with animals. You gain a +1 bonus on Handle Animal checks and Ride checks. One of these skills (your choice) is always a class skill for you.

Bruising Intellect: Your sharp intellect and rapier-like wit bruise egos. Intimidate is always a class skill for you, and you may use your Intelligence modifier when making Intimidate checks instead of your Charisma modifier.

Bully: You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

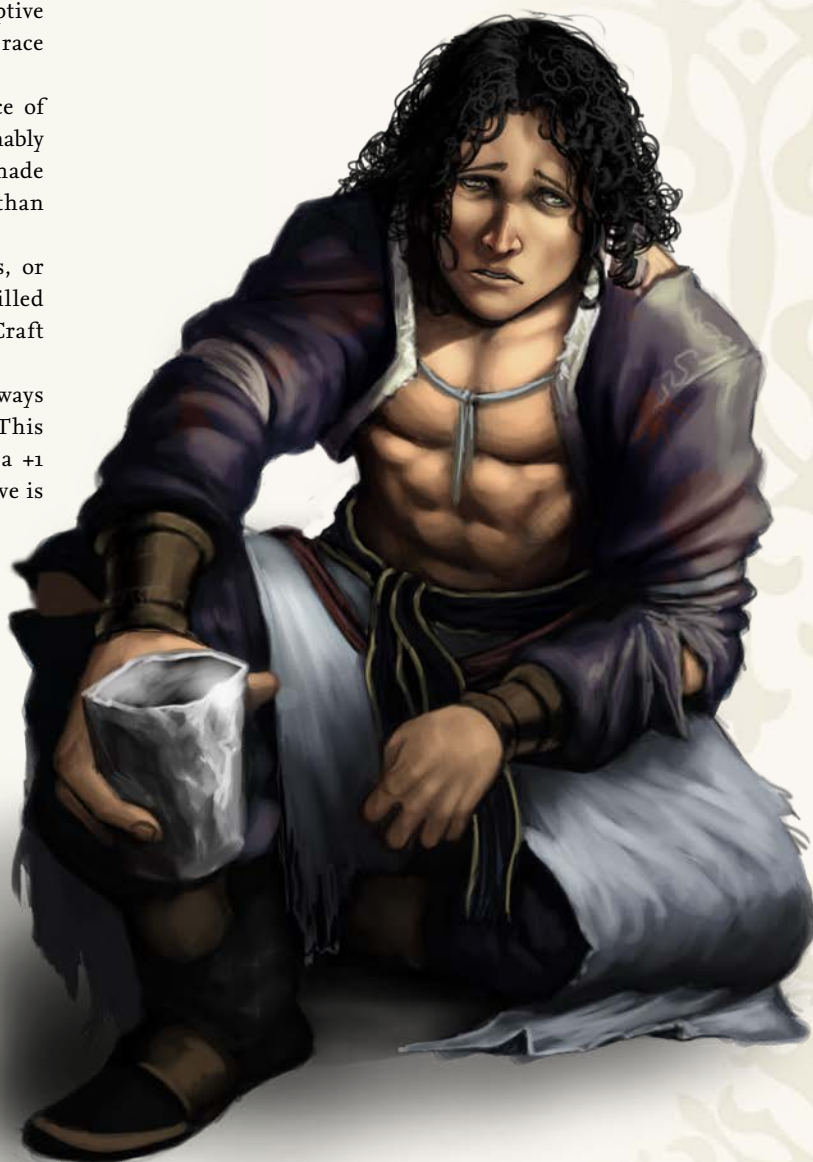
Canter: You grew up among thieves and scoundrels, and their unusual speech patterns and turns of phrase don't faze you in the slightest. Anyone who attempts to use Bluff to deliver a secret message to you gains a +5 bonus on her Bluff check. When you attempt to intercept a

secret message using Sense Motive, you gain a +5 trait bonus on the attempt.

Charming: Blessed with good looks, you've come to depend on the fact that others find you attractive. You gain a +1 trait bonus when you use Bluff or Diplomacy on a character that is (or could be) sexually attracted to you, and a +1 trait bonus to the save DC of any language-dependent spell you cast on such characters or creatures.

Child of the Streets: You grew up on the streets of a large city, and as a result you have developed a knack for picking pockets and hiding small objects on your person. You gain a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for you.

Civilized: You are well versed in the local laws, customs, and politics. You gain a +1 trait bonus on Knowledge (nobility) checks and Knowledge (local) checks. Knowledge (local) is always a class skill for you.



Criminal: You spent your early life robbing and stealing to get by. Select one of the following skills: Disable Device, Intimidate, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Destined Diplomat: Your relationship with your eidolon gives you some clout with other outsiders. You gain a +2 trait bonus on Diplomacy checks toward outsiders, and Diplomacy is always a class skill for you.

Fast Talker: You had a knack for getting yourself into trouble as a child, and as a result developed a silver tongue

at an early age. You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.

Friend in Every Town: You have no problem making friends and learning information from them wherever you go. You gain a +1 trait bonus on all Knowledge (local) checks and Diplomacy checks. One of these skills (your choice) is always a class skill for you.

Grief-Filled: You are no stranger to loss and intense emotions. You gain a +2 trait bonus on all saving throws against emotion spells and effects.

Harvester: You were trained to harvest all parts of an animal with care and precision. You gain a +1 trait bonus on Profession (tanner) or Profession (trapper) checks, and you may make these checks as if you were trained in the skill even if you have no ranks. Additionally, you do not risk poisoning yourself whenever you handle or apply poison taken from a venomous creature.

Imposing Scion: The reputation of your bloodline grants you a degree of fearful respect. You gain a +1 trait bonus on Intimidate checks. If your bloodline is keyed to a specific creature type, your trait bonus increases to +2 when interacting with creatures of that type.

Influence: Your position in society grants you special insight into others, and special consideration or outright awe from others. Choose one of the following skills: Diplomacy, Intimidate, or Sense Motive. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Knowing the Enemy: You know a good deal about your most dire enemies. You gain a +1 trait bonus on checks with the Knowledge skill corresponding to your first favored enemy choice, and that Knowledge skill is always a class skill for you.

Life of Toil: You have lived a physically taxing life, working long hours for a master or to support a trade. Hard physical labor has toughened your body and mind. You gain a +1 trait bonus on Fortitude saves.

Mentored: A tutor or private instructor guided you in learning your art, profession, or trade, and through your education, you became capable of teaching and guiding others. Choose a single Craft, Perform, or Profession skill. You gain a +1 trait bonus on checks with that skill. You also gain a +1 trait bonus when you aid another's skill check with any skill.

Mercenary: For everything there is a price, and you are a negotiator at heart. You gain a +2 trait bonus on Diplomacy, Intimidate, and Sense Motive checks made while negotiating payment for a quest or a service that you provide.

Merchant: You lived your life as a merchant, buying and selling goods. You gain a +1 trait bonus on any Appraise and Sense Motive checks you attempt while bargaining for the price of goods. Appraise is always a class skill for you.

Natural-Born Leader: You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not.





All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.

Ordinary: The only thing extraordinary about your appearance is its ordinariness. You carry yourself in an understated way, and many people who see your face soon forget it. You gain a +4 trait bonus on Stealth checks whenever you attempt to hide in a crowd.

Orphaned: You grew up separated from your birth parents, and had to learn to watch out for yourself. You gain a +1 trait bonus on Survival checks, and Survival is always a class skill for you.

Poverty-Stricken: Your childhood was tough, and your parents always had to make every copper piece count. Hunger was your constant companion, and you often had to live off the land or sleep in the wild. You gain a +1 bonus on Survival checks, and Survival is always a class skill for you.

Rich Parents: You were born into a rich family, perhaps even the nobility, and even though you turned to a life of adventure, you enjoy a one-time benefit to your initial finances—your starting wealth increases to 900 gp.

Savage: You were born and raised in untamed lands far from civilization. You learned to survive in the elements among brutal humanoids and beasts. You gain a +1 trait bonus on Knowledge (nature) checks and a +1 trait bonus on Survival checks to get along in the wild. Knowledge (nature) is always a class skill for you.

Seeker: You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Simple Disciple: You picked up skill in a craft or a profession during your time at a monastery. You gain a +1 trait bonus on checks with a Profession or Craft skill of your choice.

Style Sage: You have a passion for history and news concerning monastic disciplines. You gain a +1 trait bonus on checks with your choice of either Knowledge (local) or Knowledge (history), and the one you choose is always a class skill for you. In addition, you gain a +1 trait bonus on Diplomacy checks made to gather information about any person with levels in monk.

Suspicious: You discovered at an early age that someone you trusted, perhaps an older sibling or a parent, had lied to you, and lied often, about something you had taken for granted, leaving you quick to question the claims of others. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

Talented: You are a virtuoso musician, actor, or storyteller. You gain a +1 trait bonus on checks with a single Perform skill (your choice), and all Perform skills are always class skills for you.

Tireless Logic: Your curious mind figures out even the most complex problems. Once per day when you make an Intelligence-based skill check or ability check, you can roll twice and take the better result.

Trustworthy: People find it easy to put their faith in you. You gain a +1 trait bonus on Bluff checks made to fool someone. You also gain a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

Truth's Agent: You are skilled at weeding out information. You gain a +1 trait bonus on all Diplomacy checks made to gather information and all Knowledge (local) checks. Knowledge (local) is always a class skill for you.

Unintentional Linguist: You can speak with outsiders. You gain a +1 trait bonus on all Linguistics checks, and you begin play knowing one of the following languages (in addition to those granted by your race and Intelligence modifier): Abyssal, Aquan, Celestial, Ignan, Infernal, Protean, or Terran.

Unnatural Revenge: You gain a +2 trait bonus on all Intimidate checks against creatures of the animal, Fey, or plant type, and Intimidate is always a class skill for you.

Unpredictable: Your actions often seem random and chaotic to others, but there is a method to your madness. You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.

Veiled Disciple: Trained in espionage, you're skilled at passing messages and staying on task. You gain a +1 trait bonus on Bluff checks made to pass secret messages and a +1 trait bonus on saving throws against charm and compulsion effects.

Weathered Emissary: Your travels in the wildlands gave you insight into how to survive their dangers and communicate with their inhabitants. You gain a +1 trait bonus on all Linguistics and Survival checks, and Linguistics is always a class skill for you.

Worldly: You have acquired an unusual breadth of life experience—more than others of your age, race, or culture. Once per day when attempting a skill check for a skill you're untrained in, you can roll twice and take the better result.

RACE TRAITS

Race traits are tied to specific races. Your character must be of the specified race to select a race trait. However, the background generator draws from all lists, letting you ignore these restrictions. If using the background generator, you can take any trait you gain access to through it.

Dwarf Race Traits

Only dwarves can select these traits.

Brewmaster: Your family brought the secrets of dwarven brewing to non-dwarven lands. Though this has given you skill in the brewer's craft, it's also earned you distrust among dwarven purists. You gain a +1 trait bonus on Profession (brewer) and Craft (alchemy) checks, but you take a –1 penalty on Diplomacy checks made to change the attitude of dwarves who know that your family has shared brewing secrets with non-dwarves.

Goldsniffer: Your keen senses lead you to hidden treasures. You gain a +2 trait bonus on Perception checks related to metals, jewels, and gemstones.

Tunnel Fighter: Caves and tunnels are a second home to you. While underground, you receive a +2 trait bonus on initiative checks and a +1 trait bonus on weapon damage rolls for critical hits (this damage is multiplied on a critical hit).

Elf Race Traits

Only elves can select these traits.

Forlorn: Having lived outside of traditional elf society for much or all of your life, you know the world can be cruel, dangerous, and unforgiving of the weak. You gain a +1 trait bonus on Fortitude saving throws.

Warrior of Old: As a child, you put in long hours on combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble. You gain a +2 trait bonus on initiative checks.

Gnome Race Traits

Only gnomes can select these traits.

Animal Friend: You've long been a friend to animals, and feel safer when animals are nearby. You gain a +1 trait bonus on Will saving throws as long as an animal (Tiny or larger, must be at least indifferent toward you) is within 30 feet, and Handle Animal is always a class skill for you.

Rapscallion: You've spent your entire life thumbing your nose at the establishment and take pride in your run-ins with the law. Somehow, despite all your mischievous behavior, you've never been caught. You gain a +1 trait bonus on Escape Artist checks and a +1 trait bonus on initiative checks.

Half-Elf Race Traits

Only half-elves can select these traits.

Elven Reflexes: One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on initiative checks.

Failed Apprentice: As a child, your parents sent you to a distant wizard's tower as an apprentice so that you could learn the arcane arts. Unfortunately, you had no arcane talent whatsoever, though you did learn a great deal about the workings of spells and how to resist them. You gain a +1 trait bonus on saves against arcane spells.

Halfling Race Traits

Only halflings can select these traits.

Freedom Fighter: Your parents allowed escaping slaves to hide in your home, and the stories you've heard from them instilled into you a deep loathing of slavery. You gain a +1 trait bonus on any skill check or attack roll made during the process of escaping capture or in helping a slave escape bondage, and Escape Artist is always a class skill for you.

Well-Informed: You make it a point to know everyone and to be connected to everything around you. You frequent the best taverns, attend all of the right events, and graciously help anyone who needs it. Because of this, you gain a +1 trait bonus on Diplomacy checks to gather

information and Knowledge (local) checks. One of these skills (your choice) is always a class skill for you.

Half-Orc Race Traits

Only half-orcs can select these traits.

Almost Human: You have enough human features that it's easy for you to pass for a pureblooded human. You gain a +4 trait bonus on Disguise checks to pass as human, and Disguise is always a class skill for you.

Brute: You have worked for a crime lord, either as a low-level enforcer or as a guard, and are adept at frightening away people. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

Outcast: Driven from town after town because of your heritage, you have become adept at living apart from others. You gain a +1 trait bonus on Survival skill checks, and Survival is always a class skill for you.

Scrapper: A childhood spent scrabbling for every possession and scrap of food has made you fierce and wary. You receive a +1 trait bonus on all Intimidate checks made to demoralize opponents and a +1 trait bonus on all Perception checks to avoid being surprised.

Human Race Traits

Only humans can select these traits.

Scholar of Ruins: From the moment you could walk and talk, the ruins of ancient civilizations have fascinated you. Because of this, you have special insight into geography as well as expertise in exploring lost places. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (dungeoneering) checks. One of these skills (your choice) is always a class skill for you.

World Traveler: Your family has taken the love of travel to an extreme, roaming the world extensively. You've seen dozens of cultures and have learned to appreciate the diversity of what the world has to offer. Select one of the following skills: Diplomacy, Knowledge (local), or Sense Motive. You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

Bloodline Race Traits

Members of any race can select one of these traits, as they represent distant bloodlines intermixed with or corrupting those your race.

Blood of Dragons: Long ago, your ancestors' blood mixed with that of dragons. Choose one of the following: gain a +1 trait bonus on Perception checks, gain low-light vision, or gain a +2 trait bonus on saving throws against effects that cause sleep or paralysis.

Deathtouched: At some point you were tainted with the corruption of the undead, and you have gained some of their defenses. You gain either a +1 trait bonus on Fortitude saving throws or a +2 trait bonus on saving throws against mind-affecting effects (your choice).

Fiend Blood: The blood of fiends taints your line, manifesting physically, though it may be barely noticeable.



Choose one of the following skills: Bluff, Intimidate, or Knowledge (planes). You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

REGIONAL TRAITS

Regional traits are tied to particular regions, often specific nations, territories, or cities in a campaign. The following regional traits represent several generic regions that can be used in most campaign settings.

Desert Child (Desert): You were born and raised in rocky deserts, and are accustomed to high temperatures. You gain a +4 trait bonus on saving throws made to resist the effects of being in hot conditions and a +1 trait bonus on saving throws against fire effects.

Frontier-Forged (Any Frontier Area): A hard life on the edge of civilization has made you resourceful but has also given you a streak of self-preservation bordering on paranoia. You receive a +1 trait bonus on Perception checks and a +1 bonus on Survival checks made to get along in the wild.

Highlander (Hills or Mountain): You were born and raised in rugged badlands or hills, and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas.

Log Roller (Forest): The time you spent leaping between slippery logs as they whirled down the river to market taught you how to keep your footing. You gain a +1 trait bonus on Acrobatics checks and a +1 trait bonus to your CMB when attempting to resist trip attacks.

Militia Veteran (Any Town or Village): Your first job was serving in a civilian militia in your hometown. The skills you learned through daily drilling and protecting your fellow townsfolk gave you special insight into military life. Select one of the following skills: Profession (soldier), Ride, or Survival. You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

River Rat (Marsh or River): You learned to swim right after you learned to walk. When you were a youth, a gang of river pirates put you to work swimming in nighttime rivers and canals with a dagger between your teeth so you could sever the anchor ropes of merchant vessels. You gain a +1 trait bonus on damage rolls with a dagger and a +1 trait bonus on Swim checks. Swim is always a class skill for you.

Savanna Child (Plains): You were born and raised on the rolling plains or savannas. You spent much of your youth exploring these vast reaches and know many of the region's secrets. Pick one of the following skills: Handle Animal, Knowledge (nature), or Ride. You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

Sea-Souled (Coastline or Island): You are at home at sea. You receive a +1 trait bonus on Swim checks, and you can always take 10 while Swimming.

Surface Stranger (Underground): You were born and raised in a subterranean home with little or no bright light. Your miss chance for concealment or total concealment due to either mundane or magical darkness decreases by 10%. You are dazzled for 1 round when you are suddenly exposed to bright light.

Tundra Child (Tundra or Cold Regions): You were born and raised in the cold wastes of the far north or far south, and are accustomed to low temperatures. You gain a +4 trait bonus on saving throws made to resist the effects of being in cold conditions and a +1 trait bonus on saving throws against cold effects.

Vagabond Child (Urban): You grew up among the outcasts and outlaws of your society, learning to forage and survive in an urban environment.

Select one of the following skills: Disable Device, Escape Artist, or Sleight of Hand. You gain a +1 trait bonus on checks with that skill, and it is always a class skill for you.

Religion Traits

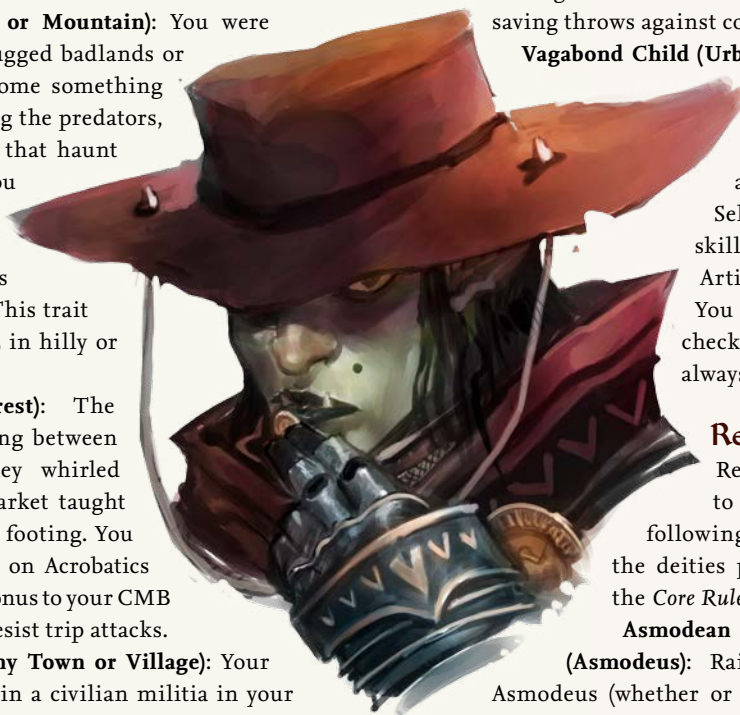
Religion traits are tied to specific deities. The following religion traits reference the deities presented on page 43 of the *Core Rulebook*.

Asmodean Demon Hunter

(Asmodeus): Raised in the church of Asmodeus (whether or not you are currently a follower), you've focused your indoctrinated fervor primarily on the elimination of demons. You gain a +3 trait bonus on Knowledge (planes) checks about demons and a +2 trait bonus on Will saves against mind-affecting spells and effects from demons.

Calistrian Courtesan (Calistria): You worked in one of Calistria's temples as a sacred courtesan, and you know how to flatter, please, and (most of all) listen. You gain a +1 trait bonus on Sense Motive checks and Diplomacy checks to gather information, and one of these skills (your choice) is always a class skill for you.

Child of Nature (Gozreh): You have been blessed by Gozreh to be as comfortable in the wilderness as you are at home. You gain a +2 trait bonus on Survival checks to



find food and water, and a +1 trait bonus on Knowledge (nature) checks. One of these skills (your choice) is always a class skill for you.

Corpse Cannibal (Urgathoa): Your faith encourages you to indulge a variety of perverse hungers, leading you to shrug at even some of the darkest taboos. You gain a +2 trait bonus on Fortitude saves against diseases and can gain sustenance from rotting flesh with no negative side effects.

Divine Warrior (Iomedae): From an early age, you were trained by a militaristic order of clerics. You are devoted to the teachings of Iomedae and to spreading those teachings by force. Whenever you cast a divine spell that affects any melee weapons, choose one of those weapons; it gains a +1 trait bonus on damage rolls for the duration of the spell.

Ear for Music (Shelyn): You spent countless hours of your youth in one of Shelyn's temples, listening to wonderful musicians and singers. You gain a +1 trait bonus on one category of Perform checks and a +2 trait bonus on Knowledge (local) checks that deal with the local art or music scene.

Eyes and Ears of the City (Abadar): Your religious training involved serving in the city watch of a large city, the primary duty of which was standing sentinel on a city wall. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Flame of the Dawnflower (Sarenrae): You have been raised to view yourself as a blade in Sarenrae's service, or you have taken on that duty for yourself. Whenever you score a critical hit with a scimitar, you deal 2 additional points of fire damage to your target.

Fortified Drinker (Cayden Cailean): Cayden Cailean's holy brews invigorate your mind, making you less susceptible to mental attacks. Whenever you imbibe any alcoholic beverage, you gain a +2 trait bonus on saves against mind-affecting effects for 1 hour.

Guardian of the Forge (Torag): Torag's sacred duties are to protect the faithful, take lessons from the great craftsmen and strategists of the past, and prepare against dark times. You receive a +1 trait bonus on Knowledge (engineering) and Knowledge (history) checks. One of these skills (your choice) is a class skill for you.

Magic Is Life (Nethys): Your faith in magic allows you to reflexively use the energy of any spell effect currently on you to save you from death. As long as you are under the effects of a spell, you gain a +2 trait bonus on saving throws against death effects. If you are reduced to negative hit points while you are under the effects of any spell, you automatically confirm stabilization checks to stop bleeding.

Pain Is Pleasure (Zon-Kuthon): You have discovered a hint of the dark truths that lay hidden within blood and flesh. You gain a +1 trait bonus on Fortitude and Will saves whenever you have fewer than half your maximum number of hit points.

Patient Optimist (Erastil): You know that all things pass in time, and are used to having to repeat arguments multiple times to convince stubborn believers. You gain a

+2 trait bonus on Diplomacy checks to influence hostile or unfriendly creatures, and if you fail at such an attempt, you may retry it once.

Shadow Whispers (Norgorber): You have a penchant for just knowing others' secrets. You gain a +1 trait bonus on Knowledge (local) checks and a +2 trait bonus on Intimidate checks made to demoralize opponents.

Starchild (Desna): Desna sensed your love of travel and promised you would always be able to find your way home. You can automatically determine where true north is. You gain a +4 trait bonus on Survival checks to avoid becoming lost.

Undead Slayer (Pharasma): Instructed at a young age in the tenets of the faith of Pharasma, you view the undead as abominations that must be destroyed so their souls can journey beyond to be judged. You gain a +1 trait bonus on weapon damage rolls against undead.

Veteran of Battle (Gorum): You have fought in several battles, and each time felt the presence of Gorum guiding your sword-arm, making you ready to act at a moment's notice. You gain a +1 trait bonus on initiative checks, and if you are able to act during a surprise round, you may draw a weapon (but not a potion or magic item) as a free action during that round.

Voice of Monsters (Lamashtu): Your faith leads you to see the power and wonder in even the most horrible abominations. Once per day, you can cast *Speak with Animals*. When you cast this spell, it can affect animals (as normal) as well as aberrations and magical beasts with an Intelligence of 2 or lower.

Wisdom in the Flesh (Irori): Your hours of meditation on inner perfection and the nature of strength and speed allow you to focus your thoughts to achieve things your body might not normally be able to do on its own. Select any Strength-, Constitution-, or Dexterity-based skill. You may make checks with that skill using your Wisdom modifier instead of the skill's normal ability score. That skill is always a class skill for you.

Wrecking Wrath (Rovagug): Your ferocity is devastating, sometimes even to your own weapons. Once per day, after successfully hitting a foe with a melee weapon, you can add your Strength modifier to the damage roll a second time (your Strength Modifier is not doubled if you are using a two-handed weapon). Doing so has a 25% chance of giving your weapon the broken condition.

DRAWBACKS

Drawbacks are traits in reverse. Instead of granting you a boon, they grant you a negative effect, typically in particular circumstances. If you choose to take a drawback, you can take a third trait that you have access to. You don't have to take a drawback.

Attached: You have a strong emotional attachment to a person or object that you're terrified of losing. The GM chooses the object of your attachment. Whenever the object of your attachment is either threatened, in danger,



or in someone else's possession, you take a -1 penalty on Will saves and a -2 penalty on saves against fear effects. If the person or object to which you're attached is ever lost, killed, or destroyed, exchange this drawback for the Doubt drawback.

Avarice: Deep, compulsive greed gnaws at you. Whenever monetary treasure is divided, you must end up with a greater share of that treasure than your companions or you're wracked with feelings of jealousy and ill will. When treasure is divided, if you do not end up with at least 10% more treasure than any other individual companion does, you have a hard time being helpful to your allies. You become irritable, and can't take the aid another action for the next week.

Dependent: You are dependent upon the acceptance of others. Whenever you fail a Diplomacy check, you become shaken for 1 hour.

Doubt: You lack confidence in your abilities or confidence in the universe at large. Whenever you fail a skill or ability check, you take a -4 penalty on that type of skill or ability check for the next hour.

Family Ties: Your family is extremely important to you, and you feel disheartened when you can't do what they ask. When a family member makes a request of you, you must fulfill that request or take a -2 penalty on all Wisdom- and Charisma-based ability checks and skill checks until you either do what was requested or succeed at a DC 20 Will saving throw, which you can attempt once per day at the start of each day. You can't take this drawback if you have no family. If you ever lose your family or lose contact with your family, exchange this drawback for the Doubt drawback.

Headstrong: You feel compelled to correct every action and argument that contradicts your worldview. Whenever you witness an action or hear an argument that contradicts your alignment, you must attempt to stop or correct that action or argument. If you either don't try to stop it or fail in your attempt to stop it (as adjudicated by the GM), you are shaken for 1 hour.

Hedonistic: You are a creature of pleasure and comfort. Whenever you spend a day without gaining reward or treasure (at least 10 or more gold pieces) or spending an hour on entertainment or pleasure, attempt a DC 20 Fortitude save at the end of that day. If you fail, you begin the next day fatigued. This fatigue lasts 4 hours, or until you receive a reward or sufficient entertainment or pleasure.

Lovesick: Your love for another occupies your every thought, and you become despondent when you are away from that person. The person is chosen by your GM (with consideration to your roll on Table 1-56: Romantic Relationships if you used the background generator). At the start of each day, if you are away from this person you take a -2 penalty on initiative checks and Perception checks. If you ever lose or fall out of love with this person, exchange this drawback for the Doubt drawback.

Meticulous: You plan and prepare everything in detail, and aren't good at improvising when things don't go as planned. You take a -2 penalty on skill checks for skills with which you're untrained.

Paranoid: You believe that someone or something is always out to get you, so you have a hard time truly trusting anyone. Anyone who attempts an aid another action of any type to assist you must succeed at a DC 15 check instead of the normal DC 10 check.

Power-Hungry: You're addicted to power. You take a -2 penalty on Will saving throws against charm and compulsion effects if the creature creating the effect

promises wealth or power.

Pride: You can't abide challenges to your dignity, authority, or honor. When someone threatens, accuses, or challenges you, you take a -2 penalty on Diplomacy checks and Sense Motive checks involving that creature until the creature apologizes to you.

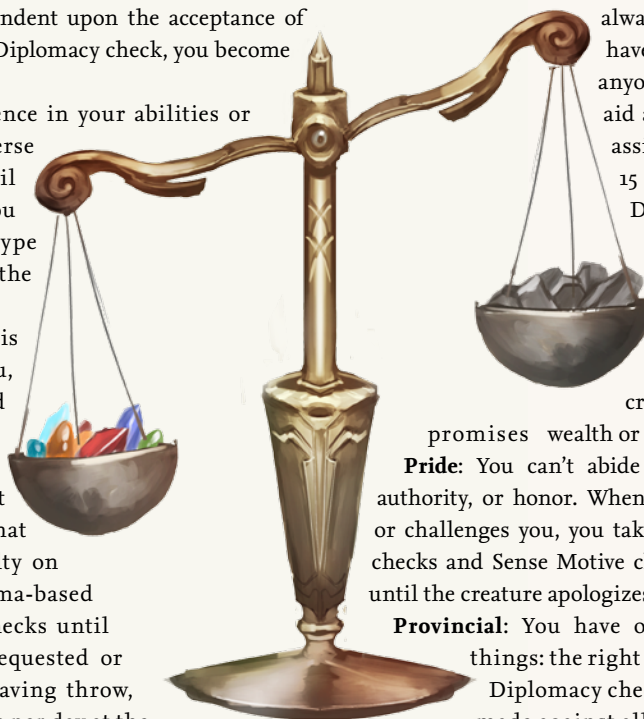
Provincial: You have only one way of looking at things: the right way. You take a -2 penalty on Diplomacy checks and Sense Motive checks made against all creatures whose religion or alignment differs from your own.

Sentimental: You are sentimental, and your thoughts often stray to the past at inappropriate times. You take a -2 penalty on Perception checks to avoid being surprised and on Reflex saving throws to avoid traps or hazards.

Vain: You are sensitive about the way others perceive you. Whenever you fail an opposed Charisma-based check, you take a -2 penalty on all Charisma-based checks for the next 24 hours.

Xenophobic: You have a hard time understanding and trusting those with unfamiliar ways and appearances. You take a -2 penalty on Diplomacy and Sense Motive checks made against creatures of a different race or from a different culture.

Zealous: You are fanatical in your beliefs, ruled by emotion over reason. When you attack a creature that you know worships a different religion than you do, you take a -5 penalty on the attack roll and a +2 trait bonus on the damage roll with your first attack.



STORY FEATS

A story feat reflects a goal—often an all-consuming one—that shapes your life. Each story feat incorporates a trigger event (which comes from either a campaign occurrence or your background), an immediate benefit, a goal, and a further benefit for achieving that goal.

Story feats are marked with the story keyword. Each feat has at least two possible prerequisites, representing conditions most likely met during play or a background that fits the feat (see Backgrounds listed on pages 16–51). You need to meet only one of these prerequisites. Anytime you gain a new feat, you may take a story feat, but you can have only one uncompleted story feat at a time. Story feats are designed for PCs, but can be taken by NPCs and monsters as well.

Unlike typical feats, story feats have nebulous prerequisites, and you should choose one only after talking with the GM. The GM should weave a story feat into the greater story of the campaign and even adjust it as needed to fit the campaign's long-term goals and the specifics of your background. Story feats should work organically within the story of the campaign, rather than be chosen purely for their mechanical benefits.

Like the prerequisites, the completion conditions for a story feat might require GM adjudication. If the events of the campaign are not likely to resolve the story implied by the story feat, the GM should consider shifting the goal to something you can achieve. Establishing a meaningful story arc is more important than adhering to the letter of the feat.

Because a story feat represents both your motivation and character development, the GM should make an effort to incorporate elements related to the feat into the ongoing campaign. These can be direct elements, like the appearance of a villain or hated creature, or indirect elements, such as rumors of the fate of a lost relative or NPCs who are impressed by a PC's artistic endeavors. A good rule of thumb is to work in a reference to each PC's story feat once every three to five sessions.

In most cases, allies can assist in completing a story feat. At the GM's discretion, if you do not take a leadership role in tasks or conflicts related to your own story feat, you might need to complete additional goals to resolve the story feat, or might even be denied completion altogether.

Common Rules

Many story feats share similar terminology in their prerequisites and completion conditions. The following terms have special meanings when used in story feats.

Appropriate Number: These are either creatures whose individual CRs add up to 20, or creatures whose individual CRs add up to 5 times your character level, whichever is greater. For example, if you're at 6th level, an appropriate number of creatures have CRs that add up to 30. This calculation is based on your current character level, not the level at which you selected the story feat. Overly easy challenges (encounters with CRs of 3 or more below your character level) don't count unless circumstances make them much more difficult to handle.

Challenging Foe: This is a foe or group of foes with a total CR of 10 or a CR of 3 plus your character level, whichever is higher. If this refers to a distinct individual, the foe's CR is set when the feat is taken, but the foe advances in power as you do. Otherwise, it refers to your current level. A typical recurring foe advances in CR by 1 for every 1–2 levels you gain.

Character's Level: Normally, this is your actual character level. If you're a creature best represented by CR rather than character level (such as most monsters with more than 1 HD), use your calculated CR instead of your character level.

Decisively Defeat: You overcome a foe in some way, such as by killing the creature, knocking it unconscious, or causing it to be taken prisoner. You must be a significant participant in the conflict to defeat the opponent, even if another strikes the final blow. Whether or not merely causing the enemy to flee qualifies is up to the GM. Generally, driving off an enemy while causing little actual harm does not qualify as a decisive defeat.

Slay: Slaying a foe includes killing it, destroying it, turning it to stone, banishing it to the Abyss, or otherwise eliminating it in a fashion reversible only by powerful magic. Unless otherwise noted, you must deal the final blow yourself to slay a creature.

Thwart: Distinct from defeating a foe, thwarting a foe involves disrupting its plans in a substantial and essentially permanent fashion. Deposing a lord, bringing down a priest's temple, or banishing a sorcerer to the depths of Hell all qualify as thwarting. You keep any benefits gained by thwarting a foe even if it survives defeat and returns more powerful than before. You must be a significant participant in the events that lead to your foe being thwarted for your actions to count toward fulfilling a story requirement.





Story Feats and Stacking

Most story feat bonuses are untyped, and stack with almost any other bonus. However, if you have multiple story feats, their untyped bonuses do not stack with each other. For example, if two story feats gave you a bonus on saving throws, you would add only the higher bonus.

Accursed (Story)

Your curse weighs down your soul like a millstone around your neck.

Prerequisite: You must carry a curse that can be lifted only by a quest or similar great undertaking, or have the Cursed Birth background.

Benefit: You gain spell resistance equal to 5 + your character level, as the curse interferes with all magic. Unlike most spell resistance, it can't voluntarily be lowered, though your own spells and magic items still automatically affect you.

Goal: Your curse is lifted or you are able to purge the corruption of your fiendish blood (the circumstances of either vary widely based on the nature of the curse, and are up to the GM).

Completion Benefit: You lose the spell resistance described above. You gain spell resistance equal to 11 + your character level, but only against harmful enchantment, necromancy, and transmutation spells and spell-like abilities—your aura resists further attempts to curse you. Harmless spells automatically bypass this spell resistance whether you desire it or not. This spell resistance can be voluntarily lowered.

Arisen (Story)

Escaping death strengthened your bond to life, but fills you with a need for answers.

Prerequisite: You must have been slain and brought back from the dead, or have the Left to Die or Cursed Birth background.

Benefit: You don't die until your negative hit point total is equal to or greater than 4 + your Constitution score. Once per day as a standard action, you can force yourself to carry on by strength of will alone, gaining 1 temporary hit point per hit die. These temporary hit points last for 10 minutes.

Normal: You die when your negative hit point total is equal to or greater than your Constitution score.

Goal: You meet in person and hear the words of your deity or your deity's chosen herald. If you worship a pantheon of deities, you must meet and hear a member of that pantheon—a herald does not suffice in this case. If you worship no specific deity, you must hear the words of an appropriate entity of the GM's choice.

Completion Benefit: You gain a +2 bonus on saving throws against death effects and fear effects. In addition, the caster level of any conjuration (healing) spell that is cast on you increases by 1 for the purposes of its effects on you alone.

Battlefield Healer (Story)

In even the fiercest battles, you risk life and limb to save your allies.

Prerequisite: You must successfully cast a conjuration (healing) spell on an ally after being hit by an attack of opportunity, or have the Battle, Chaplain, or Healed background.

Benefit: When attempting a concentration check caused by receiving damage (including ongoing damage), you reduce the damage taken by 50% for the purposes of determining the concentration check DC.

Goal: Over time, provoke at least 20 attacks of opportunity for casting conjuration (healing) spells on allies. These spells don't have to succeed to count.

Completion Benefit: You automatically succeed at concentration checks for conjuration (healing) spells caused by taking damage.

Champion (Story)

You must prove yourself through single combat.

Prerequisite: You must have defeated a single challenging foe without any aid from another, or have the Champion of a God, Champion of the People, Competition Champion, or Gladiator background.

Benefit: As a swift action, you can declare a single combat challenge to one foe within 50 feet and in line of sight. Upon doing so, you gain a +1 bonus on attack rolls and a +1 dodge bonus to AC against that foe as long as no one else threatens that opponent or until the single combat challenge ends. If another combatant attacks you or your foe, the challenge ends and you take a –2 penalty on attack rolls and to AC for 1 round. Though you can declare a single combat challenge at will, once you declare it on a foe you can't declare it on the same foe for another 24 hours.

Goal: Defeat an appropriate number of challenging foes in single combat. These combats must not be interrupted by other creatures, and the foes must not have already been substantially injured or impaired prior to combat with you.

Completion Benefit: Your bonuses for single combat increase to +2. In addition, any confirmed critical hits you make against such a foe deal an additional 1d6 points of damage.

Damned (Story)

From your earliest days, you were destined to sacrifice everything in your quest for power.

Prerequisite: You must have had friendly contact with an evil-aligned outsider that would qualify as a challenging foe, have a fiend-related sorcerous bloodline such as abyssal or infernal, have direct fiendish ancestry (such as being a tiefling or half-fiend), or have the Fiend Raised or The Fiend background.

Benefit: You gain a +2 bonus on Charisma-based checks involving evil-aligned outsiders and +1 bonus to

the DC of spells and spell-like abilities you use against such creatures. You take a –2 penalty on Charisma-based checks involving good-aligned outsiders.

Goal: Successfully trade your soul to an evil outsider.

Completion Benefit: You gain a +2 enhancement bonus to an ability score of your choice. This enhancement bonus can't be dispelled or removed save by the direct intervention of a deity, and counts as a supernatural ability. In addition, you gain a +2 bonus on caster level checks (including dispel checks and checks to bypass spell resistance) against good-aligned outsiders. If you die while under the effects of this agreement, you can't be brought back from the dead unless the evil outsider permits it. You lose your completion benefits immediately and permanently if you renege on

the arrangement by which you traded your soul, though you keep the feat's basic benefits.

Deny the Reaper (Story)

The lives you could not save stay with you to your final breath.

Prerequisite: You must have witnessed the death of a close companion in battle—a death that could have been prevented, such as from bleeding, failure to stabilize, or ongoing poison damage—or have the Death in the Family or The War background.

Benefit: You gain a +2 bonus on Heal checks. If you have 10 or more ranks in Heal, this bonus increases to +4. You can apply first aid as a move action and don't take a penalty when treating deadly wounds without a healing kit.

Goal: Bring an ally back from the dead, including by using *breath of life* or *reincarnate*.

Completion Benefit: You and each ally within 10 feet of you gain a +2 bonus on saves against death effects. In addition, once per day you can spontaneously convert any 5th-level or higher conjuration (healing) spell into *breath of life*.

Eldritch Researcher (Story)

You seek new applications for magical energy.

Prerequisite: You must have created a new spell, or have The Way Things Work background.

Benefit: When casting a spell you've created, add 1 to your caster level. In addition, you gain a +2 bonus on Spellcraft checks. If you have 10 or more ranks in Spellcraft, this bonus increases to +4.

Goal: Create a new spell of at least 6th level.

Completion Benefit: The save DCs for any spells you create increase by 1 when you cast them. In addition, when applying metamagic feats to self-created spells, reduce the total level adjustment by 1. You can't reduce metamagic costs to lower than the spell's original level in this manner.

Special: For a self-created spell to benefit from this feat, it must be a truly novel spell. Spells slightly altered from the original (for example, *delayed blast fireball* as compared to *fireball*) gain no benefit. Alchemists can benefit from this feat as though their formulae and extracts were spells.

Fearless Zeal (Story)

You're willing to lay down your life for your faith.

Prerequisite: You must be ordained as a sacred (or profane) champion of your faith by a high-ranking member of its clergy, or have the Devoted, Faith-Bringer, or Moral Debt background. Such an honor goes above and beyond the normal oaths required of a cleric or paladin.

Benefit: Once per day, you can add a +2 bonus on any single attack roll, caster level check, saving throw, or skill check. You must choose to add this bonus after the die has been rolled and success or failure determined, but before





any results (such as damage) are rolled and applied. If you have 10 or more levels or hit dice, this bonus increases to +4.

Goal: Die in pursuit of your faith's goals and be brought back to life. If you die in circumstances that don't involve your faith, you gain no benefit. If your GM permits, you can instead remain dead and create a new PC inspired by your heroic sacrifice.

Completion Benefit: If you died and came back, you become a living symbol of faith. Once per day as a standard action, you can inspire those who share your faith to great effort, granting them a +2 morale bonus on attack rolls and saving throws for 1 minute. This is a mind-affecting, language-dependent effect. If you create a new character inspired by your previous character, the new PC receives a +2 bonus to a single ability score. This ability score can't be one that already has a racial bonus. The new PC can later take this feat if he meets the prerequisite.

Feral Heart (Story)

In your chest beats the heart of a wild beast.

Prerequisite: You must have reverted to savage behavior through a traumatic event or extended period in the wilderness, or have the Raised by Beasts background.

Benefit: Whenever you receive a morale bonus on Strength or attack rolls (such as from *heroism* or the barbarian rage class feature), you receive a +2 bonus on Dexterity- and Strength-based ability and skill checks and a +1 bonus on Reflex saves until the morale bonus effect ends.

Goal: Woo and then marry or otherwise enter into a committed relationship with a person from a civilized culture. This relationship must be forged in love, not bought or coerced.

Completion Benefit: Delay the penalties for the exhausted, fatigued, shaken, and sickened conditions for 1 round after first receiving them. If you already have the condition in question and it is applied again, this feat provides no benefit. Despite ignoring the penalties you do still have the condition. For example, if you become shaken again while benefiting from this feat, you become frightened as normal.

Foeslayer (Story)

Your bitter feud with your enemies can be quenched only with blood.

Prerequisite: You must have been defeated and robbed of at least half your possessions by a particular group of humanoids or monstrous humanoids, or have the An Eye for an Eye, Hated Foe, Raiders, or Vengeance background. You may choose a specific race, such as duergar, or a broader group, such as goblinoids. At the GM's option, you may instead choose residents of a particular country, settlement, or tribe.

Benefit: The save DCs for your spells or abilities increase by 1 when you use them against the chosen group, and you gain a +1 dodge bonus to AC against their attacks.

Goal: Slay an appropriate number of challenging foes.

Completion Benefit: You gain the benefits of the Improved Critical feat on attacks made against members of your chosen race. Your dodge bonus to AC against such foes increases to +2.

Forgotten Past (Story)

A pivotal event from your past eludes your memory.

Prerequisite: You must have suffered permanent memory loss or have the Reincarnated background.

Benefit: The duration of mind-affecting spells (even beneficial ones) is halved for you, to a minimum of 1 round. Your inquisitive nature gives you a +2 bonus on Perception checks. If you have 10 or more ranks in Perception, this bonus increases to +4.

Goal: Regain a major portion of your lost memories. The exact means varies, possibly requiring a *wish*, assistance from a divine being, reliving a past life, or confronting the situation that led to your memory loss. This process must involve encountering a challenging foe, though possibly in ways other than direct confrontation.

Completion Benefit: You roll twice whenever you attempt a saving throw against a mind-affecting effect, keeping the better result.

Special: Restoration of memories by means less significant than *miracle* or *wish* does not qualify for the prerequisite.

Glimpse Beyond (Story)

You have glimpsed the madness at the edges of reality.

Prerequisite: You must have faced an undead, evil outsider, or aberration with a CR greater than your level +4, or have the Raised Among the Dead or The Dead One background.

Benefit: You gain a +2 bonus on Knowledge (dungeoneering) checks to identify the vulnerabilities and powers of aberrations, Knowledge (planes) checks to identify the vulnerabilities and powers of evil outsiders, and Knowledge (religion) checks to identify the vulnerabilities and powers of undead, and you can make such checks untrained. If you have 10 or more ranks in any of these Knowledge skills, the bonus increases to +4 for the appropriate skill. In addition, you gain a +2 bonus on saves against fear effects.

Goal: Be killed or driven insane (as determined by the GM) by an aberration, evil outsider, or undead. This leaves your mind permanently marked.

Completion Benefit: Any sane creature that attempts to read your thoughts takes 1d6 points of Wisdom damage (Will DC 10 + 1/2 your level + your Charisma modified negates). In addition, the effect of any ability damage, ability drain, or penalty to your Intelligence, Wisdom, or Charisma is halved (minimum 1). You take a -2 penalty on Will saving throws. Whenever you roll a save against a mind-affecting effect, roll twice and keep the better result.

Innocent Blood (Story)

With their deaths, the pitiful wretches that inhabit this world open your path to greatness.

Prerequisite: You must slay at least 50 intelligent noncombatants for either your own personal gain or for no cause at all, or have the Bloodthirsty, First Kill, or The Kill background.

Benefit: You gain a +2 bonus on Intimidate checks. If you have 10 or more ranks in Intimidate, this bonus increases to +4. Each time you slay an intelligent creature, you gain a +1 bonus on attack rolls and caster level checks for 1 minute (this bonus does not stack with itself).

Goal: Slay at least 200 more intelligent noncombatants, then slay a challenging foe that seeks to either bring you to justice for your crimes or usurp your position.

Completion Benefit: Any shaken creature takes double the normal penalties when attacking you, making saves against your abilities, or resolving skill checks with you as a target.



Liberator (Story)

Your time in shackles has forever marked your soul.

Prerequisite: You must have been enslaved for at least 6 months, or have the Imprisoned or Kidnapped background.

Benefit: You gain a +1 bonus on attack rolls, weapon damage rolls, and skill checks when your actions would directly lead to freeing prisoners or slaves.

Goal: Free at least 200 slaves through perilous rescues (not merely buying them at market).

Completion Benefit: You gain the ability to inspire others through your dedication to your cause. Allies within 20 feet receive your Liberator feat bonuses when working with you to free prisoners or slaves. In addition, as a standard action you can inspire slaves and former slaves within 120 feet, giving them temporary hit points equal to 1/2 your character level and a +1 bonus on saving throws. These benefits last for 1 hour, and a given creature can receive this benefit only once per day. These are mind-affecting effects, and the inspiring bonus is language-dependent.

Lost Legacy (Story)

What once belonged to your family shall be yours again.

Prerequisite: Your family must have claim to an inherited title or position that no longer belongs to them, or have the Dishonored Family background. You can take this feat even if you have no knowledge of this lost family title.

Benefit: You gain a +1 bonus on Charisma-based ability checks and skill checks.

Goal: Regain your family's lost claim, either for yourself or another in your family. In the process of completing this claim, you must decisively defeat a challenging foe that seeks to deny your birthright.

Completion Benefit: You gain a +1 bonus on Wisdom ability checks, Wisdom-based skill checks, and Will saving throws.

Special: If you manage to regain your position without defeating a challenging foe, you may still complete this story feat at a later date if a suitable challenging foe attempts to steal your birthright again.

Magnum Opus (Story)

You seek to create a true masterpiece.

Prerequisite: You must either have sold five or more self-created works of art worth a total of at least 5,000 gp, have performed at least five performances for audiences of 50 or more while achieving a great performance result or better on your Perform check, or have the Virtuoso background.

Benefit: Choose a single Craft or Perform skill. Whenever you take 10 with this skill, treat your die result as a 15 instead.

Goal: Either sell a single self-created work of art for at least 25,000 gp, perform at least 10 performances for audiences of 100 or more while achieving an extraordinary result or better, or win the artistic



patronage of the ruler of a country or city of at least 100,000 people. In each case, you must achieve this using the skill chosen above.

Completion Benefit: You gain a +5 bonus on skill checks made with your chosen skill, and a +2 bonus on all other Craft and Perform checks for which you have at least 1 rank.

Monument Builder (Story)

Your inspired architecture shall make your name immortal.

Prerequisites: Knowledge (engineering) 1 rank, and you must have built a structure worth at least 5,000 gp.

Benefit: When you supervise a construction project or do the construction yourself, reduce your raw material costs by 10%. You gain a +2 bonus on Knowledge (engineering) checks. If you have 10 or more ranks in Knowledge (engineering), this bonus increases to +4.

Goal: Design and construct a building worth at least 100,000 gp with great personal significance to you. For example, you might construct a new temple for your god on the site where an old temple was destroyed, or an academy for students to unlock the secrets of the universe.

Completion Benefit: The value of any past and future buildings you construct (including the building constructed to achieve your goal) increases by 10% as your reputation spreads. In addition, you and your workers complete double the normal amount of work in a given time interval when you supervise a construction project.

Nation Builder (Story)

The land calls to you to conquer it and forge a realm all your own.

Prerequisite: You must have explored and claimed an area of at least 100 square miles.

Benefit: When in either unclaimed wilderness or land under your own control, you receive a +2 bonus on Perception checks, Stealth checks, and Survival checks. If you have 10 or more ranks in one of these skills, the bonus on that skill increases to +4.

Goal: Explore and conquer an area of at least 1,000 square miles, in the process decisively defeating a challenging foe. You must also lay claim to the land either in your own name or in the name of a leader you directly report to, and establish a stronghold or other fortification to defend it.

Completion Benefit: You gain a +2 bonus on initiative checks, attack rolls, and saving throws while in the area you have claimed.

Nemesis (Story)

A past enemy seeks your ruin.

Prerequisite: You must have at least one enemy who wishes to cause you great harm. If you have multiple enemies, the GM may keep the specific nemesis secret, or have many of your enemies work together against you. If your nemesis is not already a challenging foe, it either

advances in strength to become a challenging foe or allies with others to achieve a higher challenge rating.

Benefit: Having a nemesis drives you to excel in training. For each new level you gain in a favored class, including the level you gained when you chose this feat, you can choose two benefits instead of one. One of these benefits must be either a bonus hit point or a bonus skill point, even if other options are available.

Goal: Slay your nemesis. Causing your nemesis's death through your direct actions qualifies even if you do not strike the fatal blow, but another killing your nemesis without your involvement doesn't count.

Completion Benefit: You gain a +2 inherent bonus to an ability score of your choice. In addition, you may retroactively apply your extra favored class benefit to the favored class levels you gained before taking this feat.

Special: Thwarting your plans becomes an all-consuming goal for your nemesis. Your nemesis gains a +2 bonus on attack rolls and damage rolls against you. Whatever you try to achieve, your nemesis seeks to tear down.

Prophet (Story)

The truth has been revealed, and you have been chosen to deliver it.

Prerequisites: Ability to cast divine spells, and you must either have received a vision from your god (or another appropriate supernatural entity) or have the Marked by the Gods background.

Benefit: If you are nonevil and worship a nonevil deity, whenever you cast a beneficial spell on an ally you gain a +1 sacred bonus to AC for 1 round per spell level. If you are evil or worship an evil deity, whenever you cast a harmful spell on an enemy you gain a +1 profane bonus to AC for 1 round per spell level. Casting a spell on yourself does not count unless it also affects an ally.

Goal: Convert an appropriate number of creatures to the worship of your deity.

Completion Benefit: Your bonus to AC for casting beneficial or harmful spells on allies increases to +2, and the bonus also applies on saving throws for the same duration.

Redemption (Story)

Your past failure haunts you and drives you on.

Prerequisite: You must have lost class features by violating the code of conduct of a class that possesses such a code, or have the Dishonored Family background.

Benefit: As an immediate action, you can add a +1 bonus to the result of an ability check, attack roll, saving throw, or skill check you have just rolled by becoming shaken for 1 minute. You must choose before the result is revealed.

Goal: Regain any lost class features and complete a quest to prove your worth. In the course of completing this quest, you must decisively defeat a challenging foe. The quest should relate in some fashion to the transgression that removed your class abilities or led to you being disgraced.



Completion Benefit: You gain the ability to reroll a failed saving throw once per day. You must keep the result of the second roll, even if it is lower.

Shamed (Story)

A past humiliation haunts you to this day.

Prerequisite: You must have been publicly embarrassed, or must have the Bastard Born background. If the embarrassment didn't cause significant harm to your personal honor or social standing, it does not qualify for the feat prerequisites. The humiliation doesn't need to have been unjustified.

Benefit: Being observed drives you to excel. When you're in a conflict that is being observed by others not involved in the conflict, you gain a +1 bonus on attack rolls and skill checks.

Goal: You can complete this goal in one of two fashions. First, thwart a chosen foe in a fashion that clearly establishes your superiority to the general public. Second, prove your worth another way, like gaining a title or becoming the chosen hero of a region.

Completion Benefit: Your newfound confidence gives you temporary hit points equal to your character level. These temporary hit points last until lost and refresh any time you rest long enough for natural healing to occur (*Core Rulebook* 191), whether or not any healing actually occurs.

Stronghold (Story)

You seek to build a bastion against which your enemies shall break like water against the rocks.

Prerequisites: You must have the Leadership feat and must lead at least 10 combat-capable followers (such as fighters or rangers).

Benefit: You can spend a move action to give battle orders to your troops, granting creatures under your command within 60 feet your choice of a +1 morale bonus on attack rolls, a +1 dodge bonus to AC, or a +1 bonus on a single type of saving throw. All creatures must receive the same benefit. You can't use this benefit on allies not under your command. This is a language-dependent, mind-affecting effect.

Goal: Build or capture a stronghold capable of housing a force of at least 200 troops, and staff it with at least 100 combat-capable soldiers (or the equivalent) under your command. You must also provide food and water sufficient to survive at least a 6-month siege and a gold reserve sufficient for at least 6 months of wages if your troops require pay.

Completion Benefit: Your battle order bonuses improve to +2, and the range of your orders increases to 120 feet. In addition, you can give two different orders to your troops. For example, you could grant your archers +2 on attack rolls while your front line gains a +2 bonus to AC.



Thief of Legend (Story)

More than just a burglar, you aspire to commit crimes of legendary stature.

Prerequisites: You must have stolen at least 1,000 gp worth of treasure without being caught and kept mementos of these thefts worth at least 500 gp, or have the Greed background.

Benefit: Once per day when you attempt a Disable Device check to open a lock or Sleight of Hand check to pick a pocket, you can roll twice and take the better result.

Goal: Steal a famous and well-guarded treasure worth at least 50,000 gp while leaving no evidence of your involvement behind. The treasure must be protected by a mix of at least 8 traps or challenging foes. Any guardians need not be defeated, merely bypassed. You don't need to keep the treasure, and you can boast of the theft afterward.

Completion Benefit: You gain the ability to reactively disarm a trap. When you trigger a trap, you can attempt a Disable Device check with a –5 penalty to interrupt the trap's function, leaving it still armed but effectively preventing it from activating. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. Since the trap is still armed, it might activate again if you don't immediately back away or otherwise avoid repeating the act that set it off the first time.

Town Tamer (Story)

This town needs cleaning up, and you're just the one to do it.

Prerequisites: You must have 5 ranks in Intimidate and a personal motivation to clean up a particular town (such as an old friend calling in a favor, or seeking a place to settle down), or you must have the Bounty Hunter or Champion of the People background.

Benefit: Choose a particular settlement. When you're in your chosen settlement, the DC of Intimidate checks made against you increases by 10. You gain a +1 bonus on attack rolls and a +1 dodge bonus to AC against undesirable elements like criminals or ruffians in your chosen settlement. This bonus increases to +2 for combat maneuver checks.

Goal: Defeat 10 more troublemakers in your chosen settlement with a CR equal to your character level or higher, and in the process eliminate a serious criminal threat or otherwise clean up the streets.

Completion Benefit: You gain the ability to designate a new chosen settlement as often as you wish. You must first live in a settlement for 1 week to make it your chosen settlement. In addition, you gain a +2 bonus on initiative checks and a +1 bonus on saving throws when in your chosen settlement.

True Love (Story)

You found love, only to have it denied by the cruelty of fate.

Prerequisite: You must have found love with a person you can't be with, have a current lover, or have the Current Lover, For Love, or The Lover background.

Possible complications include distance, your love being with another, your feelings being unrequited, or your relationship being forbidden.

Benefit: You add 1 to the save DC and caster level of your spells and spell-like abilities with the emotion descriptor. In addition, you gain a +2 bonus on Sense Motive checks. If you have 10 or more ranks in Sense Motive, this bonus increases to +4.

Goal: Find a way to be with your true love (even if you can't formally wed).

Completion Benefit: The inspiration of knowing your love waits for your return gives you a +2 bonus on attack rolls, saving throws, and skill checks whenever you are below a quarter of your total hit points (not counting any temporary hit points). You lose this completion benefit if your relationship with your true love comes to an end for any reason, including death.

Special: At the GM's discretion, you can find true love with a person other than the one you designated when you chose this feat. In this case, the love you initially chose was wrong for you, but this became obvious only when you found the one truly meant for you.

Unforgotten (Story)

You search for a person dear to you—lost, but you pray not dead.

Prerequisite: You must have a close relative, spouse, or other person dear to your heart who never returned from a journey, was captured, or otherwise vanished with little trace, or you have the Major Disaster background.

Benefit: Your dogged determination reduces any nonlethal damage you take by 1 point, to a minimum of 1 point of nonlethal damage. You also gain a +1 bonus on Will saves.

Goal: Find your lost loved one alive, and in the process, decisively defeat a challenging foe who kept you apart.

Completion Benefit: You gain a +1 bonus on all saving throws, replacing the +1 bonus on Will saves. If you find your loved one dead, you lose all benefits from this feat until you put the body and possibly soul to proper rest. Putting the body to rest restores the completion benefit, but you don't regain the ability to reduce nonlethal damage.

Vengeance (Story)

The need to avenge those you loved drives you to great deeds.

Prerequisite: You must have a close family member or other loved one slain by a specific challenging foe or that foe's minions, or have the Raiders or Vengeance background.

Benefit: You gain a +1 bonus on saving throws, attack rolls, and weapon damage rolls against your chosen foe and known minions of that foe.

Goal: Thwart your chosen foe.

Completion Benefit: You gain a +1 bonus on all saving throws. This bonus stacks with this feat's bonus against your foe and its minions, should they survive.



2 DOWNTIME





A halfling bard with a tin ear, a foreign zealot, and a crazy woman who talks to her fox.” Alain snorted. “No wonder they won’t let us in.”

“As if you’re so lovable,” Feiya shot back. “What about the guards at that last town? The ones who waited until you were halfway through the gate and then tried to spear you in the back?”

“A misunderstanding,” Alain demurred. “How was I to know that their brothers fought in the Battle of Broken Wheel? Besides, it was nothing personal. Who remembers every peasant that gets cut down in combat?”

“They did,” Feiya pointed out. At her feet, the strange little fox barked a sound eerily like a laugh.

“Bah!” Alain waved a hand. “The lower classes are so sentimental...”

INTRODUCTION

In many campaigns, returning to town after an adventure is a lull in your character's activity. You sell loot, stock up on potions, and perhaps wait around for the wizard to scribe some scrolls. However, there is much more you can do in town in between adventures—your character might want to practice with a military school, start a guild, build a temple, train a new pet, and so on. Normally you and the other PCs would have to compete for the GM's attention so you can explain what your characters want to do and haggle over how much time that should take. With the rules presented here, what you can do with a day of downtime is clearly spelled out, allowing you to get on with your plans.

Even if you don't want to use the rules to earn extra gold or throw your weight around in town as a business owner, there are campaign and roleplaying benefits for using the downtime system. For example, if you build or buy a house, you have a comfortable, private place to rest between adventures. By adding a few more rooms, you can easily convert a house into a base of operations for your adventuring party; it would count as "very familiar" for the purpose of your *teleport* spells, and if it includes an altar to your deity, you can use it as the destination for a *word of recall*.

Additionally, if you have a business, the GM can insert campaign events and story awards tied to it. You might earn XP as a story award when your business earns its first 1,000 gp or first 100 points of Goods. If you own a restaurant, the king might hear about your famous soup recipe and arrange a visit to sample it. If you have a tavern, it could become a hangout for young adventurers hoping your luck and success rub off on them. In either case, the GM may award you Influence instead of XP for these events.

Of course, having a building or organization has its risks. Your enemies might try to burn down your tavern or attack you at your home. If you start a thieves' guild and are away for months at a time, a personable rogue might take over the guild and turn it against you. If a dragon attacks the town, it could destroy your house (and give you a perfect setup for you taking the Nemesis story feat from Chapter 1). Investing yourself in a community means you're part of it—for good or ill. The GM should remember to use that investment to enrich the campaign, not just exploit it as a way to attack your character or strong-arm you into adventures.

The downtime system is designed to put much of the power and decision making for non-adventuring tasks in the hands of the players. These rules assume the reader is a player making decisions about what his character does during downtime. However, the GM is still in charge of the campaign and the final judge of what is possible using this system; these rules simply take much of the burden away from busy GMs, allowing them more time to work on creating adventures and other campaign issues.

OVERVIEW

The key parts of the downtime rules that you'll be referencing often are the following:

- Explanation of the downtime terminology used throughout this chapter (see below).
- Earning downtime capital such as Goods, Influence, and Labor (page 77).
- The phase sequence for using downtime (page 81)
- The kinds of activities you can do with this system (page 84).
- Constructing rooms, the building blocks of buildings such as guildhalls or temples, and recruiting teams such as apprentices and guards (page 90).
- Example buildings constructed out of rooms, and example organizations built out of teams (pages 107–113).
- Positive and negative events that can occur during downtime (page 114).
- Downtime tracking sheet (page 130).

DOWNTIME TERMINOLOGY

This section explains the basic game terms for the downtime system. It uses existing character abilities (such as skill checks and saving throws), familiar resources (such as gold pieces), and new resources specific to the downtime system. Together, these allow you to accomplish tasks.

Building: A building is a physical structure you construct or purchase, such as a house, inn, or temple. The downtime system allows you to construct buildings out of specialized rooms—see Rooms and Teams on page 90.

Build Points: A build point (BP) is a unit of wealth and productivity used in the kingdom-building rules (see Chapter 4). The downtime system doesn't normally use BP, but if you are using the kingdom-building rules, you may have ways to spend BP as part of your downtime. BP are a larger-scale combination of Goods, Influence, Labor, and Prestige.

Business: A business is a building or organization that earns you one or more kinds of capital, such as a blacksmith's shop or thieves' guild.

Capital: Capital is any sort of resource you can spend as part of downtime. The various types of capital are build points, gp, days, Goods, Influence, Labor, and Magic. You can spend capital on various downtime activities such as constructing buildings, recruiting followers, and retraining your feats. If any situation or event causes you to lose more capital than you have, your capital is reduced to 0—you can't go into debt.

Day: The downtime system measures time in days rather than hours, minutes, or rounds. Most downtime activities require you to spend at least 1 day on the activity.

Followers: Followers are a type of Labor gained from the Leadership feat or other methods. Followers can be used like Labor, but aren't expended like capital because they are loyal to you and don't leave as soon as an activity is completed. For more information, see Using Followers on page 80.

Goods: Goods represent physical items necessary for an activity, which can be permanent fixtures or consumable items. For building an inn, Goods are the materials used to build the structure, the tables and chairs, and the food and beverages you plan to sell. Goods as capital are an abstraction so that you don't need to keep track of gathering things like stones for a building's foundation, timber for the walls, ingredients for the menu, and so on. Goods might also represent natural resources (such as fertile soil or a spring), in which case you're not literally moving these items to a specific location—instead, you're spending capital to acquire a location with those resources.

Gold Pieces: Gold pieces (or gp) constitute the normal money your character has, such as from looting monsters or earning a living with Craft or Profession checks. Many downtime activities require you to spend gp.

Influence: Influence represents your ability to get other people in the settlement to perform favors for you or use their skills to accomplish things (as opposed to Labor, which involves hard physical work). This includes getting a merchant to change the terms of a contract, or convincing a politician to do you a favor.

Labor: Labor represents using workers to accomplish tasks. This includes hiring carpenters to construct a building, hiring thugs to extort shopkeepers, using assistants to help you craft items or tend injuries, or hiring employees to run your business while you're away.

Magic: Magic represents magical power at your disposal. Some activities, such as healing sick peasants in the slums or constructing a magical library, specifically require you to spend Magic.

Organization: This is a group of people who do what you say (such as a cult, thieves' guild, or mercenary company). An organization may or may not have a base of operations. The downtime system allows you to recruit organizations made up of specialized teams (see Rooms and Teams on page 90).

GAINING CAPITAL

Goods, Influence, Labor, and Magic are the backbone of the downtime system. These types of capital are necessary for completing many downtime activities. You can gain such capital in one of two ways: by purchasing it or by earning it.

Purchasing Capital: The easiest way to gain capital is to purchase it by buying materials, bribing people, paying administrative fees, hiring workers, and so on. Goods, Influence, Labor, and Magic each have a specific gp value for this method, listed in the Purchased Cost column of Table 2-1: Capital Values. If you need one of these types of capital, you can spend gp to get it, just like buying a +1 sword or hiring a spellcaster to cast *remove curse* costs you gp. For example, Goods have a Purchased Cost of 20 gp each; if you need to spend 5 points of Goods to repair your tavern, you can spend 100 gp (5 × 20 gp)

DOWNTIME AND KINGDOM BUILDING

The downtime system is a middle ground between personal projects (like crafting a new set of armor) and large-scale tasks (like ruling a kingdom). These rules interface with both ends of that scale, and aren't intended to completely replace them. In many cases, they might slightly contradict what is presented in the kingdom-building rules in Chapter 4. For example, the kingdom-building rules allow you to construct any type of building in 1 month, even a grand palace, which would take much longer using the downtime system. That is because the leader of a kingdom can spend build points to muster incredible amounts of resources and make things happen, far beyond what even a popular hero can do by spending gold and calling in favors. If your GM is using both the downtime system and the kingdom-building rules and there are conflicts over how to handle a situation, the GM decides which method is used, but should lean toward whichever rules seem most appropriate and efficient for the task.

to purchase the necessary Goods. Purchasing capital is fast, but expensive.

Earning Capital: Many downtime activities, such as doing mundane work with a Craft or Profession skill or gaining the day-to-day profits for running an inn or tavern, allow you to earn capital (see the Earn Capital activity on page 85). Earning capital is like using an item crafting feat to create a magic item: You have to put in some work to make the item, but you pay only half the normal price for it. If a downtime activity's description says it generates capital, you can earn that amount of capital by spending the required amount of downtime and gp on it; the gp cost for the capital is half the normal cost, as listed in the Earned Cost column of Table 2-1. For example, Influence has an Earned Cost of 15 gp per point, so if you want to socialize in town to generate 3 points of Influence, you must use a day of downtime and spend 45 gp (3 × 15 gp) to earn those 3 points of Influence. Earning capital takes longer, but is much cheaper than just buying it outright. It is easier to keep track of your earned capital if you pay for it as soon as you earn it; otherwise, you also need to track earned capital you don't yet have (because you haven't paid gp for it yet).

TABLE 2-1: CAPITAL VALUES

CAPITAL	PURCHASED COST	EARNED COST
Goods	20 gp	10 gp
Influence	30 gp	15 gp
Labor	20 gp	10 gp
Magic	100 gp	50 gp

This chapter assumes you are using the downtime system to earn capital rather than purchasing it, and all gp values in this chapter are based on the Earned Cost.

If you aren't using the downtime system to earn capital (and are instead awarded capital as a treasure reward, for example), or you want to purchase something quickly by spending gold pieces, remember to double the listed gp value to find the Purchased Cost of the item or service.

Think of purchasing capital as a stranger coming to town and throwing lots of money around to make things happen. It's effective, but the locals are inclined to overcharge for their work and may resent the obvious display of wealth. Earning capital is a person working with the locals and trying to be a part of the community in order to get things done. It takes longer, but the locals give a fair price and appreciate the person's honest dealings and lack of arrogance.

When you purchase or earn capital, you may either immediately apply it toward a downtime activity of your choice or save it for later (this is explained more over

the rest of this chapter). As capital is an abstraction, the details of the work are up to you and the GM to decide—for roleplaying purposes, you should explain it however is most appropriate for your character and campaign.

Unskilled Work: You may spend 1 day working in a settlement to earn 5 sp. (Normally, an untrained laborer or assistant earns 1 sp per day, but the downtime system assumes your class abilities mean you are a cut above a typical unskilled laborer and are able to earn more from a day's work.) Alternatively, you can choose to instead earn 1 point of Goods, Influence, Labor, or Magic. Neither approach requires any particular knowledge or skill check.

Example: Mark's character is constructing a house, and he wants to acquire 1 point of Labor, which he plans to spend on the house's construction requirements. He decides to use 1 day of downtime and pay 10 gp to earn the point of Labor, instead of paying 20 gp to purchase it outright. He immediately spends this 1 point of Labor on the construction requirements of the house. For roleplaying purposes, Mark states that he used the day to dig a foundation for his house, and spent the 10 gp on the tools and raw materials he needed to start the foundation.

Example: Laura's character plans to build a blacksmith's shop, and needs 1 point of Labor. She decides to use 1 day of downtime and pay 10 gp to earn the 1 point of Labor, but saves it for later use. Since construction work is out of character for him, Laura explains that her character spent the day making deliveries for a local mason, who in turn promised to help her build her blacksmith's shop. The gold cost goes toward this future construction, but for ease of tracking, Laura pays for it now. She doesn't have to keep track of this 1 point of Labor as "1 point of Labor from a mason," since the exact nature of Labor matters only for roleplaying purposes. None of the downtime activities require specific kinds of labor.

Skilled Work: If you have ranks in a useful skill, you can spend 1 day working in a settlement to earn more capital than you would doing unskilled work. Note that this method includes both legal and illegal means of earning capital—for example, a day spent using Sleight of Hand to earn money could be a day spent performing as a street magician or a day spent pickpocketing.

Choose either one type of capital (Goods, Influence, Labor, or Magic) or gp, and attempt a skill check. You can take 10 on this check.

If you chose gp, divide the result of your check by 10 to determine how many gp you earn that day. For example, if your check result is a 16, dividing it by 10 earns you 1 gp and 6 sp that day (round to the nearest silver).

If you chose Goods, Influence, Labor, or Magic, consult the following table to see how much of that type of capital you earn. You must pay the Earned Cost to buy this capital, although if you can't afford to buy all of it or don't need more than a certain amount, you can choose to earn less capital than your check indicates. See Table 2-1: Capital Values for the Earned Cost of each type of capital.



SKILL CHECK RESULT	CAPITAL EARNED* (GOODS, INFLUENCE, LABOR, OR MAGIC)
10	1
20	2
30	3
40	4

* For every 10 points of your check result after 40, you earn an additional capital.

If you are using this option to earn Goods, Influence, Labor, or Magic, the skill you're using must be suitable for earning the chosen type of capital; if the GM deems it is not, using that skill reduces the amount generated by half (minimum 1). For example, Perform might earn you Influence as a musician, but it's not as useful for earning Labor. The GM should inform you of this before you attempt the skill check. In general, the appropriate skills for each type of capital are as follows.

Goods: Appraise, Bluff, Craft, Diplomacy, Disable Device, Handle Animal, Intimidate, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, religion), Profession, Sleight of Hand, Stealth.

Influence: Appraise, Bluff, Craft, Diplomacy, Handle Animal, Heal, Intimidate, Knowledge (any), Linguistics, Perform, Profession, Ride.

Labor: Bluff, Climb, Craft, Diplomacy, Handle Animal, Intimidate, Knowledge (local), Profession, Ride, Survival, Swim.

Magic: Appraise, Craft, Diplomacy, Heal, Knowledge (arcana, dungeoneering, nature, planes, religion), Linguistics, Profession, Spellcraft, Use Magic Device.

The value of a particular skill for a given type of capital can vary from settlement to settlement. For example, in a frontier settlement with a tradition of serious hard work, a day of humorous performances using Perform (comedy) might not earn you much capital, but inspirational public speeches about the city's heroes using Knowledge (history) or Perform (oratory) could. The GM should tell you this before you attempt the skill check, or allow you to assess the inhabitants' preferences with a successful DC 15 Knowledge (local) or Sense Motive check.

Class Abilities: You can use a class ability to provide a service in the settlement to earn capital. For example, a fighter could train a noble's child in swordplay, a cleric could heal townsfolk, and so on. Choose either one type of capital (Goods, Influence, Labor, or Magic) or gp, and attempt a check (1d20 + your character level + your highest ability modifier – 5). You may take 10 on this check. Treat this check as your skill check result for using skilled work.

WORKING WEEKENDS

The Craft and Profession skills in the *Pathfinder RPG Core Rulebook* allow you to attempt a skill check once per week, earning an amount of gp equal to 1/2 your check result. If you were to divide that amount by 7, you'd get your earnings per day. However, that assumes you work 7 days per week, and most people take 2 days off per week for rest and worship, so that's only 5 days of actual work per week. Dividing your check result by 2 and then by 5 is the same as dividing by 10, which is why the downtime system has you divide your check result by 10 to determine gp earned per day. You can work 7 days per week (if you really need the 2 extra days for earning capital), but even mighty adventurers need a day off now and then!

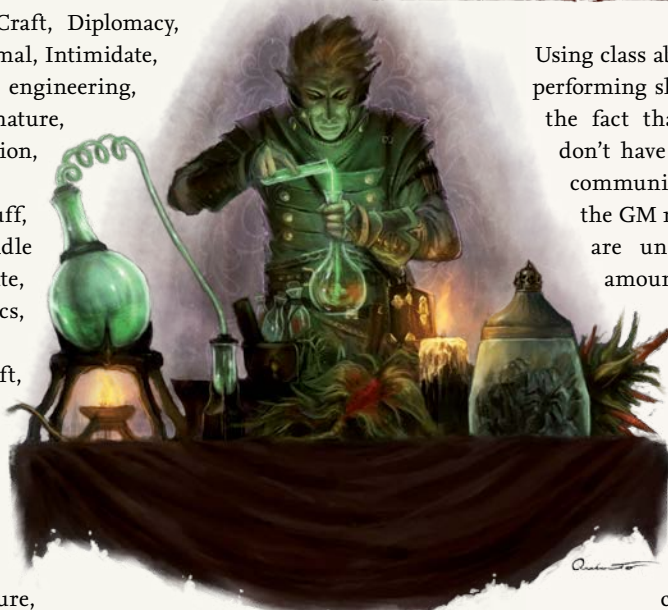
Using class abilities is less efficient than performing skilled work; this represents the fact that many classes' abilities don't have much direct benefit to a community. As with skilled work, the GM may rule that your abilities are unsuitable and reduce the amount earned by half.

Purchases: If you would rather spend gold than attempt checks to earn other types of capital, use the values listed in the Purchased Cost column of Table 2–1: Capital Values. Although you can't sell capital, you can use it for its

listed Purchased Cost as payment toward any applicable downtime activity that requires you to spend gp. For example, if you are brewing a potion, you can spend 1 point of Magic toward the cost of the materials needed to make the potion as if that point were equal to 100 gp.

Although you may have a lot of gp or other capital to throw around in a settlement, the settlement's size limits how much you can accomplish per day (see Spending Limits on page 80).

Rewards: A GM using the downtime system might award you various types of capital as monster loot, adventure rewards, inheritance, or natural resources. For example, if your party defeats a gang of smugglers, your treasure for the final encounter could include 5 points of Goods in addition to conventional treasure. After freeing a group of peasants from a hobgoblin tribe, the GM might decide that the freed prisoners have no money to give you as a reward but instead promise you 3 points of Labor as thanks for saving them. Your character could inherit a ramshackle house from an old relative, which you can use



as a base of operations or sell for gold. After clearing out a kobold warren, you might discover a vein of iron ore that (after an investment of Goods, Labor, and perhaps Influence) can generate gp or Goods for you on a monthly basis. Depending on the nature of the reward, the GM might decide that you don't need to pay the Earned Cost to get capital acquired in this way.

These kinds of rewards are always decided by the GM. Keep in mind that a settlement's government usually has jurisdiction over what happens to an abandoned property. For example, just because you kill all the cultists using a building as their secret lair doesn't mean you can claim that building as your own.

Converting Capital

You can trade 3 points of Goods, Labor, Influence, or Magic for 1 point of Goods, Labor, or Influence. Under certain circumstances, the GM may allow you to trade these resources at a 2-for-1 rate rather than the normal 3-for-1. You can trade 5 points of Goods, Labor, or Influence for 1 point of Magic.

Moving Capital

Some types of capital—in particular Influence—might be specific to a particular settlement or region. Other types may be used at any settlement, though the GM might rule that there is a delay in transporting Goods or Labor to a new location before you can spend it there.

Spending Limits

The population of a settlement limits how much help you can get on a given day. The following numbers represent the limit of how much Goods, Influence, and Labor you can utilize in settlement each day. Even if you have a lot of Goods and Labor at your disposal from favors and such, a tiny settlement might have only a few hands to spare to turn that capital into finished projects.

SETTLEMENT	SPENDING LIMIT PER DAY (GOODS, INFLUENCE, OR LABOR)
Thorp	2
Hamlet	4
Village	10
Small town	15
Large town	25
Small city	35
Large city	50
Metropolis	65

Using Followers

The Leadership feat can grant you followers—people loyal to you who assist you if they are able. In the downtime system, followers provide additional Influence or Labor to supplement your activities at no cost to you. This increases the effect of Influence or Labor you spend by 50%, to a maximum of 1 additional Influence or Labor for every 2 followers in the settlement where the downtime activity takes place.

Example: Alice's character has a Leadership score of 10, and 4 of his 5 followers live in Sandpoint. Assistance from her followers can provide a maximum of 2 (1/2 of 4) points of Influence or Labor when she takes downtime actions in Sandpoint. If Alice spends 2 points of Influence or Labor, it counts as $2 \times 50\% = 3$; if she spends 6 points of Influence or Labor, however, it counts as 8, because the maximum increase her 4 followers can provide is 2.

Under certain circumstances, the GM may rule that followers provide less of a benefit than the standard 50% increase. For example, if your followers live in a different settlement and must travel to your location, but bandit activity makes travel risky or they have been away from



home for a week or more, the GM might decide that your followers increase the effect of Influence or Labor by only 1 for every 3 followers or even 1 for every 4. Your followers are loyal to you, but they are not slaves and can provide only so much help before they go about their normal lives.

DOWNTIME PHASES

The GM tells you when you have downtime available and how many days you can use for downtime. For example, after returning to town after a long adventure, if the GM says you have 10 days before you need to travel to the capital for the princess's coronation ceremony, you may use those 10 days for downtime activities.

You typically have a fair amount of control when it comes to starting and ending a downtime session. With the GM's approval, you may start a downtime session whenever you enter a settlement and end it whenever you leave that settlement. You or your GM might devise downtime activities you can perform only once per downtime session, so the GM may decide that you can't start and end multiple downtime sessions in a row just to allow yourself to perform those activities more than once.

A quick trip into town for basic supplies and rest likely doesn't require a downtime session. If you don't plan to do anything that requires Goods, Influence, Labor, Magic, or spending downtime days, you don't have to start a downtime session to do it.

A downtime session takes place over the following four phases, which make up 1 downtime day.

Phase 1—Upkeep: Pay costs associated with maintaining completed buildings and organizations.

Phase 2—Activity: Perform downtime activities, such as constructing a building, recruiting an organization, or retraining.

Phase 3—Income: Determine how much capital your buildings, organizations, and other activities generate, and sell off assets you no longer want.

Phase 4—Event: Check whether any unusual events occur. Some are beneficial, such as Famous Visitor or Good Fortune. Others are detrimental, such as Fire or Sickness.

These phases always occur in the above order. Each player may start one new downtime activity per day. Which player goes first usually doesn't matter; you may choose to go in initiative order, clockwise from the player to the GM's left, or some other method that works for your group so long as everyone gets a turn each day.

Upkeep Phase

If you have never performed any downtime activities in the settlement where you currently are, skip this phase and proceed to the Activity phase.

During the Upkeep phase, adjust your capital or other game statistics based on what's happened in previous days (whether those days were spent on downtime activities or were normal days). For example, if you have a manager running your tavern, you must pay her wages. If you want

SPEND CAPITAL TO BOOST CHECKS

At the GM's discretion, you may affect any activity you have in the settlement (downtime or otherwise) by spending Goods, Influence, Labor, or Magic. This gives you a lot of leeway in terms of what you can accomplish using downtime resources. In general, every 1 point of Goods, Influence, Labor, or Magic spent allows you to add a +1 bonus on one skill check (maximum +5).

The capital spent must reasonably affect that kind of check. The GM decides whether your proposed use of a capital is reasonable for the check you're attempting.

Example: Jessica's character wants to bluff her way past a guard into the duke's castle, but knows that her Bluff modifier of +0 probably isn't enough to convince the guard to let her pass. Jessica tells the GM she wants to spend 5 points of Influence to remind the guard that she's one of the heroes who turned back the ogre invasion last month, and the guard should let her pass because the duke wants to talk to her. The GM agrees that Jessica flaunting her celebrity status is a good use of Influence and allows her to spend 5 points of Influence for a +5 bonus on her Bluff check.

Example: Patrick's character is having a drink in a tavern after a long day adventuring when his nemesis walks in and spots him. Patrick is out of spells and wants to avoid a fight. He tells the GM he stands up to confront his nemesis, and wants to spend 5 points of Labor to have other tavern patrons back him up, pointing out that he has employed many local workers in the past few months and some of them might be in the tavern. The GM agrees and allows him to spend 5 points of Labor for a +5 bonus on his Intimidate check.

to retrain a feat you know (see Retraining on page 188) and are paying in installments, you must pay an installment.

Step 1—Add Up Costs: These costs include ongoing or recurring costs for your buildings, organizations, and other previous downtime activities that have accrued since the last time you have had a downtime session. Most of these costs are incurred daily, whether or not you are spending downtime days at the settlement.

Step 2—Pay Costs: If you cannot pay the costs you've incurred (either with your own capital or by borrowing from another character), you gain no benefit from those downtime activities until the day you do pay.

Step 3—Determine Capital Attrition: For every 7 days you were away from the settlement (whether downtime days or normal days), reduce your Goods, Influence, Labor, and Magic by 1 each (minimum 0). This decrease represents spoilage, theft, allies moving on or having higher priorities, workers finding other employment, and so on.

Step 4—Determine Business Attrition: Business attrition is loss caused by poor morale among employees

due to your absence. If a building doesn't generate capital (and therefore isn't a business), skip Step 4. Without any employees to speculate about your absence, there is no chance of mutiny. However, the GM may decide that opportunistic thieves, squatters, monsters, animals, or vermin may move into an abandoned building if you are gone for a long time, requiring you to clear them out if you want to use it again.

Because adventuring is dangerous work, if you're away from a settlement for 30 days or more, you risk losing control of your businesses there as employees begin to wonder whether you're dead. Upon your return, you must attempt a leadership check (1d20 + your Leadership score) against a DC equal to the number of days since you last had contact with that businesses – 10 (so if you've been gone for 30 days, the DC is 20). Having contact with the business requires visiting it personally, sending a qualified representative on your behalf (such as a cohort or manager; see page 88), or sending a formal letter or magical communication (such as *dream*, *sending*, or *whispering wind*); doing so resets your number of days away to 0.

If this leadership check succeeds, the business remains under your control. For each business you've been away from for at least 30 days, you must continue to attempt this leadership check each day until you make contact again.

If you fail, the people running the business in your absence no longer acknowledge you as its owner or leader, and you can't generate any capital from that business. Once you reestablish contact, you may attempt a leadership check (at the same DC as for the check you failed) each day during the Upkeep phase to reaffirm your ownership of the business. If you succeed, the business is yours again and it resumes generating income (although you don't gain any of the income generated from the time you left to when you reasserted control).

If you lose control of a business, you don't deal with events associated with it. However, if you do intervene regarding a detrimental event and either prevent the event from happening or otherwise reverse its effects (such as catching robbers and returning the goods they stole), you gain a +5 bonus on your leadership checks to reaffirm your ownership of that business. This bonus ends once you successfully reaffirm ownership of the business or abandon all claims to it. If you intervene in this way during multiple detrimental events that happen to a business, these bonuses stack.

Example: Laura's character has 9 points of Goods, 10 points of Influence, and 7 points of Labor saved up in Sandpoint, and she owns a shop, a tavern, and a small house. After 40 days of adventuring away from Sandpoint (during which time she didn't try to keep contact with people there), she returns to town. She has no costs for her buildings, so she skips Step 1 and Step 2. Because of her 5 weeks of absence, in Step 3 she reduces each type of her downtime capital by 5, so she now has only 4 points of Goods, 5 points of Influence, and 2 points of Labor saved up in Sandpoint. Because she was gone at least 30 days, in Step 4 she must

attempt a leadership check to retain control of her shop and tavern; the DC of this check is 30 (40 days absent – 10). She succeeds at the check for the tavern but fails at the check for the shop, so she loses control of the shop. She can attempt a leadership check each day during the Upkeep phase to try to reclaim the shop. Because her house doesn't generate capital, she doesn't have to make a leadership check for her house, but the GM decides that a bat swarm has made a nest in the attic and Laura's character must get rid of the pests if she wants a peaceful night's sleep.

Activity Phase

During the Activity phase, you declare new downtime activities or continue existing ones. Activities like beginning construction on a new building, continuing construction on an existing building, recruiting for a new organization, crafting magic items, or retraining skill points or a feat occur in this phase. You may also use this phase to take actions that do not require the downtime system.

Step 1—Perform Free Activities: You can perform any activities that don't require downtime days, such as buying gear, selling unwanted magic items, and bartering.

Step 2—Continue Ongoing Downtime Activity: Your first priority is continuing a downtime activity that requires more than 1 day. Depending on the specific requirements of that activity, interrupting it might ruin any progress you've made. Some activities might require only a small bit of your attention and still allow you to perform other downtime activities in this phase.

Step 3—Begin New Downtime Activity: If you aren't continuing an earlier downtime activity, or are continuing one that doesn't restrict you from starting a new activity, you can begin a new downtime activity. The list of downtime activities begins on page 84.

Example: Patrick's character has been crafting a *wand of fireball*, but had to interrupt the process just short of completion to have a short adventure that didn't give him any time to work on the item. When he returns to town and begins a downtime session, he sells some loot in Step 1 (which doesn't use any downtime days), then proceeds to Step 2. In Step 2, he decides to spend downtime finishing the work on the wand, which takes him 1 day of downtime. The next day, he has no ongoing downtime activities, so he proceeds to Step 3 and starts spending Influence to recruit an Apprentice wizard.

Income Phase

During the Income phase, you generate capital from downtime activities and from buildings and organizations you control.

Step 1—Determine Building Income: Attempt a capital check (see the Earnings section on page 92) for each building you control in the settlement that generates income and is able to provide you benefits. Add the results of all of these checks together, then divide by 10 to determine how many gp you earn that day. For example,

if your total result is a 47, after dividing it by 10, your earnings come to 4 gp and 7 sp.

If you were away for multiple days, attempt one capital check for each day you were away (if the number of checks is enough to be cumbersome, take 10 on these checks). For every 7 days you've been away from the settlement (whether they were downtime days or not), reduce the total amount of gp earned by 7 and reduce the Goods, Influence, Labor, and Magic earned by 1 each (minimum 0). Add the remaining capital to your character sheet or downtime tracking sheet.

If you were unable to pay the costs for a building in the Upkeep phase, or you lost control of a building because of attrition, you don't collect income for that building.

Step 2—Determine Organization

Income: This works exactly like Step 1, but with organizations instead of buildings.

Step 3—Determine Other

Income: If any of your other downtime activities generate income (such as using skills to earn capital), you collect that income during this step.

Step 4—Abandon Assets: If you wish to get rid of a building or organization without compensation, you can abandon it during this step. You are no longer the owner of the building or organization and no longer gain any benefits from it, but neither are you obligated to deal with events relating to it. Unlike losing a building or organization because of attrition, this loss is automatic and you can't attempt to reaffirm your ownership.

Step 5—Sell Assets: If you wish to sell a building or organization, you can do so during this step. You can sell a building or organization for half its cost to buy or create (based on either the gp or the Goods, Influence, Labor, or Magic listed in the building's cost). There is a 75% chance that it takes you 3d6 days to find a buyer. This delay doesn't require you to spend any downtime days. You can shorten this delay, reducing it by 1d6 days (to a minimum of 0 days) for each 1 point of Influence you spend. You collect the proceeds upon the conclusion of the sale.

You can choose to sell only some of a room's buildings, leaving you in control of the remaining rooms. Any alterations to the building necessary for the sale are included when you make the sale.

Selling an organization is a process of reclaiming assets from your former employees, such as armor or weapons you provided to a Guard team. As with selling buildings, you can choose to liquidate only some of an organization's teams, such as divesting your thieves' guild of its Cutpurse and Acolyte teams.

Example: Laura is ready to determine what her character's buildings earned while she was off adventuring. Her house

doesn't generate capital, and neither does her rebellious shop, so in Step 1 she has to deal with only the income from her tavern. The tavern has a +15 modifier on gp capital checks. Instead of making 40 separate checks for the 40 days she was gone, Laura takes 10, giving her a result of 25 on each check, for a total of 2 gp and 5 sp earned each day, then multiplies that amount by 40 to get 100 gp. Because of her 5 weeks of absence, she reduces this amount by 5×7 gp (35 gp), leaving her 65 gp in income, which she adds to her character sheet or her downtime tracking sheet.

She has no organizations, so she skips

Step 2. None of her other activities during this downtime session are generating income, so she skips Step 3. She doesn't want to abandon or sell her house or tavern, and plans to try to regain control of the rebellious shop during the next Upkeep phase, so she decides to not abandon or sell any assets, skipping Step 4 and 5.

Event Phase

During the Event phase, a random event might affect your downtime. This could be a generic event (page 114) or an event relating specifically to one of your buildings (pages 115–127) or organizations (pages 127–129).

There is a 20% chance each downtime day of an event occurring in a settlement, and the GM then determines (usually randomly) which PC-controlled building is affected. If no event occurred the previous downtime day, the event chance increases by 5% from the day before (maximum 95%). For convenience, the GM may increment the chance of having an event and roll for events only when you are in the settlement, as dealing with events while you are away for long periods creates extra bookkeeping. Once a downtime event occurs, the chance per day of having an event drops to 20% again. See the Downtime Events section, starting on page 114, to determine what sort of event occurs.

Some events can be negated, compensated for, or ended with a check. Others require you to complete an adventure or deal with a problem in a way not covered by the downtime rules—in effect, they include a way for the GM to add a little excitement and unpredictability into downtime.

In addition, the GM may have an adventure- or campaign-specific event take place during downtime.

Example: Laura's character spends 5 downtime days in Sandpoint. Because Laura owns buildings there, the GM makes a roll each downtime day on the event table, starting with a 20% chance the first day and increasing by 5% each day. On the fourth day (35% chance of an event), the GM rolls that an event occurs—a bar brawl! The GM decides this event happens while Laura's character is in the tavern, and gives her the opportunity to use her words or fists to put an end to the trouble. Because an event occurred, on the next day the chance of having an event resets to 20%.



DOWNTIME ACTIVITIES

This section provides many examples of activities you can undertake during downtime. Some of these are new, and others expand on options from the *Core Rulebook* or other sourcebooks to explain how those activities relate to the downtime rules. In most cases, using the downtime rules doesn't change the costs for performing the action, but it might allow you to spend capital instead of gp as per Table 2–1: Capital Values (see page 77). You can substitute 1 point of Goods or Labor for 20 gp, 1 point of Influence for 30 gp, and 1 point of Magic for 100 gp where appropriate. You can combine multiple types of capital when substituting for a gp value.

Some downtime activities allow you to spend Goods, Influence, Labor, or Magic to modify the outcome of a check. You must decide to spend this capital before you attempt the check.

ADD SPELLS TO YOUR SPELLBOOK

If you're a magus or wizard, you can spend 1 day of downtime to copy up to eight spells from other sources into your spellbook (see *Spells Copied from Another's Spellbook* or a *Scroll* on page 219 of the *Core Rulebook*). If you're an alchemist, you can use this option to add new formulae to your formula book. If you're a witch, you can use this option to add spells to your familiar. You may spend Magic toward the cost of copying spells.

CONSTRUCT BUILDINGS

You can use your downtime capital to create a building that suit your needs, such as a temple, guildhall, or mage tower. You construct a building out of component rooms that allow you to configure the building exactly how you want it (see *Rooms and Teams* on page 90).

How much capital you can spend per day is limited by the size of the settlement you're in (see *Spending Limits* on page 80). Once you've spent the total capital and time needed to finish your building, it's complete and you can use it immediately.

CRAFT MAGIC ITEMS

The *Core Rulebook* details how to craft magic items (page 548). As magic item crafting and the downtime rules both use days as time increments for all but the cheapest potions and scrolls, you can spend days in the downtime system to craft magic items, with each downtime day counting as 8 hours of crafting time. You may spend Magic toward the crafting cost.

CRAFT MUNDANE ITEMS

The Craft skill allows you to spend time creating mundane items such as armor, weapons, and alchemist's fire. The standard rules presented in the *Core Rulebook* assume you spend a week on crafting, but give you the option to make progress by the day. If you use the downtime system, make your Craft checks by the day instead of by the week. The steps for crafting by day are as follows.

1. Find the item's price in silver pieces (1 gp = 10 sp).
2. Find the item's DC from Table 4–4: Craft Skills (*Core Rulebook* 93).
3. Pay $\frac{1}{3}$ of the item's price in gp for the raw material cost. You may also spend Goods toward this cost.
4. Attempt an appropriate Craft check representing 1 day's worth of work. You may spend Labor to modify your check result, with 1 point of Labor adding 2 to your total.

If your check succeeds, multiply your check result by the DC and divide by 7. If this value equals or exceeds the price of the item in sp, then you complete the item. If the result \times the DC equals double or triple the price of the item in silver pieces, then you've completed the task in $\frac{1}{2}$ or $\frac{1}{3}$ of the time. Other multiples of the DC reduce the time in the same manner.

If the value is less than the price, the check represents the progress you've made this day. Record the result of your check. Each downtime day you spend crafting, you make more progress until your total reaches the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress that day. If you fail by 5 or more, you ruin



some of the raw materials and have to pay 1/10 of the original raw material cost again.

EARN CAPITAL

You can spend 1 day of downtime earning capital. Depending on the nature of the work, this might require making some kind of check and paying an amount of gp. This work might be unskilled labor or skilled labor with a Craft or Profession skill. See Gaining Capital on page 77 for more information.

EARN XP

If you've missed a campaign session or otherwise fallen behind in XP compared to the other characters, you can spend downtime adventuring to help catch up to the other PCs. Usually downtime adventures feature encounters that are much easier than you'd normally expect as part of a group. For example, a 5th-level character might clear zombies out of a crypt or assist some lower-level adventures with a problem that's a little too difficult for them.

Spending 1 day of downtime adventuring earns you XP as if you had defeated an opponent whose CR was equal to your character level. For example, if you are a 3rd-level character, you would earn 800 XP. You do not earn any treasure or other capital for downtime adventuring.

If using this downtime activity would increase your XP above the highest XP value among all the PCs in your party, it increases your XP to that value instead; any XP earned beyond this amount is lost. This activity allows you only to catch up, not to get ahead.

GATHER INFORMATION

Using the Diplomacy skill to gather information normally requires 1d4 hours to search for rumors and informants. When using the downtime system, you have three options for gathering information.

Standard Check: Once per day, you may spend 1d4 hours speaking with locals and attempt one check, as described in the Diplomacy skill. Doing so does not cost you any downtime, but the GM might rule that other time-consuming downtime activities take a penalty (such as a -4 on a skill check) or can't be undertaken.

Thorough Questioning: By spending 1 day of downtime, you can thoroughly converse with several knowledgeable or reliable contacts over the course of the day. You may attempt up to three Diplomacy checks to gather information. These checks can be for the same or different topics, and you can expend one of the rolls you haven't used yet to reroll a Diplomacy check you failed during this activity.

Influential Questioning: By spending 1 day of downtime and 1 point of Influence, you can attempt up to three Diplomacy checks, each with a +5 bonus. These checks can be for the same or different topics, and you can expend one of the rolls you haven't used yet to reroll a Diplomacy check you failed during this activity.

HEAL OTHERS

You can use downtime to help others rest and recover using the Heal skill. For long-term care, treating wounds, and treating disease, you can spend Labor to modify your check result. Each 1 point of Labor spent adds 2 to your check.

Long-Term Care: Spending a day of downtime on long-term care allows you to care for up to six patients that day.

Treat Wounds from Caltrops, Spike Growth, or Spike Stones: Spending a day of downtime allows you to treat up to 50 patients of this type. You may combine this option with the treat disease option, caring for up to 50 total patients per day.

Treat Deadly Wounds: Spending a day of downtime allows you to treat up to 8 patients of this type.

Treat Disease: Spending a day of downtime allows you to treat up to 50 patients of this type. You may combine this option with the treat wounds from caltrops, caring for up to 50 patients total per day.

LEAD YOUR KINGDOM

If you are using the kingdom-building rules (see Chapter 4) and have a leadership role in the kingdom, you must spend 7 days per month performing various leadership duties (see page 200). In the downtime system, performing leadership duties for a day costs 1 day of downtime. You can't perform any other downtime activities on a day you perform kingdom leadership duties.

PROMOTE A BUSINESS

You can spend 1 day of downtime to increase interest in a business, temple, organization, or other local fixture. You can also spend one type of capital, depending on how you want to promote the business. For example, if you want to promote a bakery, you can spend Goods giving out free pastries to people in town, Influence to get the mayor to visit the bakery and praise its food, Labor to hire workers to stand with signboards advertising the bakery, or Magic for a memorable illusion that draws people to the bakery.

The promotion increases activity at the site for 1d6 days. Choose one capital the building generates, then attempt a skill check for using skilled work to earn capital, using Diplomacy, Knowledge (local), or Spellcraft. Add 5 to your check result for every 1 point of Goods, Influence, Labor, or Magic you spent to promote the business, then use the skilled work option (see page 78) to determine how many additional resources the business generates over the course of this increased activity. If you're promoting an organization without a physical building, each Good, Influence, Labor, or Magic adds only 2 to the check instead of 5—it's harder to encourage people to be patrons of something they can't physically visit.

The business you promote with this downtime activity doesn't have to be one you own.

If the building or organization does not generate capital (such as charity that takes care of war orphans), the promotion generates either gp or Influence (your choice).

REPLACE YOUR ANIMAL COMPANION

If you lose or dismiss your animal companion, you can spend 1 day performing a ceremony to gain a new one. This ceremony requires 24 uninterrupted hours of prayer in the environment where the new companion typically lives (at the GM's discretion, traveling might add to the downtime requirement if there's no suitable environment near the settlement).

REPLACE YOUR FAMILIAR

The *Core Rulebook* allows you to replace a familiar if at least 1 week has passed since it was dismissed or lost. Doing so requires you to spend 1 day performing a specialized ritual to summon a new familiar. The ritual costs 200 gp \times your wizard or witch level. You can spend Goods or Magic toward the ritual cost.

RECRUIT FOR AN ORGANIZATION

You can create and recruit for an organization that doesn't rely on a specific building. For example, you could may want to recruit employees (or minions) if you're a rogue and want to start your own gang of cutpurses or a cleric who wants to start a cult of followers. You create an organization out of component teams, so you can configure the organization exactly how you want it (see Rooms and Teams on page 90). How much downtime capital you can spend in a day is limited by the size of the settlement you're in (see Spending Limits on page 80). When you've spent the appropriate capital and time for your organization, it's complete and you can put it to work immediately.

RESEARCH A SPELL

The *Core Rulebook* allows you to perform spell research, either to create a new spell or learn an existing spell from another source. In the downtime system, the steps for spell research each day are as follows.

1. Pay 100 gp \times the spell's level for research costs and rare ingredients. You may spend Goods or Magic toward this cost.
2. Determine the total days of progress required to complete the research, which is $7 \times$ the spell level.
3. Determine the spell research DC, which is 10 + twice the spell's level.
4. Attempt a Spellcraft check and a Knowledge check (arcana for an arcane spell, religion for a divine spell) against the spell research DC. You can't take 10 on these checks. You may spend Magic to modify a check result, with 1 point of Magic adding 2 to your total (maximum +10). If both checks succeed, you make 1 day's progress toward completing the spell. When your days of progress equal the total number of days needed, the spell is completed and added to your spellbook or list of spells known.

If either or both spell research checks fail by 4 or less, you make no progress. For each check that fails by 5 or more, your research has led to poor results and you lose a day of progress toward completing the spell.

If you're an alchemist, you can use this downtime option to research a new extract formula. Instead of a Spellcraft check, attempt a Craft (alchemy) check. For Knowledge (arcana) checks, you may attempt a Knowledge (nature) check instead.

RESEARCH FACTS AND LORE

You can use downtime and capital to learn more about the campaign or the game world. This is similar to the gather information activity, except instead of looking for rumors and gossip in town, you are consulting with sages, perusing historical documents, or using magic to unearth information. Instead of a Diplomacy check, attempt one or more Knowledge checks appropriate to the intended subject. These checks can be for the same or different topics (and can use different Knowledge skills), and you can expend one of the rolls you haven't used yet to reroll a Knowledge check you failed during this activity. You have three options for researching information.

Thorough Research: By spending 1 day of downtime, you can thoroughly converse with several knowledgeable individuals or study several reliable sources over the course of the day. You can attempt up to three Knowledge checks to discover information.

Influential Research: By spending 1 day of downtime and 1 point of Influence, you may attempt up to three Knowledge checks, each with a +5 bonus.

Magical Research: By spending 1 day of downtime and 1 point of Magic, you may attempt up to three Knowledge checks, each with a +5 bonus.

REST

You can use downtime to rest and recover. It is assumed that you spend 8 hours resting at night, which allows you to recover 1 hp per level per day and 1 point of ability damage for each affected ability score. If you spend a full day of downtime resting in bed, you recover another 1 hp per level per day and another 1 point of ability damage for each affected ability score.

RETRAIN

You can use your downtime to retrain (see Retraining on page 188). You may spend Goods, Influence, Labor, or Magic toward this cost.

RUN A BUSINESS

If you have a building and that building generates any kind of capital, you can spend 1 day of downtime working at your building—increasing its productivity by inspiring your employees to work harder, using your expertise to get more done, or using your fame to attract more customers. This counts as using downtime to earn capital (see Gaining Capital on page 77), but you gain a +10 bonus on your check.

The capital you generate must be a kind that your building can generate. For example, an inn that generates

gp and Influence can generate only those two currencies using this downtime activity; you can't use it to generate Goods, Labor, or Magic just because you're personally running it for the day. You must earn capital acquired in this way as normal.

SCHEME FOR AN UPCOMING ADVENTURE

You can use downtime to prepare for an upcoming adventure or event. For example, if you know you have to crash the baron's fancy party in 2 days, you can spend downtime watching the baron's manor, investigating what clothing the servants will wear, and finding out which important guests are attending. This works like spending capital to boost checks (see page 81), except you must spend 1 day of downtime, and each Good, Influence, Labor, or Magic you spend toward this purpose gives you a +2 bonus on one skill check (maximum +6). As with the spend capital option (see page 81), the GM decides if your approach is reasonable for the check you're attempting. The bonus from this activity stacks with that from the spend capital to boost checks option (maximum +10 total). This bonus lasts for one check.

For example, by spending 1 day of downtime and 1 point of Goods, you gain an excellent understanding of the liveried servants' uniforms and add 2 to your Disguise check to disguise yourself as one of them. By spending 1 day of downtime and 1 point of Influence, you learn what famous trapsmith constructed the baron's vault and add 2 to your Disable Device check to open it.

TRAIN AN ANIMAL

You can use the Handle Animal skill to train an animal, as described in the *Core Rulebook*. The rules for training assume the training period is continuous. However, you can break this training into smaller increments (allowing you to make progress on this training between adventures), but you must attempt a Handle Animal check for each training period, and the DC increases by 2. Failing the check means that training period doesn't count toward completing the training.

This use of downtime doesn't allow you to exceed the animal's normal training limitations from the *Core Rulebook*. For example, spending downtime doesn't allow you to teach an animal more tricks than it could learn if you weren't using the downtime system.

Teach an Animal a Trick: This requires 7 days and a successful Handle Animal check at the end of the training period. You may spend Goods, Influence, Labor, or Magic to modify your check result, with each 1 point of capital adding 2 to your total (maximum +10). The DCs and specific tricks are detailed on page 97 of the *Core Rulebook*.

Train an Animal for a General Purpose: This sort of training can take several weeks, depending on the nature of the training. You may spend Goods, Influence, Labor, or Magic to modify your check result, with each 1 point of capital adding 2 to your total (maximum +10).

Rear a Wild Animal: Depending on the maturation rate of the animal, this can take anywhere from weeks to months or even years. For simplicity's sake, interacting with the animal for an hour per day in a safe environment counts toward this training and doesn't require you to spend any downtime. As long as you maintain this daily contact, you need to succeed at only one Handle Animal check at the end of the rearing period. An interruption requires you to succeed at a check to continue the rearing (you may attempt this check once per day). The assumption is that you have a non-expert taking care of the animal's basic needs while you are away so it isn't neglected. If you know you will miss a day of this contact, you may spend 1 point of Influence or 1 point of Labor for each missed day to have a skilled animal handler rear the animal for the day, meaning your absence doesn't count as an interruption in the animal's training.



MANAGERS

A manager is a competent employee qualified to run a business while you're gone, even for weeks or months at a time. A manager is authorized to make certain decisions about your property while you're away, such as paying tax collectors, banning cultists from your store, and handling emergency situations.

Having a manager delays capital attrition (Upkeep phase step 3) from 1 every 7 days to 1 every 14 days. As long as the manager's pay is up to date, having a manager look after your business prevents business attrition (see step 4 of the Upkeep phase on page 81).

Unlike a team, a manager requires daily wages paid in gp. It's customary to pay a manager in advance when you're going to be absent, or arrange to pay wages through a bank or accountant. If you trust the manager, you can even allow her to take wages out of your business's earnings or from money you've set aside for your building or organization.

It's a good idea to give a manager some means of contacting you while you're away, even just an address in a city near where you're adventuring. You might want to provide a magical means of contacting you (and leave funds set aside to pay for it) in case something requires your urgent attention.

READING A MANAGER STAT BLOCK

A manager stat block is organized as follows.

Wage: This gp value is the manager's daily wage. This wage is for handling normal day-to-day operation of your business, and doesn't include costs for exceptional services. For example, just because you pay your abbot a daily wage doesn't mean you can bring him on adventures to cast spells (in fact, most of his spells are probably used in the course of doing his job managing your Temple).

Skills: This indicates the main skills the manager has ranks in, allowing you or the GM to make skill checks for the manager if an event or encounter requires it. The manager might also have ranks in other skills that aren't relevant to employment duties. The managers here are examples; a specific manager you hire could have different class skills more closely suited to your business. A manager is typically a 3rd-level character with 3 ranks in the appropriate skills and the basic NPC ability score array (*Core Rulebook* 451), giving the manager a +7 or +8 for class skills and a +4 or +5 for non-class skills.

Many manager roles are similar to specific teams. For example, an Abbot is a Priest who is qualified to run a Temple or religious organization. The primary difference between an Abbot and Priest is that you pay the Abbot a wage to look after your building or organization while you're away, whereas the Priest might be just one of several people with similar duties in your organization. With the GM's approval, you may convert a team to an appropriate manager by paying the NPC (or NPCs) a wage, or vice versa.

You can select a cohort or notable follower to be a manager, but you still must pay a wage. Having a cohort or follower as a manager means you know the manager is loyal to you—it doesn't mean that she'll work for free while you're off adventuring.

EXAMPLE MANAGERS

The following managers are examples of individuals you can hire to manage a business or look after your building or organization.

ABBOT

Wage 4 gp/day

Skills Diplomacy, Heal, Knowledge (local), Knowledge (religion)
An Abbot is divine spellcaster trained to take care of a Temple or religious organization and its members. She's typically a 3rd-level adept, cleric, druid, or oracle, with light armor (or no armor, if an adept) and a weapon appropriate to her faith.

ACCOUNTANT

Wage 3 gp/day

Skills Appraise, Knowledge (local), Linguistics, Profession (accountant)

An Accountant maintains financial records and balances an organization's or building's budget. He's typically a 3rd-level expert and not a combatant, though he could be from any skilled class that makes good use of high mental ability scores.

CAPTAIN

Wage 5 gp/day

Skills Acrobatics, Diplomacy, Knowledge (geography), Profession (sailor)

A Captain is a master sailor who runs a shipping operation. She's typically a 3rd-level expert, rogue, or fighter. A Captain can be in charge of a mercantile organization, a pirate fleet, or a business that ferries people from port to port.

DOCTOR

Wage 5 gp/day

Skills Heal, Perception, Sense Motive, Survival

A Doctor is trained to treat all manner of maladies and injuries. He's typically a 3rd-level adept, cleric, druid, or oracle. An expert can make a suitable Doctor, but can heal and treat wounds and diseases with only mundane methods or the use of magic items. A Doctor is typically in charge of a Hospital or organization that provides medical care.

GUILDMASTER (ARTISANS' GUILD)

Wage 3 gp/day

Skills Appraise, Craft (any one), Diplomacy, Profession (any one)

An Artisans' Guildmaster is skilled at her art and capable of running a group of like-minded artisans. She's typically a 3rd-level bard, expert, rogue, or member of another skilled class. A Guildmaster handles the day-to-day duties of running an Artisan's Guild: basic administration, educating guild members, and working at her trade.

GUILDMASTER (THIEVES' GUILD)

Wage 5 gp/day

Skills Appraise, Bluff, Disable Device, Knowledge (local)

A thieves' Guildmaster manages a criminal organization. He's typically a 3rd-level bard, cleric, expert, rogue, or sorcerer. A Guildmaster runs the day-to-day operation of a Thieves' Guild: basic administration, training recruits, managing current operations, and devising new schemes.

HEADMASTER

Wage 3 gp/day

Skills Diplomacy, Knowledge (any two), Profession (any one)

A Headmaster manages a place of learning, such as a Bardic College, Magical Academy, or University. She's typically a 3rd-level alchemist, bard, expert, rogue, sorcerer, wizard, or witch. Running an establishment of higher learning includes basic administration, educating students, and ongoing research.

INNKEEPER

Wage 2 gp/day

Skills Appraise, Diplomacy, Knowledge (local), Profession (any one)

An Innkeeper runs an establishment focused on hospitality. He's typically a 3rd-level commoner or expert, but could also be a retired fighter, rogue, or warrior. An Innkeeper sees to the day-to-day operation of an Inn, Tavern, hotel, restaurant, or exclusive private social club.

LIEUTENANT

Wage 4 gp/day

Skills Diplomacy, Intimidate, Knowledge (engineering), Perception

A Lieutenant leads a unit containing Guards, mercenaries, or troops. She's typically a 3rd-level cavalier, fighter, or ranger, but could be a barbarian, bard, inquisitor, warrior, or member of any class devoted to martial combat. A Lieutenant manages troops assignments and needs, sees to their training, and participates in military operations.

MASTER SMITH

Wage 4 gp/day

Skills Appraise, Craft (any one), Perception, Profession (any one)

A Master Smith oversees a productive business. He's typically a 3rd-level bard, expert, rogue, or member of another skilled class. A Master Smith runs the day-to-day operations of a production facility devoted to a particular trade, trains apprentices, and works on the more challenging and masterful creations being produced.

PARTNER

Wage 4 gp/day

Skills Bluff, Diplomacy, Knowledge (any one), Profession (barrister)

A Partner is a prominent leader in a barrister's office. She's typically a 3rd-level bard, expert, rogue, sorcerer, wizard, or member of another skilled class that depends on mental ability scores. A Partner sees to the organization's legal needs.

SENSEI

Wage 2 gp/day

Skills Acrobatics, Intimidate, Knowledge (history), Perception

A Sensei heads a Dojo or martial Monastery. He's typically a 3rd-level monk, but could have levels in any martial or Wisdom-based class. A Sensei sees to the training of students and manages day-to-day operations.

SMUGGLER

Wage 3 gp/day

Skills Appraise, Bluff, Knowledge (local), Sleight of Hand

A Smuggler is a merchant accustomed to performing her duties beneath the notice of authorities. She's typically a 3rd-level bard, expert, rogue, or member of any class devoted to subterfuge. A Smuggler might run a Black Market, illegal caravan, or ring of smuggling ships.

STAGE MANAGER

Wage 2 gp/day

Skills Diplomacy, Disguise, Perform (any two)

A Stage Manager oversees an artistic organization or building devoted to the arts. He's typically a 3rd-level expert, but could instead be a bard, rogue, or member of any class with skills suiting the fine arts. A Stage Manager spends his day seeing to the operations of the theater, instructing performers, and promoting featured acts.

STEWARD

Wage 2 gp/day

Skills Diplomacy, Knowledge (local), Knowledge (nobility), Sense Motive

A Steward manages a large residential building like a Castle, Mansion, or Noble Villa. She's typically a 3rd-level adept, commoner, or expert. A Steward manages the day-to-day operations of an estate, coordinates the work of the servants and disciplines any whose performance is unsatisfactory, and ensures that the lords and ladies of the house want for nothing.

UNDERBOSS

Wage 2 gp/day

Skills Appraise, Bluff, Intimidate, Knowledge (local)

An Underboss follows the direct orders of a crime boss or anyone running a violent criminal organization. He's typically a 3rd-level bard, cleric, expert, fighter, or rogue. An Underboss follows his superior's orders, maintains the organization's goals, and manages subordinates.

WARDEN

Wage 2 gp/day

Skills Diplomacy, Intimidate, Knowledge (local), Sense Motive

A warden oversees a Jail, dungeon, or other place where people are detained. She's typically a 3rd-level cleric, expert, fighter, inquisitor, warrior, or member of any class suited to combat and guile. A warden sees to the needs of the guards employed within the Jail as well as those of the prisoners', and monitors conditions within the facility.

ROOMS AND TEAMS

Many players want to run inns, found mercenary companies, build temples, or lead cabals of mages. The downtime system allows you to do this by presenting small constituent units: rooms for constructing buildings and teams for forming organizations.

A room can be as simple as a 10-foot-by-10-foot area surrounded by wooden walls, or as complex as a stone-walled guard tower with a heavy wooden gate. A team can be as simple as a few beggars or pickpockets, as skilled as a group of acolytes trained in the healing arts, or as dangerous as a band of veteran mercenary soldiers. The details of the room

or team are left vague to allow you greater versatility—they provide the game mechanics for your building or organization, but you decide the layout or hierarchy that suits your aesthetics.

Each room and team costs one or more kinds of capital (gp, Goods, Influence, Labor, or Magic). When you construct a building or create an organization, determine what rooms or teams you want, add up the gp, Goods, Influence, Labor, and Magic prices for these rooms, and spend that capital to begin construction or start recruiting.

A list of rooms begins on page 94 and a list of teams on page 104.

Constructing Buildings from Rooms: If you are constructing a building (described starting on page 107), you can connect these rooms in any way you see fit using normal doors and hallways, or fit them together without interior partitions into a large common space. Unless otherwise stated, each room includes a floor, ceiling, walls, furniture, doors, windows, and other details that are appropriate to the room's purpose in your building.

Example: A Common Room is a large area designed for use by many people at once.

In a Fort, a Common Room has tables and chairs and functions as a mess hall for soldiers.

In a Tavern or Inn, it has tables and chairs and is the main place for socializing and drinking. In a Temple, it has chairs or pews and is used for conducting worship services. In a Bardic College, it has chairs and music stands and is used for practicing performances.

Exterior doors are good wooden doors with simple locks. Interior doors are simple wooden doors with no locks. You may install different locks by paying the normal price for locks (*Core Rulebook* 158).

You don't need to construct all of a building's rooms at once. The price of constructing a two-room building is the same whether you build them together or complete the first one and add the second one later.

Broken Rooms: If a room takes damage in excess of half its hit points (or is otherwise rendered sufficiently damaged by a downtime event or at the GM's discretion), it gains the broken condition. A room with the broken condition generates half the normal income. In general, repairing a broken room requires spending an amount of gp or other capital equal to half the price of constructing the room from scratch.

Certain building events may have alternative prices for repairing rooms with the broken condition.

Entire buildings can also gain the broken condition. Treat the building as if each room in it had the condition, except you must repair the entire building at once rather than repairing rooms one at a time.

Creating Organizations from Teams: Unless otherwise stated, the people on a team have clothing, a small amount of personal gear appropriate to their line of work, and a place to live—in other words, lives outside of their



involvement with you. You may outfit them with better gear and construct or purchase a place for them to live.

You don't need to add every team to your organization at once. The price for recruiting a team of beggars and a team of burglars is the same whether you recruit them together or recruit one and add the second team later.

The composition of a team is flexible and can change over time depending on the nature of your organization. For example, if your thieves' guild has Cutpurses and Robbers, some of them might get caught and jailed, but it is assumed your organization replaces them with individuals of similar skill. In the same way that you don't have to track routine maintenance on a building you own, replacing individuals who leave your organization is factored into the price of the team.

You can only recruit a team if the character levels of its individual members are equal to or lower than your Leadership score. Even if you don't have the Leadership feat, calculate your Leadership score as your character level + your Charisma modifier.

Unless otherwise noted, the members of a team are not adventurers and are unwilling to accompany you into dungeons and other deadly locations.

Example: An Acolyte is a low-level divine spellcaster. In a Cult, Acolytes are the lowest-ranked members of the group and handle most of the interactions with new converts. In a Thieves' Guild, they are responsible for patching up members of the guild after a robbery or gang war. In a Mercenary Company, they look after the spiritual needs and physical injuries of the soldiers.

Teams and Leadership: One advantage of having followers from the Leadership feat is that they increase the effect of Influence and Labor you spend in a settlement (see Using Followers on page 80). As the primary component of the price of recruiting teams is Influence, having followers in a settlement makes it easier to get the word out about the organization you want to build.

The people in your organization obey you because you pay them, or at least keep regular contact with them and direct their activities. Unlike with cohorts and followers gained from the Leadership feat (who are loyal toward you because of your reputation and behavior), if you're away from your organization for a long period of time, you might lose your connection with it. In the Upkeep Phase section, see Step 3—Determine Capital Attrition on page 81.

In addition to the ways to combat attrition mentioned in the Upkeep Phase section, recruiting your followers into your organization can help with this problem. You can automatically add followers to your organizations as you recruit teams. For every five of your followers who are also members of your organization, you gain a +1 bonus on the leadership check to avoid attrition. As most followers are low-level characters with NPC classes, most teams of followers aren't trained for combat and are usually recruited to be Acolytes, Bureaucrats, Craftspeople, Lackeys, and so on (see Teams on page 104).

CONSTRUCTION EXAMPLES

The following are examples of how you can construct your own Inn using rooms or create your own Thieves' Guild using teams. Many complete buildings and organizations are presented on pages 107–113.

INN

Suppose you want to spend downtime constructing a friendly traveler's Inn. It needs a Bar so it can sell drinks, and a Kitchen so it can serve food. Guests need a place to eat and rooms to sleep in, so it must include a Common Room and a Lodging. To keep your guests' horses safe, it must include a Stall. By adding up all the Goods, Influence, Labor, and Magic values in the Create and Time entries of the rooms' stat blocks, you get a total of 33 points of Goods, 3 points of Influence, 32 points of Labor, and 90 days. By spending that capital, after 90 days of construction time your inn is finished.

Alternatively, if you just wanted to purchase a completed Inn and the GM says one is available, you can add up the gp cost listed in the Create entries of the Inn's rooms and pay that amount to the current owner. For the friendly traveler's Inn described above, that total price is 1,390 gp.

THIEVES' GUILD

Suppose you want to create a network of thieves and spies in town. You need eyes and ears on the street, so you should include a Cutpurse team. You want people to be able to break into homes and steal valuables, so you should include a Robber team. To hide your wealth from the tax collector, you need a Bureaucrat team. By adding up all the Goods, Influence, Labor, and Magic values in the Create and Time entries of the teams' stat blocks, you get a total of 3 points of Goods, 11 points of Influence, 6 points of Labor, and 6 days. If you spend that capital, after 6 days of recruiting, your guild is ready to work.

Alternatively, if you wanted to just purchase an existing guild, with the GM's approval you can add up the gp prices for those teams and pay that amount to the current guildmaster. For the Thieves' Guild described above, the total price is 510 gp.

Combining Rooms and Teams: This system allows you to construct a building that has no workers, create an organization that has no base of operations, or combine the two to make a fully staffed building or an organization with a headquarters. For example, if you build a Temple and recruit Acolytes in that settlement, you can have the Acolytes work at your temple. If the Temple has a place for the Acolytes to sleep, they can even live there. If you later want the Acolytes to go somewhere else or disperse, you still have the Temple and can use it for whatever purpose you see fit.

READING A UNIT STAT BLOCK

The unit stat blocks are essentially the same for rooms and teams, and are organized as follows. Where an entry in a stat block would have no value (for example, a room that can't be upgraded from or into something else), that entry is omitted from the stat block.

Earnings: This entry indicates what bonuses the room or team gives to its building's or organization's checks made to generate capital. Buildings and organizations act like characters in that they can attempt a check each day to earn capital performing skilled work (without costing you any downtime). You must pay for capital earned in this way as normal (see page 77).

If the room or team's Earnings entry says "capital" and a number, it can contribute a bonus on the building's or organization's skilled work check for any type of capital (gp, Goods, Influence, Labor, or Magic). If the Earnings entry lists specific types of capital, it can contribute a bonus on its building's or organization's skilled work checks only for capital of those types. You can apply each room's or team's bonus to any one listed type or capital each day or divide it among multiple listed types of capital. For example, an Alchemy Lab can generate only gp, Goods, or Magic, and not Influence or Labor. One day you could use all +10 of its bonus on the building's capital check to generate gp, on the next day you could use +5 on a check for generating gp and +5 on a check for generating Goods, and so on.

Most of the time, it's simplest and quickest to just apply all the gp bonuses from all the rooms in each of your buildings and take 10 on the roll. Other times, you might want to generate other types of capital to construct new rooms, recruit new teams, and make upgrades.

If you have multiple buildings or organizations in a settlement and they can generate the same kind of capital, you don't have to roll for them separately—you may add all their capital modifiers together and attempt one check for that kind of capital. If you spend a downtime day earning capital on your own, you may add your building and organization bonuses to your roll instead of rolling separately for yourself and each of your businesses or organizations.

For a room, the Earnings amount already subtracts the cost of having unskilled employees to do the basic work for you. For example, the Earnings listed for having a Bar already account for the wages of a bartender and servers. For a team, the Earnings amount assumes they are working at a building you own. If you don't provide a building for the team to work in or from, halve the Earnings for that team.

The description section of the unit stat block might list other benefits unrelated to the downtime system.

Example: The Inn example in the sidebar on page 92 has a Bar, a Common Room, a Kitchen, a Lodging, and a Stall. The Bar gives gp or Influence +10; the Common Room gives gp or Influence +7; the Kitchen gives gp or Goods +4; the Lodging gives gp +12; and the Stall gives gp, Goods, or Labor +8. All of those rooms can earn gp, so if you want to earn gp, just add all the room bonuses together (total +41) and make a skilled work check for the Inn to see how much gp you earn (see page 78). If you wanted to use the Bar's bonus to contribute to generating Influence and use the rest of the rooms' bonuses on gp, you'd attempt one skilled work check for Influence with a +10 modifier (the Bar's bonus) and another skilled work check for gp with a +31 modifier (the total bonuses from the Common Room, Lodging, and Stall).

Benefit (Rooms Only): This entry lists what non-downtime bonuses the room provides, such skill bonuses or changes to settlement modifiers (such as Corruption, Crime, and Danger; see page 204 of the *Pathfinder RPG GameMastery Guide*). If a room provides a skill bonus, that bonus applies only when you're in the location specified. For example, just because you have a Ballroom in your castle doesn't mean you get its Perform bonus when you're in a dungeon.

The stat block doesn't list obvious benefits that aren't related to game mechanics. For example, a Bar allows you to sell drinks, a Kitchen allows you to serve food (either for your personal guests or to paying customers if the building is an Inn), and a Magical Repository allows you to research spells.

Create: This entry lists how much Goods, Influence, Labor, and Magic are required to construct the room or recruit the team. It also includes a gp value for purchasing a completed room of that type or recruiting an existing team of that type.

Time: This entry indicates how long it takes to complete the room or recruit the team. You may divide the Time price for a room by 2, 3, or 4 by spending 2, 3, or 4 times its Labor price. You may divide the Time price for a team by 2, 3, or 4 by spending 2, 3, or 4 times its Influence price. You must be in the settlement at the start of the construction or recruitment period, but don't have to spend any of your downtime days to begin construction or recruitment. In effect, you have to be present only to give the order to begin.

If a team doesn't have a Time price, spending capital to recruit that team doesn't count as a downtime action.

Note that the Time prices for teams are for recruiting the team for long-term employment and don't reflect



the availability of these kinds of NPCs for temporary work. For example, if you need to hire a 3rd-level cleric to cast *lesser restoration*, you don't have to spend 7 days of downtime recruiting a Priest team—you can just make standard spellcasting arrangements as described in the *Core Rulebook*.

Size: If the unit is a room, this entry indicates a range of how many 5-foot squares are needed for a standard room of its type. For example, a Kitchen is 2–6 5-foot squares. If you need a larger room of this type, construct two rooms and join them. If you need a smaller room of this size, you can make it that smaller size for free. For example, if you only need a 5-foot-square Kitchen, you can construct one at the listed price, even though the smallest size listed is 2 5-foot squares.

If the unit is a team, this entry indicates how many people are needed for a standard team of its type. Typically the team is no smaller than 50% of this amount and no larger than 150% of this amount. If you need a larger team of this size, recruit two teams and combine them.

Upgrade: Some rooms and teams are variants of or improvements on others. You can change the room or team into the listed upgrade by spending the difference in both capital and time between the original and the new one. For example, if your building includes a Book Repository and you want to upgrade it to a Magical Repository, you can either spend 1 point of Goods, 1 point of Influence, 1 point of Labor, and 2 points of Magic, or spend 270 gp (the difference between the Create entry for a Book Repository and a Magical Repository). You must also spend 4 days (the Time difference between a Book Repository and a Magical Repository).

Pay the price only for types of capital that increase. For example, if you are converting Bunks into Lodging, you spend 3 points of Goods, 3 points of Labor, and 6 days; even though a Lodging costs less Influence, you don't regain any Influence for performing this upgrade.

You can't downgrade a room or team. With the GM's permission, you may repurpose any room or team into another room or team as if the change were an upgrade.

Description: A description of the unit follows the statistics, along with more detail about the benefits of having the unit.

CONSTRUCTION AND RECRUITMENT DELAYS

If the settlement's nature is contrary to the kind of building or organization you're trying to construct or create (such as a Black Market or Thieves' Guild in a settlement with low Crime and high Law settlement modifiers), the GM might decide that construction or recruitment takes 1d6 × 10% longer than normal (minimum 1 extra day) if you aren't monitoring the work.

You can shorten this extra time before or during the delay by spending 1 point of Influence, which reduces the additional time by 1d6 days (minimum 0 days of delay).

RESTRICTIONS ON EARNINGS

Whether a unit generates its listed capital depends on your intentions for the building or organization, and should follow common sense. For example, if you construct a building with a Bar, Common Room, and Kitchen, you might want to use it as a tavern or a headquarters for your adventuring party. If it's a tavern, it's open to the public and generates capital. Otherwise, it's a private building and doesn't generate capital because it's used by only you and your friends. If you start your own cult with Acolytes and Priests, you might decide they sell healing and generate income. If your thieves' guild has Acolytes, you might decide they only heal members of your guild, and therefore don't generate income.

If you intend for your building or organization to generate capital, you must explain to the GM how it does so. You can change the purpose of your building or organization (for example, renovating an old military barracks into an inn or turning your greedy cult into a generous one) and in doing so change the capital it generates. You should choose one idea and stick to it, however, as a business that's open to the public on an irregular basis makes less money, as does a business that frequently changes its purpose. The GM might reduce the capital buildings generate in such situations.

You can instead have a cohort monitor the work, or hire a competent employee (see page 88) to do so; either of these options completely prevents the delay.

MOVING AN ORGANIZATION

You can move an organization to a different settlement by paying half the price of recruiting it. This price accounts for paying relocation expenses for your teams, hiring replacements for people unwilling to move, and so on. Arranging the movement of an organization usually takes 1d6 days per team in the organization; the time needed to actually move the teams is the amount of time it takes to travel from the old settlement to the new one. The organization provides only half its benefits during the time you are arranging the move, and none of its benefits while traveling to the new settlement.

Instead of moving an entire organization, you can move just some of the teams within that organization. For example, if your Thieves' Guild includes two Robber teams, you could move one of the teams to a different settlement by spending 2 points of Influence and 1 point of Labor (half the price of recruiting a Robber team in the new location). This otherwise works like moving an entire organization. You may add these teams to an existing organization in the new settlement or use them to create a new organization.

ROOMS

You can use the following rooms to construct buildings.

ALCHEMY LAB

Earnings gp, Goods, or Magic +10

Benefit counts as an alchemist's lab (equipment)

Create 8 Goods, 1 Influence, 5 Labor, 1 Magic (390 gp); **Time** 16 days

Size 8–16 squares

This room aids you when you're attempting Craft (alchemy) checks, researching new alchemist formulae, and performing similar alchemical tasks. Up to three people can use the room at a time.

ALTAR

Earnings Influence +3

Benefit counts as a permanent fixture dedicated to your deity for the purpose of *consecrate* and similar spells

Create 2 Goods, 1 Influence, 2 Labor, 1 Magic (210 gp); **Time** 4 days

Size 2–8 squares

This spiritual focal point has the iconography and materials required for a ceremony. A typical Altar takes the form of a stone altar, but it could also be a sacred pool, a sacrificial pyre, a collection of statuettes, or a similar sacred convergence.

ANIMAL PEN

Earnings gp, Goods, or Labor +8

Create 6 Goods, 1 Influence, 5 Labor (250 gp); **Time** 16 days

Size 4–16 squares

Upgrades To Habitat

An Animal Pen houses animals that need more attention than horses and cattle. It could be used to house animals for food (like chickens or pigs), display (like song birds or reptiles), or protection (like dogs or large cats). One animal pen can support 1 Large, 2 Medium, 4 Small, or 8 Tiny or smaller creatures, providing them with water and shelter. Food is not provided.

ARMORY

Benefit provides for 1 Bunks or Guard Post, hastens donning armor

Create 9 Goods, 3 Influence, 6 Labor (390 gp); **Time** 16 days

Size 5–15 squares

An Armory stores a variety of armor and weapons, providing enough equipment to supply one Bunks or Guard Post with common equipment (the guards or soldiers leave their armor and weapons here, and you don't have to pay for individual equipment for them as long as this room is not broken). The room is typically supplied with medium armor and appropriate martial weapons for the guards or soldiers in the building. The Armory contains an array of helpful tools to allow you to don armor in the time it normally takes to don hastily.

ARTISAN'S WORKSHOP

Earnings gp, Goods, or Influence +10

Benefit counts as masterwork artisan's tools for one Craft skill

Create 9 Goods, 9 Labor (360 gp); **Time** 20 days

Size 8–16 squares

This specialist's workshop provides a variety of tools and materials for a particular art form, such as glassworking, gemcutting, or sculpting, which you choose when you build the room. Up to three people can use the room at a time.

AUDITORIUM

Earnings gp or Influence +15

Benefit bonus on Perform checks

Create 19 Goods, 1 Influence, 25 Labor (910 gp); **Time** 40 days

Size 40–100 squares

Upgrades From Ballroom

This large room is used for various artistic performances. It contains a stage, costumes, instruments, and seating for an audience. The superior acoustics and décor grant a +2 bonus on all Perform checks made in this room.

BALLROOM

Earnings gp or Influence +10

Benefit bonus on Perform checks

Create 19 Goods, 19 Labor (760 gp); **Time** 40 days

Size 40–60 squares

Upgrades To Auditorium; **Upgrades From** Common Room



This large open room is intended for dances, receptions, and other elaborate events. The superior acoustics and decor grant a +2 bonus on all Perform checks made in this room.

BAR

Earnings gp or Influence +10

Benefit bonus on Diplomacy checks to gather information

Create 6 Goods, 1 Influence, 5 Labor (250 gp); **Time** 16 days

Size 10–20 squares

A Bar stores a selection of drinks and includes a counter for preparing them. After spending an hour with local people in this room, for the next 24 hours you gain a +1 bonus on Diplomacy checks you make to gather information in the settlement.

BATH

Earnings gp or Influence +3

Benefit bonus on Fortitude saves against disease

Create 3 Goods, 1 Influence, 2 Labor (130 gp); **Time** 8 days

Size 3–6 squares

Upgrade From Sauna

A Bath contains a single large bathtub or multiple smaller basins, along with a stove for heating water. After spending 1 hour in this room, you gain a +2 bonus on your next ongoing Fortitude save against disease.

BATTLE RING

Earnings gp or Influence +15

Benefit contestant gains a bonus on Intimidate and performance combat checks

Create 18 Goods, 4 Influence, 16 Labor (800 gp); **Time** 40 days

Size 40–100 squares

Upgrades To Sports Field

This enclosed field is used for some form of dangerous contest, from nonlethal sports like wrestling or boxing to lethal blood sports such as animal fights or gladiatorial combat. It includes seating for spectators, appropriate flooring (padded or sandy), and often some manner of barrier between the audience and combatants. Each day, the person in charge of the Battle Ring can grant one combatant a +2 bonus on Intimidate and performance combat checks (*Pathfinder RPG Ultimate Combat* 153). This benefit applies only within the settlement.

BEDROOM

Earnings gp or Influence +3

Create 8 Goods, 7 Labor (300 gp); **Time** 20 days

Size 4–8 squares

A Bedroom provides comfort and privacy for one to two people, and typically features one large bed or two smaller beds. Many also have furnishings or features, such as chairs, wardrobes, chests, tables, or small fireplaces. A Bedroom might be the sleeping place of a building's owner or a comfortable room for rent.

BELL TOWER

Earnings capital +1 (of a type the building already generates)

Create 11 Goods, 3 Influence, 7 Labor (450 gp); **Time** 28 days

Size 9–25 squares

This two-story room contains one or more bells suitable for warnings or music, along with bell pulls for operating the instruments from below. The bells can be heard up to 1 mile away.

BOOK REPOSITORY

Earnings gp or Influence +8

Benefit bonus on Knowledge checks of one type

Create 8 Goods, 2 Influence, 7 Labor, 1 Magic (460 gp); **Time** 16 days

Size 4–12 squares

Upgrades To Magical Repository

A Book Repository contains shelves upon shelves of books, in addition to chairs, desks, and tables for reading and studying. Most repositories contain books on a wide array of topics providing a general wealth of information, but some contain books focused on a specific topic. When you construct a Book Repository, select one Knowledge skill. If someone has a question relating to that Knowledge skill and is able to spend 1 hour researching in the Book Repository, she gains a +3 bonus on the Knowledge check to answer the question.

BREWERY

Earnings gp or Influence +10

Create 9 Goods, 2 Influence, 7 Labor (380 gp); **Time** 24 days

Size 12–24 squares

A Brewery allows you to ferment or distill ingredients such as fruits and grain to create potent beverages.

BUNKS

Earnings gp or Labor +8

Create 7 Goods, 4 Influence, 7 Labor (400 gp); **Time** 24 days

Size 15–35 squares

Upgrades To Lodging

Bunks provide housing and limited storage for up to 10 people. Though hardly private, this space typically includes beds or cots, linens, small chests with poor locks, and chamber pots. If this room is part of an Inn, the building is more of a flophouse or hostel than a traveler's hotel, which would have private rooms. If part of a Hospital, this room houses patients.

BURIAL GROUND

Earnings gp or Influence +4

Benefit prevents or creates undead

Create 4 Goods, 3 Influence, 4 Labor, 1 Magic (350 gp); **Time** 8 days

Size 20–30 squares

Upgrades To Crypt

This somber plot of land is dedicated to the internment of the dead. Up to 20 Medium or smaller corpses can be buried here, their plots clearly marked by gravestones, statues, or other markers. For an additional 200 gp, this area can be consecrated as holy or unholy ground. A corpse buried in holy ground cannot be animated as an undead creature. A corpse buried in unholy ground has a 5% chance every month of reanimating as an uncontrolled zombie. If you upgrade a Burial Ground, the area retains the consecration effect.

CELL

Create 5 Goods, 4 Labor (180 gp); **Time** 16 days

Size 1–9 squares

This uncomfortable room can imprison 1 to 4 captives. It is typically nothing more than a stone room with a straw-lined floor, though some might have the barest of comforts, like cots or chamber pots. One wall is typically constructed of sturdy bars and a door affixed with a simple lock. You can install manacles or masterwork manacles at the normal price of those items.

CEREMONIAL ROOM

Earnings Capital +10

Benefit bonus on Bluff, Diplomacy, and Intimidate checks (see below)

Create 16 Goods, 2 Influence, 15 Labor, 5 Magic (1,180 gp);

Time 40 days

Size 40–100 squares

Upgrade To Throne Room;

Upgrade From Common Room

This is a large, open room for important events such as religious services, town meetings, and weddings. It often features an elevated area for the focus or leader of the event, and might have seats for others in attendance. A person leading or officially speaking at the event gains a +1 bonus on Bluff, Diplomacy, and Intimidate checks to influence others at the event. This bonus ends when the event ends.



CLASSROOM

Earnings capital +8

Create 6 Goods, 1 Influence, 5 Labor (250 gp); **Time** 14 days

Size 5–20 squares

This small meeting place gives numerous attendees an unobstructed view of a single lecturer. Many classrooms contain seating for those in attendance, a lectern, and a display table or chalkboard.

CLOCKWORK SHOP

Earnings gp, Goods, or Labor +10

Benefit counts as masterwork artisan's tools for Craft (clockwork)

Create 9 Goods, 9 Labor (360 gp); **Time** 20 days

Size 8–16 squares

This workshop provides all of the precision tools and workstations required for creating delicate clockwork goods. Up to three people can use the room at a time.

COMMON ROOM

Earnings gp or Influence +7

Create 7 Goods, 8 Labor (300 gp); **Time** 16 days

Size 10–30 squares

Upgrade To Ballroom, Ceremonial Room, Throne Room

This versatile open area has enough space for many people to use at once. A Common Room is typically furnished with benches, chairs, cushions, mats, pews, or stools, and might have tables.

CONFESSIONAL

Benefit bonus on Stealth checks

Create 2 Goods, 3 Labor (100 gp); **Time** 4 days

Size 2–4 squares

This pair of tiny, linked rooms allows for private conversations. Alternatively, you may construct a hidden space that allows you to watch another room without being observed, such as through a peephole in a tapestry or mosaic. One side of this room provides a +4 bonus on Stealth checks to hide from creatures in the adjoining room. A Confessional can be constructed in a way that allows this bonus to apply to creatures in both sides or just in one.

COURTYARD

Earnings capital +5 (of a type the building already generates)

Create 4 Goods, 5 Labor (180 gp);

Time 24 days

Size 20–40 squares

This large, open area might be constructed to feature decorative landscaping or be a more utilitarian space for drills, meetings, or storage.

CRYPT

Earnings gp, Influence, or Magic +5

Create 5 Goods, 3 Influence, 5 Labor, 2 Magic (490 gp); **Time** 16 days

Size 8–30 squares

Upgrades From Burial Ground

This space is dedicated to the storage of prominent corpses. Above ground this space might take the form of a tomb. The duration of spells that preserve or protect corpses (such as *gentle repose*) are doubled when cast on a corpse that remains in this room.

DEFENSIVE WALL

Create 5 Goods, 2 Influence, 5 Labor (260 gp); **Time** 12 days

Size 20–40 squares

This simple wooden wall, fence, or hedge surrounds your structure and provides a modicum of security. It is no taller than 10 feet, includes a single gate with a simple lock, and can be scaled with a DC 14 Climb check. It can be constructed as a stone wall—increasing the height by up to 10 feet and the Climb DC to 20—by doubling the price. If combined with a Guard Post, this can be a walkable wall with a parapet.

DOCK

Earnings gp, Goods, Influence, or Labor +12

Create 7 Goods, 2 Influence, 6 Labor (320 gp); **Time** 20 days

Size 10–30 squares

This is a series of walkways and sturdy posts used to safely moor a water vessel such as a boat or ship. If attached to Storage, it allows you to easily move cargo to and from the water.

DOJO

Earnings gp, Influence, or Labor +8

Benefit counts as a training facility for training or retraining

Create 7 Goods, 1 Influence, 7 Labor (310 gp); **Time** 20 days

Size 15–30 squares

This open area is used for practicing combat or other physical skills. If used for combat training, it includes humanoid-shaped training dummies or silhouettes for target practice. Most Dojos include simple floor mats or straw pallets to cushion falls, plus racks containing nonlethal versions of standard weapons. If used by a Thieves' Guild, instead of combat the Dojo might instead focus on evasion training, picking locks, and disabling traps. You can use a Dojo to train up to 10 people at a time. It can be used as Bunks, though it is much less comfortable than using actual beds or cots.

DRAWBRIDGE

Create 8 Goods, 2 Influence, 5 Labor (320 gp); **Time** 6 days

Size 4–8 squares

This retractable bridge spans a pit, moat, or similar danger, allowing you to control access to an area. You can raise or lower the bridge by spending a full-round action to operate the mechanisms constructed on either side of the span. When raised, the bridge creates a wooden barrier (hardness 5, 40 hit points). If the Drawbridge is destroyed, it can be rebuilt in the same place for half the initial construction price.

ESCAPE ROUTE

Create 9 Goods, 9 Labor (360 gp); **Time** 16 days

Size 6–12 squares

Upgrades From Secret Room

This is a hallway or tunnel leading to a hidden exit from the building. The exit door is typically a simple wooden door with an average lock (Disable Device DC 20 to open). Either or both ends of the hallway can be secret doors (Perception DC 20 to notice).

FALSE FRONT

Earnings gp or Goods +2

Benefit bonus to Perception and Sense Motive DCs

Create 4 Goods, 1 Influence, 4 Labor (190 gp); **Time** 12 days

Size 10–20 squares

Upgrades To Storage and Storefront (see below)

This simple, nondescript business uses an innocuous front to hide criminal dealings. It might appear to be a low-quality pawnshop or ill-stocked market. It has the bare necessities for functioning as the kind of business it pretends to be, but its true purpose is to conceal the nature of the building—typically a criminal enterprise or secret meeting place, such as a cult's sanctuary

or a den of thieves. The room includes a secret door leading to the rest of the building. The room increases Perception and Sense Motive DCs by 5 for those trying to notice unusual activity or determine whether the building is what it seems. Since a False Front contains both a false Storefront and false display area, its space can be upgraded to both Storage and a Storefront simultaneously (or upgraded to just one, leaving the remaining area unused).

FARMLAND

Earnings gp or Goods +10

Create 15 Goods, 15 Labor (600 gp); **Time** 20 days

Size 60–100 squares

This large swath of fertile land is used for farming or fodder for livestock. The price for this room includes clearing the land, fertilizing the soil, and so on. At the GM's discretion, you might discover a plot of available land that automatically counts as a Farmland at no cost.

FORGE

Earnings gp or Goods +10

Benefit counts as masterwork artisan's tools for smithing skills

Create 9 Goods, 1 Influence, 8 Labor (370 gp); **Time** 20 days

Size 8–16 squares

A Forge includes a hearth, an anvil, a slack tub, metalworking tools, and other appropriate materials for shaping iron and other metals. A Forge counts as artisan's tools for up to three people working on metalworking skills such as Craft (armor) and Craft (weapons).

GAME ROOM

Earnings gp +10 (see below)

Benefit Crime +1, Danger +10 (see below)

Create 8 Goods, 7 Labor (300 gp); **Time** 16 days

Size 10–20 squares

A Game Room has tables for gambling or other forms of gaming, and is often used to make wagers on blood sports or other illicit activities. The listed Earnings includes illegal gaming. If your building allows only legal gaming (whether recreational or using money), the Earnings are gp +5 (not +10) and the Benefit is Crime +0, Danger +0.

GARDEN

Earnings gp or Goods +8

Create 5 Goods, 4 Labor (180 gp); **Time** 12 days

Size 10–20 squares

Upgrades To Greenhouse

This area of carefully tended soil is fit for growing plants that require greater attention than crops, though you can use it to grow food crops if you choose.

GATEHOUSE

Benefit defenders get bonus on initiative and Perception checks

Create 15 Goods, 3 Influence, 12 Labor (630 gp); **Time** 40 days

Size 8–12 squares

Upgrades From Gauntlet, Guard Post

This defensive structure prevents access to a building. It is normally arranged so defenders have a clear line of sight to all room entrances or a clear view of all approaches to the building. It includes a strong wooden door with a good lock. You can improve this to an iron door for 500 gp. You can add a wooden portcullis for 500 gp or an iron portcullis for 1,000 gp. For an additional 80 gp, you can also count this room as a Gauntlet, allowing defenders to fall back and trap intruders here. You can construct this room in a tower layout (at no additional cost), which includes a second story that also counts as a Gatehouse. The listed price includes the cost of having unskilled employees as guards (1st-level commoners or experts with uniforms, but no armor or weapons). If the building has an Armory, these employees are armed and armored, but still mostly for show. If you want trained guards who can defend against dangerous intruders, hire professional guards or recruit a team of Guards or Soldiers. You can use a Gatehouse as a Tollbooth, which provides the same Earnings (gp or Goods +4). Any defender using the Gatehouse's defenses gains a +1 bonus on initiative checks and on Perception checks against intruders at the Gatehouse.

GAUNTLET

Benefit defenders get improved cover

Create 4 Goods, 4 Labor (160 gp); **Time** 10 days



Size 4–8 squares

Upgrades To Gatehouse

This is an area with murder holes or similar defenses that give defenders an advantage when attacking or spying upon intruders. It has good wooden doors with simple locks to allow defenders to trap invaders inside. Any defender using the Gauntlet's defenses has improved cover against intruders in the Gauntlet, though these defenses limit what attacks the defenders can make. For example, a defender can shoot through a murder hole with a spell, bow, or crossbow, or can pour boiling water through it, but she can't attack through it with an axe.

GREENHOUSE

Earnings gp, Goods, or Influence +12

Create 8 Goods, 7 Labor (300 gp); **Time** 16 days

Size 10–20 squares

Upgrades From Garden

This garden is protected by glass and has its interior climate deliberately regulated. Delicate or exotic plants raised in this area grow larger and healthier than in a normal garden. Certain types of rare plants can be raised only in a Greenhouse.

GUARD POST

Earnings gp or Goods +4

Benefit defenders get a bonus on initiative and Perception checks

Create 7 Goods, 2 Influence, 6 Labor (320 gp); **Time** 20 days

Size 6–10 squares

Upgrades From Tollbooth; Upgrades To Gatehouse

This defensive structure prevents access to a building. It is normally arranged so defenders have a clear line of sight to all room entrances or a clear view of all approaches to the building. You can construct this room in a tower layout (at no additional cost), which includes a second story that also counts as a Guard Post. The listed price includes the cost of having unskilled employees as guards (1st-level commoners or experts with uniforms, but no armor or weapons). If the building has an Armory, these employees are armed and armored, but still mostly for show. If you want trained guards who can defend against dangerous intruders, hire professional guards or recruit a team of Guards or Soldiers. Any defender using the Guard Post's defenses gains a +1 bonus on initiative checks and on Perception checks against intruders at the Guard Post.

HABITAT

Earnings gp or Influence +12

Create 18 Goods, 3 Influence, 17 Labor (790 gp); **Time** 40 days

Size 40–60 squares

Upgrades From Animal Pen, Stall

A Habitat houses animals. Unlike a Stall or Hatchery, a Habitat provides comfortable lodging for exotic or rare creatures. This room contains cages and walled chambers for the resident creatures, with at least one wall constructed of bars or windows to allow visitors to observe the creatures. A Habitat built to house birds is often constructed with tall poles and netting to keep the creatures from flying away.

HATCHERY

Earnings gp or Goods +5

Create 4 Goods, 1 Influence, 3 Labor (170 gp); **Time** 10 days

Size 2–6 squares

A Hatchery is used for nesting and hatching egg-laying creatures such as birds, lizards, owlbears, or dragons. Alternatively, it can be used for fish, shellfish, or other aquatic egg-laying creatures. This room might be on the roof to allow flying creatures to come and go, or might be connected to the building on ground level. It contains cages and soft bedding to cradle the eggs, and might contain a small wood-burning stove to keep the eggs warm if parent animals aren't available.

INFIRMARY

Earnings gp or Influence +8

Benefit counts as a healer's kit (see below)

Create 6 Goods, 1 Influence, 6 Labor, 1 Magic (370 gp); **Time** 16 days

Size 4–12 squares

An Infirmary is used for treating injured and sick people. It contains beds or cots, a wash basin, and medical supplies. This counts as having a healer's kit for up to two healers at a time. As long as the building doesn't have the broken condition, you don't need to track individual uses of these healer's kits.

KITCHEN

Earnings gp or Goods +4

Create 4 Goods, 4 Labor (160 gp); **Time** 12 days

Size 2–6 squares

A Kitchen is used to prepare food. It contains a stove, sink, and small pantry with basic cooking tools and supplies. A Kitchen for a business that serves food, such as an Inn, probably also has Storage just for foodstuffs.

LABYRINTH

Earnings gp or Influence +5

Create 15 Goods, 15 Labor (370 gp); **Time** 30 days

Size 40–100 squares

A Labyrinth is a walled maze, hedge maze, or simple tiled pattern on the ground that those in need of tranquility can walk for quiet meditation.

LAUNDRY

Earnings gp or Goods +3

Benefit bonus on Fortitude saves against contracting disease

Create 3 Goods, 3 Labor (120 gp); **Time** 8 days

Size 2–6 squares

A Laundry contains a large vat for soaking clothes, a cauldron to heat water, washboards, drying lines, and racks and bins for dry clothes. This might be an outside area adjacent to a building. Employees and regular users of a Laundry gain a +1 bonus on Fortitude saves to resist contracting a disease while they're in the settlement.

LAVATORY

Benefit Bonus on Fortitude saves against contracting disease

Create 3 Goods, 3 Labor (120 gp); **Time** 4 days

Size 1–4 squares

Upgrade From Shack

A Lavatory includes up to four 5-foot-by-5-foot private rooms for dealing with biological functions. If a building doesn't have a Lavatory, people in it must go elsewhere for this sort of activity. Depending on the building and settlement, a Lavatory might be an outhouse, a closet with a chamber pot, or a stool connected to an external system such as a cesspit or pig trough. If the building has a Sewer Access, you can automatically connect all Lavatories in the building to the settlement's sewer system (see page 101). The sanitation improvement from having a Lavatory mean residents, guests, employees, and others who frequent the building gain a +2 bonus on Fortitude saves to resist contracting a disease while in the settlement.

LEATHER WORKSHOP

Earnings gp or Goods +10

Benefit counts as masterwork artisan's tools for leatherworking skills

Create 7 Goods, 1 Influence, 7 Labor (310 gp); **Time** 16 days

Size 4–10 squares

This workshop includes a sturdy table, stool, vats, drying racks, and tools designed for turning raw hides into leather. The Leather Workshop counts as masterwork artisan's tools for up to three people creating leather goods with skills such as Craft (leather) and Craft (shoes).

LODGING

Earnings gp +12

Create 10 Goods, 1 Influence, 10 Labor (430 gp); **Time** 30 days

Size 20–35 squares

Upgrades From Bunks

This area is subdivided into smaller chambers and provides private housing and limited storage for up to 10 people. Each chamber typically includes one or two small beds, linens, a chamber pot, and a small table and chair. The door to the chamber is a simple wooden door with a simple lock. You may upgrade individual locks by paying the price difference between a simple lock and the desired lock.

MAGICAL REPOSITORY

Earnings gp, Influence, or Magic +12

Benefit bonus on Knowledge (arcana), Spellcraft, and spell research checks

Create 9 Goods, 3 Influence, 8 Labor, 3 Magic (730 gp); **Time** 20 days

Size 4–12 squares

Upgrades From Book Repository

A Magical Repository is similar to a Book Repository, but specific to the study of the arcane arts. It contains shelves of books, comfortable chairs, and tables for studying and for scribing notes and scrolls. If you construct this room from scratch, it grants someone who studies there for 1 hour a +3 bonus on a Knowledge (arcana) check to answer a question. If you upgrade a Book Repository into this room, you either keep the original

Book Repository's bonus on Knowledge checks or change its skill to Knowledge (arcana). An hour of study in this room also grants a +3 bonus on Spellcraft checks. The room grants an additional +1 bonus on Knowledge (arcana) and Spellcraft checks for spell research (see Research a Spell on page 86) and crafting magic items.

MILL ROOM

Earnings gp or Goods +8

Create 8 Goods, 7 Labor (300 gp); **Time** 20 days

Size 20–30 squares

A Mill Room contains a mechanism to process grain, foodstuffs, and other raw materials. Most simple mills are powered by hand, but those powered by horses or other beasts of burden require a stable, those powered by water require running water for the water wheel, and those powered by wind require a tower.

NURSERY

Earnings gp or Influence +6

Create 6 Goods, 1 Influence, 5 Labor (250 gp); **Time** 14 days

Size 8–16 squares

A Nursery is used to care for infants and children. It contains cribs and beds for children, toys for their entertainment, a table for changing, and cabinets for supplies.

OBSERVATION DOME

Earnings gp, Influence, or Magic +5

Benefit bonus on Knowledge (geography), Knowledge (nature), and Knowledge (planes) checks

Create 8 Goods, 9 Labor, 1 Magic (440 gp); **Time** 20 days

Size 10–20 squares

This elevated room is open to the sky, has a skylight, or has a retractable roof to allow you to observe the passing of celestial bodies. An Observation Dome includes shelves containing records and notes, a telescope, and other devices dedicated to celestial study. If someone spends 1 hour researching in the Observation Dome, she gains a +2 bonus on Knowledge (geography), Knowledge (nature), and Knowledge (planes) checks to answer a question about the heavens.

OFFICE

Create 3 Goods, 3 Labor (120 gp); **Time** 8 days

Size 2–5 squares

Upgrades From Storage

This simple room includes a door with a simple lock, a chair, and a large desk that has two drawers with simple locks. An Office affords its user privacy and a refuge from other activity in the building.

PIT

Earnings gp or Labor +1

Create 1 Goods, 1 Labor (40 gp); **Time** 2 days

Size 1–5 squares

This is a place to dump things no longer needed. It can be used to contain refuse, dangerous waste, and piles of junk, or as a mass graveyard, communal latrine, or crude surface well. A typical pit is 5–15 feet deep with steep sides.

PRINTER

Earnings gp, Goods, Influence, or Labor +8

Benefit counts as masterwork artisan's tools for writing and printing skills

Create 9 Goods, 2 Influence, 7 Labor (380 gp); **Time** 20 days

Size 5–16 squares

Upgrades From Scriptorium

This specialized workshop contains a printing press, storage for paper, and drying racks for finished books and pamphlets.

Up to three people can use the room at a time.

RELIQUARY

Earnings gp or Influence +5

Benefit bonus on Knowledge (religion) checks relating to its contents

Create 4 Goods, 4 Labor, 1 Magic (260 gp); **Time** 12 days

Size 1–4 squares

Upgrades To Vault



A Reliquary is built to securely store religious artifacts, and dedicated to a specific deity or philosophy. It contains shelves to house the items, special display cases to protect them, and sometimes chairs and tables to allow study. It's secured by a strong wooden door or grating with a good lock. Unlike a Vault, a Reliquary is intended to allow people to observe its contents. When stocked with relics appropriate to the chosen deity or philosophy, the room grants a +1 bonus on Knowledge (religion) checks relating to the history, powers, and purpose of those relics.

SANCTUM

Benefit bonus on one Will save

Create 2 Goods, 1 Influence, 1 Labor, 1 Magic (190 gp); **Time** 6 days

Size 1–4 squares

This is a basic room with simple and pleasing decorations, clean lines, and a calming environment perfect for meditation, prayer, and solitude. A person who spends at least 4 hours in a Sanctum doing nothing other than praying or meditating gains a +1 bonus on Will saves. This bonus ends once the person leaves the settlement or after the first time she attempts a Will save.

SAUNA

Earnings gp or Influence +3

Benefit bonus on disease and negative level recovery saves

Create 3 Goods, 3 Labor (120 gp); **Time** 8 days

Size 2–5 squares

Upgrades To Bath

This simple room contains benches, a central source of heat, stones, and a container of water with a ladle to help produce steam. Using a Sauna for an hour grants a person a +1 bonus on saving throws to overcome ongoing diseases (but not on saves to resist contracting diseases) and a +1 bonus on saving throws to recover from negative levels. This bonus goes away after 24 hours.

SCRIPTORIUM

Earnings gp, Goods, Influence, Labor, or Magic +5

Benefit counts as masterwork artisan's tools for writing skills

Create 7 Goods, 2 Influence, 6 Labor (320 gp); **Time** 16 days

Size 5–16 squares

Upgrades To Printer

A Scriptorium is where scribes do their work. It contains chairs and writing desks, as well as ink, paper, and other supplies needed to create or copy written works. Up to three people can use the room at a time for scribing scrolls or using Craft (calligraphy) or Profession (scribe).

SCRYING ROOM

Earnings gp or Influence +2

Benefit increases the DC of scrying effects

Create 6 Goods, 1 Influence, 5 Labor, 3 Magic (550 gp); **Time** 16 days

Size 4–16 squares

A Scrying Room is built to be a quiet place for scrying, seances, and similar divinations. It contains a table, chairs, and either a

pool of water (at no additional cost) or a suitable focus object for a scrying spell (for an additional 1,000 gp). A caster using *scrying*, *locate creature*, or a similar targeted divination from here increases the spell's DC by 1.

SECRET ROOM

Create 5 Goods, 6 Labor (220 gp); **Time** 16 days

Size 6–10 squares

Upgrades From Vault; **Upgrades To** Escape Route

This is either a room or a passage connecting two rooms in the building. The access to this space is controlled by a secret a (DC 20). A passage can have secret doors at both ends or a normal door at one end and a secret door at the other. If it's a room, it is typically used to hide someone or something you don't want discovered. If it's a passage, it's typically used for clandestine travel within the building, often for the purpose of smuggling or spying. For every 500 extra gp you spend, you can improve one secret door in the building to a well-hidden secret door (DC 30).

SEWER ACCESS

Create 2 Goods, 1 Influence, 2 Labor (110 gp); **Time** 4 days

Size 4–6 squares

A Sewer Access might be a tunnel or room, or something as simple as a sturdy trap door in the floor. Constructing it requires a settlement with a sewer or septic system, and connects some part of the building to that system. You can use this as an Escape Route, but only to get to and from the sewer. The door to the sewer is a strong wooden door with a good lock. For an additional 500 gp, it has an iron door instead. If you have a Lavatory and Sewer Access, you may automatically connect the Lavatory to the sewer with indoor plumbing.

SEWING ROOM

Earnings gp, Goods, or Influence +10

Benefit counts as masterwork artisan's tools for one Craft skill

Create 8 Goods, 7 Labor (300 gp); **Time** 16 days

Size 6–12 squares

A Sewing Room is used for designing heraldry and making cloth garments, tapestries, blankets, carpets, linens, and other textiles. It contains a loom; a spinning wheel; tapestry frames; shelves for fabric; worktables; and tools for spinning, weaving, and sewing. Up to three people can use the room at once; gaining the benefit of masterwork artisan's tools for skills such as Craft (cloth) and Craft (clothing), and for related skills such as Craft (baskets).

SHACK

Create 3 Goods, 2 Labor (100 gp); **Time** 3 days

Size 2–4 squares

Upgrade To Lavatory, Storage

This no-frills wooden shelter contains a simple table, pallet bed, and stool. One person can build a shack with simple tools and basic materials. For an additional 1 point of Goods and 2 points of Labor, you can construct a brick or stone hut instead of a wooden shack.



SITTING ROOM

Earnings Influence +4

Benefit bonus on Bluff, Diplomacy, Intimidate, Knowledge (local), and Perform checks

Create 12 Goods, 12 Labor (480 gp); **Time** 24 days

Size 6–10 squares

This is a room used for meeting and entertaining in a relaxed, comfortable setting, such as a den, dining room, or smoking room. It has furnishings appropriate to its function (chairs for a sitting room, table and chairs for a dining room, and so on). By spending an hour conversing with guests in a social manner, the host of the room gains a +1 bonus on Bluff, Diplomacy, Intimidate, Knowledge (local), and Perform checks to influence or learn about those guests for the next 24 hours.

SPORTS FIELD

Earnings gp or Influence +10

Create 17 Goods, 3 Influence, 18 Labor (790 gp); **Time** 20 days

Size 40–100 squares

Upgrade From Battle Ring

This outdoor area is used for jousting, athletics, war games, and other sports. A Sports Field contains a playing area, seats for spectators and equipment for one type of game.

STALL

Earnings gp, Goods, or Labor +8

Create 6 Goods, 1 Influence, 5 Labor (250 gp); **Time** 16 days

Size 6–16 squares

Upgrade To Habitat

A Stall is a place to keep 1–2 horses or other Large domestic animals. It contains gates, feed troughs, feed, and straw.

STATUE

Earnings gp or Influence +1

Create 1 Goods, 2 Labor (60 gp); **Time** 2 days

Size 1–9 squares

This area contains a statue, fountain, or other large decoration. If it has religious significance, it might serve as a shrine. The listed cost and time are only to install a completed wood, bronze, or stone feature—they don't include the cost and time to create the feature in the first place, but it must be installed to produce Earnings.

STORAGE

Earnings gp +2

Create 3 Goods, 3 Labor (120 gp); **Time** 8 days

Size 4–8 squares

Upgrades From False Front, Shack; **Upgrade To** Office, Vault
Storage is any room used to store objects, keeping them out of the way for later use. Most Warehouses are just multiple Storage rooms built into a single building. A low-cost shop may allow its customers to browse items in the Storage area. A door to a Storage room includes an average lock.



STOREFRONT

Earnings capital +5 (of a type the building already generates)

Create 5 Goods, 1 Influence, 3 Labor (190 gp); **Time** 12 days

Size 2–4 squares

Upgrades From False Front

This is a simple storefront, holding a wooden counter, a ledger, shelves, and other necessities to run a business.

SUMMONING CHAMBER

Earnings Magic +3

Benefit bonus on Charisma, Diplomacy, Intimidate, and Knowledge (planes) checks

Create 11 Goods, 4 Influence, 10 Labor, 5 Magic (1,040 gp);

Time 28 days

Size 6–16 squares

A Summoning Chamber is used to perform magical rituals to conjure outsiders. It contains a well-drawn, nearly complete magic circle on the floor—which you can complete with just a few chalk marks—suitable for use with *magic circle* spells, *planar binding* spells, and so on. A person who uses a Summoning Chamber gains a +3 bonus on Knowledge (planes) checks relating to a creature being called or summoned, and a +3 bonus on Charisma checks, Diplomacy checks, and Intimidate checks to influence or bargain with a creature called or summoned here.

THRONE ROOM

Earnings Influence +15

Benefit bonus on Bluff, Diplomacy, and Intimidate, Knowledge (local), and Perform checks

Create 25 Goods, 5 Influence, 25 Labor, 5 Magic (1,650 gp);

Time 40 days

Size 40–80 squares

Upgrades From Ceremonial Room, Common Room

A Throne Room is used to receive important visitors, such as nobles. The room contains a throne, various decorations, and a few seats for visitors. By spending an hour conversing with visitors, the host of the room gains a +1 bonus on Bluff, Diplomacy, Intimidate, Knowledge (local), and Perform checks to influence or learn about those guests for the next 24 hours.

TOLLBOOTH

Earnings gp or Goods +4

Create 2 Goods, 1 Influence, 2 Labor (110 gp); **Time** 6 days

Size 1–5 squares

Upgrades To Guard Post

A Tollbooth is a small shelter designed to restrict movement on a road or bridge so the owner can collect fees from travelers. If this room is built near a settlement, it requires 1 point of Influence per day to maintain—or might be illegal, depending on the settlement.

TORTURE CHAMBER

Benefit bonus on Intimidate checks

Create 7 Goods, 3 Influence, 5 Labor (330 gp); **Time** 20 days

Size 6–16 squares

This grim room is used for interrogation as well as torture and other morally questionable acts. It contains structures to bind

humanoids and various implements designed to inflict pain and discomfort. Interrogators in this room gain a +3 bonus on Intimidate checks to influence captives.

TRAP

Benefit see below

Cost see below; **Time** see below

Size 1–4 squares

This can be a specific room in a building or an augmentation to another room. A Trap room might appear empty or it might be decorated to appear to be harmless in order to lure a target into the trap. A Trap costs are explained in the *Core Rulebook* (page 423), and building one uses the crafting rules in the *Core Rulebook* (page 91), though you may spend Goods and Labor toward this cost.

TROPHY ROOM

Earnings gp or Influence +5

Create 6 Goods, 1 Influence, 5 Labor (250 gp); **Time** 16 days

Size 4–20 squares

This is a place to hang trophies from your adventures, such as stuffed monster heads, rare paintings, strange statues, and old magic items you don't need any more. Because of the display cases and clutter, this room isn't much good for anything else, though it might include chairs or benches to allow people to sit while they admire your treasures. If you want to use your trophies to decorate another room instead of placing them in their own room, construct the Furnishings augmentation instead. A Museum makes money by charging visitors or sponsors to view items like these.

VAULT

Create 8 Goods, 7 Labor (300 gp); **Time** 16 days

Size 4–8 squares

Upgrades From Reliquary, Storage; **Upgrades To** Secret Room

This is a secure room designed to keep out intruders. The access to this space is controlled by an iron door with a good lock. If you upgrade this room to a Secret Room, the door retains its material and lock and also becomes a secret door.

WAR ROOM

Benefit bonus on mass combat and skill checks while scheming

Create 8 Goods, 7 Labor (300 gp); **Time** 16 days

Size 4–12 squares

This is a room for planning military maneuvers, plotting grand heists, or providing briefings. It contains a large central table with plenty of chairs, maps, and figures to simulate troops and structures. When it's used for planning a battle, your army gains a +2 bonus on attack rolls and morale checks for their next battle within 24 hours. To grant the army this bonus, the army's commander must be present at the planning meeting for the battle or you must have some way of communicating these instructions to the commander. When used to scheme for an upcoming adventure (see page 87), a War Room allows you to use the scheme's planning bonus on two skill checks instead of one.

WORKSTATION

Earnings gp, Goods, or Influence +8

Benefit counts as masterwork artisan's tools for one Craft or Profession skill

Create 8 Goods, 7 Labor (300 gp); **Time** 16 days

Size 8–16 squares

This includes a table, chair, and appropriate masterwork artisan's tools for one Craft or Profession skill you choose when you build the room. For example, if intended for a carpenter, it has clamps, saws, nails, hammers, and a sturdy worktable. Up to three people can use the room at a time.

Room Augmentations

Augmentations modify a room to be more productive, durable, or useful. Augmentations are permanent and can't be removed. If you upgrade a room you have augmented, the augmentation carries over to the upgrade, but the augmentation's cost isn't considered when you look at the difference between the base and upgrade room.

You can put more than one augmentation in a room, as long as they aren't the same augmentation.

FORTIFICATION (AUGMENTATION)

Benefit increases room's durability

Create 8 Goods, 7 Labor (300 gp); **Time** 30 days

Size As original room

This upgrade can be applied to any room, reinforcing walls, improving doors, and treating or replacing flammable materials. Upon buying this upgrade, the room's walls have their hardness increased by +2, the doors are improved to strong wooden doors (hardness 5, hit points 20), and walls and floors gain fire resistance 5. This upgrade doesn't affect items within the room (for example, upgrading a Book Repository affects the structure, not the books within it).

FURNISHINGS (AUGMENTATION)

Earnings +5 on the room's check to generate capital

Create 9 Goods, 6 Labor (300 gp); **Time** 20 days

Size as original room

This upgrade adds fancy furnishings to one room, such as wooden paneling, marble floors, fine ceramic teacups, lifelike paintings, and canopies for beds. The decoration is appropriate to the nature of the room and building. For example, if applied to a Bar frequented by soldiers, it includes patriotic heraldry and placards memorializing war heroes.

TRAP (AUGMENTATION)

Adding a Trap augmentation to a room costs the same as adding a dedicated Trap room; see the Trap room on page 103.

TEAMS

You can recruit the following teams and combine them to create a variety of organizations.

ACOLYTE

Earnings gp, Influence, or Magic +4

Create 2 Goods, 2 Influence, 2 Labor, 3 Magic (440 gp); **Time** 3 days

Size 1 person

Upgrades To Priest, Sage

An Acolyte is a newly trained divine spellcaster, sufficient for tending to the sick or advising on religious matters. An Acolyte is typically a 1st-level adept, cleric, druid, or oracle, with light armor (or no armor if an adept) and a weapon appropriate to her faith.

APPRENTICE

Earnings gp, Influence, or Magic +4

Create 2 Goods, 2 Influence, 1 Labor, 4 Magic (520 gp); **Time** 3 days

Size 1 person

Upgrades To Mage, Sage

An Apprentice is a newly-trained arcane spellcaster, sufficient for helping with magical rituals, generating flashy effects, or advising on magical matters. An Apprentice is typically a 1st-level bard, sorcerer, summoner, witch, or wizard.

ARCHERS

Earnings gp, Influence, or Labor +6

Create 4 Goods, 3 Influence, 7 Labor (310 gp); **Time** 4 days

Size 5 people

Upgrades To Elite Archers; **Upgrades From** Soldiers

Archers are soldiers trained to use projectile weapons. They are typically 1st-level warriors, each with scale mail, a longbow, a buckler, and a longsword.

BUREAUCRATS

Earnings gp or Influence +4

Create 2 Goods, 4 Influence, 2 Labor (200 gp); **Time** 2 days

Size 5 people

Upgrade From Scofflaws, Soldiers

Bureaucrats interface with local government and deal with annoying paperwork related to running a business or organization. This type of team could include accountants, diplomats, lawyers, and scribes. A typical bureaucrat is a 1st-, 2nd-, or 3rd-level expert with ranks in Bluff, Diplomacy, Intimidate, Knowledge (local), Linguistics, and Profession (barrister, clerk, or scribe).

CAVALRY

Earnings gp, Influence, or Labor +7

Create 8 Goods, 3 Influence, 8 Labor (410 gp); **Time** 6 days

Size 5 people

Upgrades From Elite Soldiers, Soldiers; **Upgrades To** Cavalry Archers

Cavalry are soldiers trained to ride mounts in combat. They are typically 3rd-level warriors, each equipped with breastplate armor, a longsword, a lance, and a heavy steel shield and riding a combat-trained light horse.

CAVALRY ARCHERS

Earnings gp, Influence, or Labor +8

Create 9 Goods, 3 Influence, 10 Labor (470 gp); **Time** 7 days



Size 5 people

Upgrades From Cavalry, Elite Archers

Cavalry Archers are soldiers trained to ride mounts and use ranged weapons in combat before closing to melee. They are typically 3rd-level warriors, each equipped with breastplate armor, a short bow, a longsword, a lance, and a heavy steel shield and riding a combat-trained light horse.

CRAFTSPEOPLE

Earnings gp, Goods, or Labor +4

Create 3 Goods, 2 Influence, 4 Labor (200 gp); **Time** 2 days

Size 3 people

Craftspeople are trained in a particular Craft or Profession skill and make a living using that skill. Examples of this team are alchemists, carpenters, leatherworkers, masons, and smiths. A typical carpenter is a 4th-level expert (*Pathfinder RPG NPC Codex* 261) with 4 ranks each in Climb, Craft (carpentry), Diplomacy, and Knowledge (engineering and local). Craftspeople in other fields have a similar skill arrangement.

CUTPURSES

Earnings gp, Goods, or Labor +3

Create 3 Influence, 1 Labor (110 gp); **Time** 1 day

Size 5 people

Upgrades To Robbers

Cutpurses are minor thieves (often youths) who earn money from petty crimes such as pickpocketing or stealing items from market stalls. They are typically 1st-level commoners (*NPC Codex* 256), experts (*NPC Codex* 260), or rogues (*NPC Codex* 144) with 1 rank in Perception, Sleight of Hand, and Stealth.

DRIVER

Earnings gp, Goods, or Labor +2

Create 2 Goods, 1 Influence, 1 Labor (90 gp); **Time** 0 days

Size 1 person

Upgrades From Laborers; **Upgrades To** Lackeys

Drivers are trained to handle and move common animals—managing ox-drawn carts, herding cattle, or training riding horses. A Driver is typically 1st-level expert with ranks in Handle Animal, Knowledge (geography), Profession (driver), Ride, and Survival.

ELITE ARCHERS

Earnings gp, Influence, or Labor +7

Create 5 Goods, 4 Influence, 8 Labor (380 gp); **Time** 6 days

Size 5 people

Upgrades From Archers, Elite Soldiers; **Upgrades To**

Cavalry Archers

An Elite Archers team consists of 3rd-level warriors, each with scale mail, a longbow, a buckler, and a longsword.

ELITE GUARDS

Earnings gp, Influence, or Labor +4

Create 3 Goods, 1 Influence, 4 Labor (170 gp); **Time** 2 days

Size 5 people

Upgrades From Guards; **Upgrades To** Elite Soldiers

Like Guards, this team defends a location but doesn't take on an active role. An Elite Guards team consists of 3rd-level warriors (*NPC Codex* 267), each wearing a chain shirt or banded mail and using a heavy steel shield and shortspear, a guisarme, or a halberd.

ELITE SOLDIERS

Earnings gp, Influence, or Labor +6

Create 5 Goods, 3 Influence, 7 Labor (330 gp); **Time** 5 days

Size 5 people

Upgrades From Elite Guards, Soldiers; **Upgrades To** Cavalry,

Elite Archers

Like Soldiers, this team will take aggressive action and seek out your enemies to kill them. An Elite Soldiers team consists of 3rd-level warriors (*NPC Codex* 267), each wearing a chain shirt or banded mail and using a guisarme, a halberd, or a heavy steel shield and a shortspear.



GUARDS

Earnings gp, Influence, or Labor +2

Create 2 Goods, 3 Labor (100 gp); **Time** 1 day

Size 5 people

Upgrades From Laborers; **Upgrades To** Elite Guards, Soldiers

Guards train to watch over a person or location and defend that person or location if necessary. Unlike soldiers, guards are not expected to seek out trouble or take an aggressive role. Their purpose is to intimidate casual threats into leaving and defend against active threats. Each guard is typically a 1st-level warrior wearing scale mail and using either a glaive or a heavy wooden shield and shortspear.

LABORERS

Earnings gp or Labor +2

Create 1 Influence, 2 Labor (70 gp); **Time** 0 days

Size 5 people

Upgrades To Drivers, Guards, Lackeys, Sailors, Scofflaws

Laborers are unskilled workers who carry out basic orders. In most cases, their work is physical labor, though you may recruit laborers for specialized tasks such as begging for your thieves' guild, being professional mourners for your cult, or filling out the cast of a theater performance. They are typically 1st-level commoners (*NPC Codex* 256) with no ranks in Craft or Profession.

LACKEYS

Earnings Influence or Labor +2

Create 1 Goods, 2 Influence, 2 Labor (120 gp); **Time** 1 day

Size 5 people

Upgrades From Drivers, Laborers

Lackeys wait on you hand and foot and take care of common domestic and traveling issues; their ranks include butlers, valets, maids, heralds, footmen, ladies-in-waiting, and similar service personnel. Skilled Lackeys anticipate your needs and coordinate with your other employees as well as those of your guests or host. A typical Lackey is a 1st-level commoner or expert with ranks in a subset of Diplomacy, Disguise, Intimidate, Knowledge (local), Knowledge (nobility), Linguistics, Perception, and Sense Motive.

MAGE

Earnings gp, Influence, or Magic +7

Create 3 Goods, 2 Influence, 2 Labor, 8 Magic (960 gp); **Time** 7 days

Size 1 person

Upgrades From Apprentice

A Mage is a skilled but not especially remarkable arcane spellcaster, often a 3rd-level bard, sorcerer, summoner, witch, or wizard.

PRIEST

Earnings gp, Influence, or Magic +7

Create 3 Goods, 3 Influence, 3 Labor, 6 Magic (810 gp); **Time** 7 days

Size 1 person

Upgrades From Acolyte

A Priest is a skilled but unremarkable divine spellcaster, typically a 3rd-level adept, cleric, druid, or oracle, with light armor (or no armor, if an adept) and a weapon appropriate to her faith.

ROBBERS

Earnings gp, Goods, or Influence +4

Create 1 Goods, 4 Influence, 3 Labor (200 gp); **Time** 3 days

Size 5 people

Upgrades From Cutpurses

Robbers are expert thieves who commit burglary, robbery, and other violent crimes for profit. A typical robber is a 3rd-level expert or rogue with 3 ranks each in Climb, Disable Device, Intimidate, Perception, and Stealth.

SAGE

Earnings gp or Influence +5

Create 5 Goods, 2 Influence, 2 Labor (200 gp); **Time** 4 days

Size 1 person

Upgrades From Acolyte, Apprentice

A sage is a person with extensive knowledge in one or more related areas who can advise you about his areas of expertise. A typical sage is a 3rd-level expert with 3 ranks each in skills such as Appraise, Knowledge, Linguistics, Profession, and Spellcraft.

SAILORS

Earnings gp, Goods, or Labor +2

Create 1 Goods, 1 Influence, 2 Labor (90 gp); **Time** 0 days

Size 5 people

Upgrades From Laborers

Sailors know how to sail a ship, navigate while at sea, and defend the vessel against pirates and other hostile boarders. A typical sailor is a 2nd-level expert (*NPC Codex* 260) with 2 ranks each in Acrobatics, Climb, Perception, Profession (sailor), Survival, and Swim.

SCOFFLAWS

Earnings gp, Goods, or Influence +2

Create 3 Influence, 2 Labor (130 gp); **Time** 1 day

Size 5 people

Upgrades From Laborers; **Upgrades To** Bureaucrats

Scofflaws provide illegal but consensual services such as gambling, moonshining, or underground fighting. Note that other kinds of teams might perform these services (you could recruit a Laborers team to work as prostitutes or a Guards team to run an arena, for example), but this kind of team is skilled at these tasks.

SOLDIERS

Earnings gp, Influence, or Labor +5

Create 3 Goods, 2 Influence, 5 Labor (220 gp); **Time** 2 days

Size 5 people

Upgrades From Guards; **Upgrades To** Archers, Bureaucrats, Cavalry, Elite Soldiers

Soldiers are trained in combat and have the means and will to kill your enemies. Unlike Guards, Soldiers actively engage in fighting on behest of a leader (although you can make Soldiers act as Guards). Depending on the nature of your organization, they might be enforcers rather than military-style soldiers. They are typically 1st-level warriors, each with scale mail, a longsword, a heavy wooden shield, and javelins.



BUILDINGS AND ORGANIZATIONS

This section presents many standard buildings and organizations. Each example lists exactly what rooms or teams are used to construct it, a total of each type of capital required if you want to construct one of your own, and a gp total if you want to purchase a completed building of this type. The listed gp value assumes you are purchasing the building instead of constructing it by spending earned capital (see Purchased Cost values from Table 2-1: Capital Values).

The examples that follow are not the only ways to construct these kinds of buildings and organizations. A particular Inn might have two Lodgings instead of one, include a Trophy Room instead of a Bar, or display a Statue of the goddess of travelers. A Thieves' Guild might be larger and more thuggish because it includes more Cutpurses and Soldiers than are listed in this section. Use these as typical examples of these kinds of buildings and organizations, a baseline for designing your own versions, or a springboard for ideas on how to use this system to design whatever you want. The system is designed to be flexible so you can construct the kind of building you want to own.

Interspersed with these stat blocks are example maps of various types of buildings. These maps are not intended to exactly correspond to the buildings described in this section. Rather, you can use these maps as inspiration for buildings of their type or adapt them to other purposes. For example, even if players aren't using the downtime system to construct or purchase buildings of their own, a busy GM can use the maps for encounters in town.

BUILDINGS

Below are example buildings and their component rooms. Note that many of these buildings can also be found in the kingdom-building rules in Chapter 4.

ACADEMY

Create 120 Goods, 16 Influence, 109 Labor, 3 Magic (5,360 gp)

Rooms 1 Alchemy Lab, 2 Baths, 1 Bedroom, 1 Bell Tower, 1 Book Repository, 1 Bunks, 2 Classrooms, 1 Common Room, 1 Courtyard, 1 Greenhouse, 1 Kitchen, 1 Lavatory, 1 Observation Dome, 2 Offices, 1 Scriptorium, 1 Sitting Room, 1 Statue

An institution of higher learning.

ALCHEMIST

Create 48 Goods, 2 Influence, 41 Labor, 1 Magic (1,940 gp)

Rooms 1 Alchemy Lab, 1 Bedroom, 1 Garden, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Storefront

The laboratory and home for a creator of potions, poisons, and alchemical items.

ARENA

Create 109 Goods, 20 Influence, 96 Labor, 1 Magic (4,800 gp)

Rooms 1 Bar, 1 Bath, 4 Battle Rings, 1 Game Room, 1 Infirmary, 1 Lavatory, 1 Office, 1 Storage, 1 Storefront

A large public structure for competitions, demonstrations, team sports, or bloodsports.

BANK

Create 39 Goods, 3 Influence, 35 Labor (1,570 gp)

Rooms 1 Guard Post, 2 Offices, 1 Secret Room, 1 Storefront, 2 Vaults
A secure building for storing coins and valuables, and for making loans to those in need.

BARDIC COLLEGE

Create 107 Goods, 13 Influence, 109 Labor, 1 Magic (4,810 gp)

Rooms 1 Auditorium, 2 Baths, 1 Bedroom, 1 Book Repository, 1 Bunks, 2 Classrooms, 1 Common Room, 1 Courtyard, 1 Kitchen, 1 Lavatory, 2 Offices, 1 Scriptorium, 1 Sitting Room, 1 Statue, 1 Storage

A center for artistic learning in the visual and performing arts, literature, music, and lore.

BARRACKS

Create 80 Goods, 18 Influence, 73 Labor, 1 Magic (3,700 gp)

Rooms 2 Armories, 1 Bedroom, 2 Bunks, 1 Common Room, 1 Dojo, 1 Guard Post, 1 Infirmary, 1 Kitchen, 1 Lavatory, 1 Office, 1 Storage

A building to house guards, militias, or other military forces.

BLACK MARKET

Create 53 Goods, 6 Influence, 48 Labor (2,200 gp)

Rooms 1 Armory, 1 Cell, 1 Escape Route, 1 False Front, 1 Guard Post, 1 Office, 1 Secret Room, 1 Storage, 1 Vault

A secret shop that buys and sells a variety of shady, dangerous, and illicit wares.

BREWERY

Create 36 Goods, 3 Influence, 32 Labor (1,450 gp)

Rooms 1 Bar, 1 Brewery, 1 Kitchen, 1 Office, 2 Storages, 1 Workstation

A building for beer and ale brewing, winemaking, distilling, or some similar use.

BUREAU

Create 55 Goods, 6 Influence, 52 Labor, 1 Magic (2,420 gp)

Rooms 1 Book Repository, 1 Lavatory, 4 Offices, 2 Scriptoriums, 1 Sitting Room, 2 Storages

A large warren of offices for clerks and record-keepers working for a guild or government.

CASTER'S TOWER

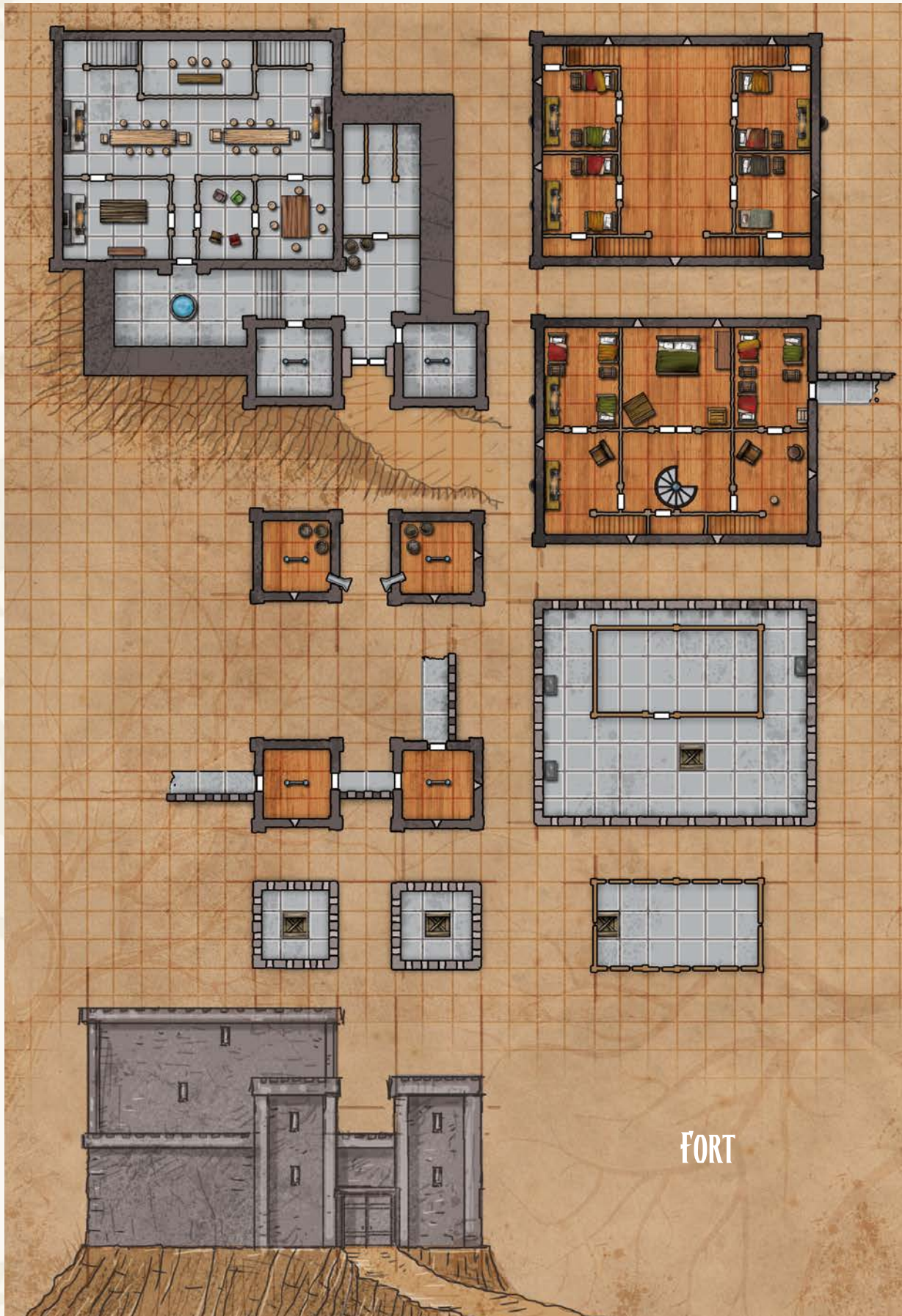
Create 88 Goods, 9 Influence, 81 Labor, 11 Magic (4,750 gp)

Rooms 1 Artisan's Workshop, 1 Bath, 1 Bedroom, 1 Cell, 1 Ceremonial Room, 1 Kitchen, 1 Lavatory, 1 Magical Repository, 1 Office, 1 Scriptorium, 1 Scrying Room, 1 Sitting Room, 1 Storage

The home and laboratory for a spellcaster.

CASTLE

Create 165 Goods, 31 Influence, 148 Labor, 2 Magic (7,390 gp)





Rooms 2 Armories, 3 Bedrooms, 2 Bunks, 1 Cell, 1 Courtyard, 1 Crypt, 4 Defensive Walls, 1 Drawbridge, 1 Escape Route, 1 Garden, 1 Gatehouse, 1 Gauntlet, 1 Kitchen, 1 Lavatory, 1 Office, 1 Sitting Room, 1 Stall, 2 Storages

An elaborate fortified home, a noble's retreat, or the heart of a settlement's defenses.

CATHEDRAL

Create 91 Goods, 12 Influence, 84 Labor, 11 Magic (4,960 gp)

Rooms 1 Altar, 1 Bedroom, 1 Bell Tower, 1 Book Repository, 1 Cell, 1 Ceremonial Room, 1 Confessional, 1 Courtyard, 1 Crypt, 1 Garden, 1 Office, 1 Reliquary, 1 Sanctum, 1 Sitting Room, 1 Statue, 1 Storage

A center of religious and spiritual leadership.

COURTHOUSE

Create 43 Goods, 2 Influence, 41 Labor, 1 Magic (1,840 gp)

Rooms 1 Book Repository, 2 Cells, 1 Common Room, 2 Offices, 1 Sitting Room

A building where cases are heard and disputes resolved according to the rule of law by generally impartial justices.

DANCE HALL

Create 53 Goods, 1 Influence, 53 Labor (2,150 gp)

Rooms 1 Ballroom, 1 Bar, 1 Common Room, 1 Lavatory, 1 Office, 1 Sitting Room, 1 Storage

An establishment for dancing, drinking, and consorting with attractive people. It is often a place where members of different social classes can intermingle discreetly, sometimes using masks or other disguises.

EXOTIC ARTISAN

Create 44 Goods, 1 Influence, 41 Labor (1,730 gp)

Rooms 1 Artisan's Workshop, 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Storefront

The workshop and home for a creator of magic items, a fireworks maker, a glassblower, or the like.

FARM

Create 53 Goods, 1 Influence, 50 Labor (2,090 gp)

Rooms 1 Animal Pen, 1 Bedroom, 1 Farmland, 1 Garden, 1 Kitchen, 1 Lavatory, 1 Sitting Room

A small family farm or ranch.

FORT

Create 136 Goods, 25 Influence, 124 Labor, 1 Magic (6,050 gp)

Rooms 2 Armories, 1 Bedroom, 2 Bunks, 1 Cell, 1 Common Room, 1 Courtyard, 3 Defensive Walls, 1 Dojo, 2 Fortifications (in the Common Room and Gatehouse), 1 Gatehouse, 1 Infirmary, 1 Kitchen, 1 Lavatory, 1 Office, 1 Storage, 1 War Room

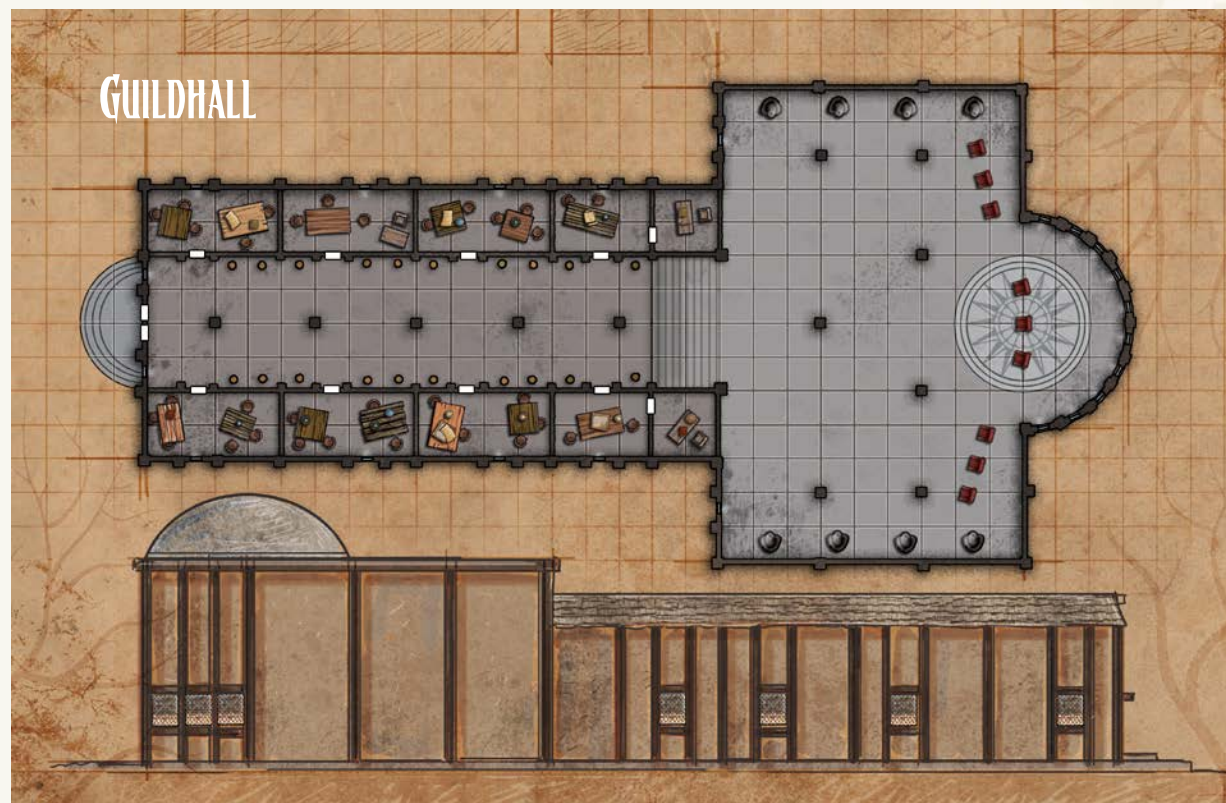
A fortified outpost for bandits, mercenaries, soldiers, or dangerous humanoid.

GARRISON

Create 126 Goods, 32 Influence, 112 Labor, 1 Magic (5,820 gp)

Rooms 4 Armories, 2 Bedrooms, 4 Bunks, 1 Common Room, 1 Dojo, 1 Guard Post, 1 Infirmary, 1 Kitchen, 1 Lavatory, 2 Offices, 2 Storages

A large building to house armies, train guards, and recruit militias; it is larger and more versatile than a Barracks.



GRANARY

Create 30 Goods, 30 Labor (1,200 gp)

Rooms 10 Storages

A place to store grain and food.

GRAVEYARD

Create 18 Goods, 12 Influence, 19 Labor, 5 Magic (1,600 gp)

Rooms 3 Burial Grounds, 1 Crypt, 1 Statue

A plot of land where the dead are buried and honored.

GUILDHALL

Create 67 Goods, 66 Labor (2,660 gp)

Rooms 1 Common Room, 1 Kitchen, 1 Lavatory, 2 Offices, 1 Secret Room, 1 Sitting Room, 2 Storages, 3 Workstations
The headquarters for a guild or similar organization.

HERBALIST

Create 52 Goods, 1 Influence, 48 Labor (2,030 gp)

Rooms 1 Artisan's Workshop, 1 Bedroom, 1 Greenhouse, 1 Kitchen, 1 Lavatory, 1 Sitting Room, 1 Storage, 1 Storefront
The workshop and home of a gardener, healer, poisoner, or potion crafter.

HOSPITAL

Create 45 Goods, 4 Influence, 43 Labor, 2 Magic (2,080 gp)

Rooms 1 Bath, 1 Common Room, 2 Infirmaries, 1 Lavatory, 1 Office, 1 Statue, 1 Storage, 1 Storefront, 1 Workstation
A building designated as a place for healing the sick.

HOUSE

Create 32 Goods, 1 Influence, 31 Labor (1,290 gp)

Rooms 1 Bedroom, 1 Kitchen, 1 Lavatory, 1 Sewer Access, 1 Sitting Room, 1 Storage
A small cottage that can house up to two adults or a new family.

INN

Create 52 Goods, 5 Influence, 47 Labor (2,130 gp)

Rooms 1 Bar, 1 Bath, 1 Bedroom, 1 Common Room, 1 Kitchen, 1 Lavatory, 1 Lodging, 1 Stall, 1 Storefront
A place for visitors to stay and rest.

JAIL

Create 40 Goods, 5 Influence, 33 Labor (1,610 gp)

Rooms 4 Cells, 1 Guard Post, 1 Office, 1 Storage, 1 Torture Chamber
A fortified structure for confining criminals.

LIBRARY

Create 29 Goods, 4 Influence, 28 Labor, 2 Magic (1,460 gp)

Rooms 2 Book Repositories, 1 Common Room, 1 Office, 1 Storage
A large building containing an archive of books.

LUXURY STORE

Create 28 Goods, 1 Influence, 22 Labor (1,030 gp)

Rooms 1 Furnishings (Storefront), 1 Office, 1 Storage, 1 Storefront, 1 Vault
A shop that specializes in expensive wares and luxuries.

MAGIC SHOP

Create 40 Goods, 1 Influence, 33 Labor, 1 Magic (1,590 gp)

Rooms 1 Furnishings (Storefront), 1 Office, 1 Reliquary, 1 Storage, 1 Storefront, 2 Vaults
A shop that specializes in buying and selling magic items, spells, and magical remedies.





MAGICAL ACADEMY

Create 121 Goods, 17 Influence, 110 Labor, 5 Magic (5,630 gp)

Rooms 1 Alchemy Lab, 2 Baths, 1 Bedroom, 1 Bell Tower, 1 Bunks, 2 Classrooms, 1 Common Room, 1 Courtyard, 1 Greenhouse, 1 Kitchen, 1 Lavatory, 1 Magical Repository, 1 Observation Dome, 2 Offices, 1 Scriptorium, 1 Sitting Room, 1 Statue

An institution for training students in the magical arts.

MANSION

Create 132 Goods, 4 Influence, 120 Labor (5,160 gp)

Rooms 1 Bar, 1 Bath, 4 Bedrooms, 1 Escape Route, 2 Furnishings (Bedroom and Sitting Room), 1 Kitchen, 1 Laundry, 1 Lavatory, 1 Lodging, 1 Office, 1 Secret Room, 2 Sitting Rooms, 1 Stall, 2 Storages

A huge manor housing a rich family and its servants.

MENAGERIE

Create 200 Goods, 33 Influence, 188 Labor (8,750 gp)

Rooms 2 Animal Pens, 1 Courtyard, 4 Defensive Walls, 1 Farmland, 1 Guard Post, 6 Habitats, 1 Hatchery, 1 Kitchen, 1 Lavatory, 2 Offices, 1 Stall, 2 Storages, 1 Storefront

A large park stocked with exotic animals and magical beasts.

MILITARY ACADEMY

Create 142 Goods, 16 Influence, 129 Labor, 2 Magic (6,100 gp)

Rooms 1 Armory, 1 Bath, 1 Bedroom, 1 Bell Tower, 1 Book Repository, 1 Cell, 2 Classrooms, 1 Common Room, 1 Courtyard, 1 Dojo, 1 Greenhouse, 1 Infirmary, 1 Kitchen, 1 Lavatory, 1 Lodging, 2 Offices, 1 Scriptorium, 1 Sitting Room, 1 Statue, 1 Storage, 1 War Room

An institution dedicated to the study of war and the training of elite soldiers and officers.

MILL

Create 17 Goods, 16 Labor (660 gp)

Rooms 1 Mill Room, 1 Office, 2 Storages

A building used to cut lumber or grind grain.

MINT

Create 49 Goods, 2 Influence, 45 Labor (1,940 gp)

Rooms 1 Artisan's Workshop, 1 Fortification (Vault), 1 Guard Post, 1 Lavatory, 1 Office, 1 Storage, 2 Vaults

A secure building where coinage is minted and standard weights and measures are kept.

MONASTERY

Create 58 Goods, 15 Influence, 53 Labor, 6 Magic (3,270 gp)

Rooms 1 Altar, 1 Bath, 1 Book Repository, 1 Bunks, 1 Courtyard, 1 Crypt, 1 Garden, 1 Kitchen, 1 Laundry, 1 Lavatory, 1 Office, 2 Sanctums, 1 Scriptorium

A cloister for meditation and study.

MONUMENT

Create 10 Goods, 8 Labor (360 gp)

Rooms 1 Furnishings (Statue), 1 Statue

A statue of a famous person, a memorial for fallen warriors, or a public display of art.

MUSEUM

Create 47 Goods, 5 Influence, 43 Labor, 1 Magic (2,050 gp)

Rooms 1 Guard Post, 1 Office, 1 Reliquary, 2 Statues, 2 Storages, 1 Storefront, 2 Trophy Rooms, 1 Vault

A place to display art and artifacts both modern and historical.

NOBLE VILLA

Create 218 Goods, 16 Influence, 204 Labor (8,920 gp)

Rooms 1 Bar, 1 Bath, 4 Bedrooms, 2 Courtyards, 4 Defensive Walls, 1 Escape Route, 2 Furnishings (Bedroom and Sitting Room), 1 Garden, 1 Gatehouse, 1 Kitchen, 1 Labyrinth, 1 Laundry, 1 Lavatory, 1 Lodging, 2 Offices, 2 Secret Rooms, 2 Sitting Rooms, 1 Stall, 1 Statue, 2 Storages, 1 Trophy Room, 1 Vault

A sprawling manor with luxurious grounds.

OBSERVATORY

Create 32 Goods, 4 Influence, 31 Labor, 2 Magic (1,580 gp)

Rooms 1 Book Repository, 1 Lavatory, 1 Observation Dome, 1 Office, 1 Scriptorium, 1 Storage

A high dome or tower with optical devices for viewing the heavens.

ORPHANAGE

Create 63 Goods, 7 Influence, 62 Labor, 1 Magic (2,810 gp)

Rooms 1 Bedroom, 1 Bunks, 1 Classroom, 1 Common Room, 1 Courtyard, 1 Infirmary, 1 Kitchen, 1 Laundry, 1 Lavatory, 1 Nursery, 1 Office, 2 Storages

A place for taking care of a large number of orphans.

PALACE

Create 453 Goods, 42 Influence, 421 Labor, 9 Magic (19,640 gp)

Rooms 1 Altar, 1 Ballroom, 1 Bar, 2 Baths, 6 Bedrooms, 1 Bunks, 1 Cell, 1 Common Room, 2 Courtyards, 1 Crypt, 6 Defensive Walls, 1 Escape Route, 6 Furnishings (in the Ballroom, 2 Bedrooms, Office, Sitting Room, and the Throne Room), 1 Garden, 1 Gatehouse, 2 Kitchens, 1 Labyrinth, 1 Laundry, 2 Lavatories, 2 Lodgings, 2 Offices, 1 Sanctum, 3 Secret Rooms, 3 Sitting Rooms, 1 Sports Field, 4 Stalls, 2 Statues, 6 Storages, 1 Throne Room, 1 Trophy Room, 2 Vaults, 1 War Room

A grand edifice and grounds demonstrating wealth, power, and authority to the world.

PIER

Create 22 Goods, 3 Influence, 20 Labor (930 gp)

Rooms 1 Animal Pen, 1 Dock, 1 Office, 2 Storages

Warehouses and workshops for docking ships and handling cargo and passengers.

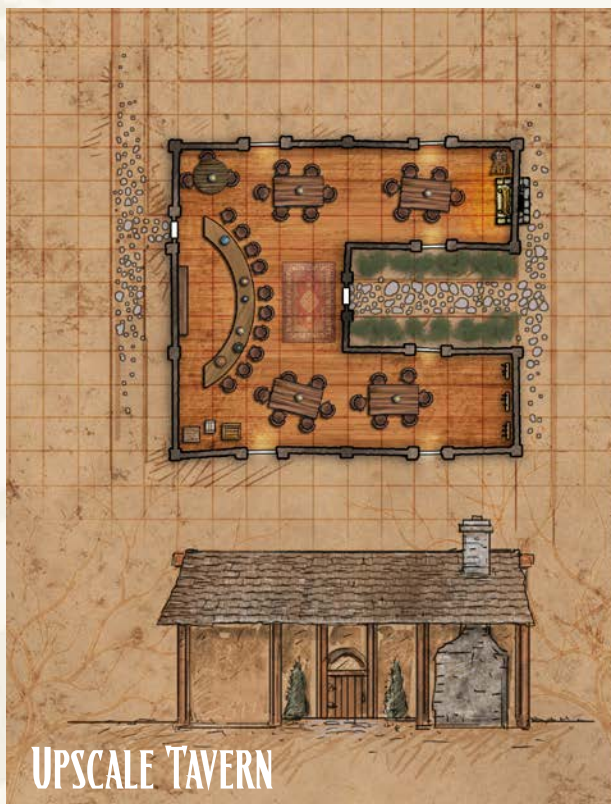
SCHOOL

Create 58 Goods, 5 Influence, 53 Labor (2,370 gp)

Rooms 1 Bell Tower, 2 Classrooms, 1 Common Room, 1 Courtyard, 1 Kitchen, 1 Lavatory, 1 Office, 2 Storages, 1 Workstation

A place for educating children and young adults.





UPSCALE TAVERN

SHOP

Create 14 Goods, 1 Influence, 12 Labor (550 gp)

Rooms 1 Lavatory, 1 Office, 1 Storage, 1 Storefront
A general store.

SHRINE

Create 3 Goods, 1 Influence, 4 Labor, 1 Magic (270 gp)

Rooms 1 Altar, 1 Statue
A shrine, idol, sacred grove, or similar holy site.

SMITHY

Create 18 Goods, 1 Influence, 17 Labor (730 gp)

Rooms 1 Forge, 1 Office, 2 Storages
An armorsmith, blacksmith, or weaponsmith.

STABLE

Create 42 Goods, 3 Influence, 39 Labor (1,710 gp)

Rooms 1 Animal Pen, 1 Farmland, 1 Lavatory, 1 Office, 2 Stalls, 1 Storage
A structure for housing or selling horses and other mounts.

STOCKYARD

Create 42 Goods, 4 Influence, 37 Labor (1,700 gp)

Rooms 4 Animal Pens, 1 Lavatory, 1 Office, 1 Pit, 1 Storage, 1 Workstation
Barns and pens where herd animals are stored and prepared for nearby slaughterhouses.

TANNERY

Create 20 Goods, 1 Influence, 20 Labor (830 gp)



COMMON TAVERN

Rooms 1 Laundry, 1 Lavatory, 1 Leather Workshop, 1 Office, 1 Pit, 1 Storage
A structure where workers prepare hides and leather.

TAVERN

Create 22 Goods, 1 Influence, 22 Labor (910 gp)

Rooms 1 Bar, 1 Common Room, 1 Lavatory, 1 Office, 1 Storage
An eating or drinking establishment.

TEMPLE

Create 28 Goods, 2 Influence, 29 Labor, 2 Magic (1,400 gp)

Rooms 1 Altar, 1 Bedroom, 1 Common Room, 1 Confessional, 1 Office, 1 Sanctum, 1 Statue, 1 Storage
A large place of worship dedicated to a deity.

TENEMENT

Create 41 Goods, 16 Influence, 41 Labor (2,120 gp)

Rooms 4 Bunks, 1 Kitchen, 1 Lavatory, 1 Office, 1 Storage
A flophouse for housing a large number of people who pay low rent.

THEATER

Create 41 Goods, 2 Influence, 46 Labor (1,800 gp)

Rooms 1 Auditorium, 1 Lavatory, 1 Office, 1 Secret Room, 2 Storages, 1 Storefront
A venue for entertainment such as plays, operas, and concerts.

TOWN HALL

Create 23 Goods, 2 Influence, 23 Labor (980 gp)

Rooms 1 Common Room, 1 Lavatory, 1 Office, 1 Scriptorium, 1 Storage



A public venue for holding town meetings, with storage for town records.

TRADE SHOP

Create 19 Goods, 1 Influence, 16 Labor (730 gp)

Rooms 1 Lavatory, 1 Storage, 1 Storefront, 1 Workstation
A shop front for a tradesperson such as a baker or butcher.

UNIVERSITY

Create 94 Goods, 10 Influence, 88 Labor, 2 Magic (4,140 gp)

Rooms 1 Bath, 1 Bell Tower, 1 Book Repository, 2 Classrooms,
1 Common Room, 1 Courtyard, 1 Greenhouse, 1 Kitchen,
1 Lavatory, 1 Observation Dome, 2 Offices, 1 Scriptorium,
1 Sitting Room, 1 Statue

An institution of higher learning.

WATCHTOWER

Create 35 Goods, 9 Influence, 25 Labor (1,470 gp)

Rooms 1 Armory, 1 Bell Tower, 1 Gatehouse

A tall structure that serves as a guard post.

WATERFRONT

Create 63 Goods, 10 Influence, 56 Labor (2,680 gp)

Rooms 2 Animal Pens, 4 Docks, 1 Office, 4 Storages,
1 Workstation

A port for waterborne arrival and departure, with facilities for shipping and shipbuilding.

ORGANIZATIONS

This section details several standard organizations, the cost of creating them, and which teams from the downtime system you can recruit to form them. Unless you own a building where these people can reside, they have their own homes.

ARTISANS' GUILD

Create 8 Goods, 10 Influence, 14 Labor (740 gp)

Teams 1 Bureaucrats, 2 Craftspeople, 2 Laborers

Artisans and assistants who create quality goods.

BOUNTY HUNTERS

Create 8 Goods, 8 Influence, 10 Labor (600 gp)

Teams 1 Archers, 1 Bureaucrats, 1 Driver

Fighters trained to find and capture criminals and escapees.

BRUTE SQUAD

Create 7 Goods, 8 Influence, 13 Labor (640 gp)

Teams 1 Robbers, 2 Soldiers

A gang of well-armed professionals who throw their weight around on your behalf.

CABAL

Create 16 Goods, 12 Influence, 8 Labor, 24 Magic (3,240 gp)

Teams 4 Apprentices, 1 Mage, 1 Sage

A study group of peers and apprentices devoted to arcane mysteries and research.

CARAVAN CREW

Create 6 Goods, 3 Influence, 7 Labor (350 gp)

Teams 2 Drivers, 1 Guards, 1 Laborers

Travelers skilled in loading, transporting, and unloading trade goods from animals, wagons, and ships.

CULT

Create 15 Goods, 11 Influence, 17 Labor, 18 Magic (2,770 gp)

Teams 4 Acolytes, 2 Guards, 1 Priest

A splinter religion or secret society that believes yours is the true faith.

ENTOURAGE

Create 6 Goods, 9 Influence, 7 Labor (530 gp)

Teams 1 Bureaucrats, 1 Driver, 2 Lackeys

Friends and toadies who take care of your eating, sleeping, travel, and entertainment arrangements.

FIGHT CLUB

Create 5 Goods, 7 Influence, 10 Labor (510 gp)

Teams 1 Driver, 1 Guards, 1 Laborers, 1 Lackeys, 1 Scofflaws

A possibly illegal association of boxing aficionados.

HUNTING PARTY

Create 5 Goods, 6 Influence, 11 Labor (500 gp)

Teams 1 Archers, 1 Laborers, 1 Lackeys

The necessary guides and assistants for sport hunting.

MERCENARY COMPANY

Create 18 Goods, 13 Influence, 25 Labor, 6 Magic (1,850 gp)

Teams 1 Elite Archers, 2 Elite Soldiers, 1 Priest

A well-armed group of warriors who are loyal to you, and who are paid to guard or fight.

SHIP CREW

Create 1 Goods, 2 Influence, 4 Labor (160 gp)

Teams 1 Laborers, 1 Sailors

The crew of a small sailing vessel.

THEATER COMPANY

Create 15 Goods, 17 Influence, 13 Labor, 20 Magic (3,070 gp)

Teams 5 Apprentices, 1 Bureaucrats, 1 Craftspeople, 1 Laborers
Performers, set dressers, and costumers for an acting troupe or similar group.

THIEVES' GUILD

Create 4 Goods, 15 Influence, 12 Labor (770 gp)

Teams 2 Cutpurses, 1 Robbers, 1 Scofflaws, 1 Soldiers

A band of criminals and thugs who commit illegal acts.

VAGABONDS

Create 10 Goods, 13 Influence, 13 Labor, 7 Magic (1,550 gp)

Teams 1 Acolyte, 1 Apprentice, 1 Cutpurses, 2 Drivers, 1 Guards,
1 Laborers, 1 Scofflaws

Unsavory wanderers skilled at stage magic, fortunetelling, rigged games, and snake oil.

DOWNTIME EVENTS

The following events are examples of the sort of random encounters a GM can add to the downtime system. Rolling for events occurs during the Event phase (see page 83).

The first set of events consists of events that could happen to any kind of building—bad weather, a fire, a famous visitor, and so on. Following those generic events are specific events keyed to certain types of buildings—an Inn has different events than a Military Academy or Smithy. This section concludes with events for several kinds of organizations. Not every building and organization has its own event table—the GM should use the Generic Building Events table or take inspiration from this section to make tables for other buildings and organizations.

If you don't own any buildings or organizations in a settlement, the GM can use these event tables to create events for buildings you are in or near. For example, the GM can use the Tavern Events table on page 125 to generate an event while you are at a tavern. The event descriptions assume that you are the owner, so the GM should adjust the outcome if you are merely present for an event.

These tables are designed so low rolls tend to be beneficial and high rolls are harmful or dangerous. If you're using the settlement danger value (*GameMastery Guide* 204), add the danger value to the percentile roll. Some results have you roll on another event table. Reroll any results that don't make sense.

Many events allow a skill check to affect the outcome of the event. If you're present, either attempt this skill check yourself or ask another member of the party or a manager to attempt the check for you. If you're absent, either your representative (such as a cohort or manager) attempts the check or roll 1d20 with no bonuses to determine the result. The GM can also allow methods other than those listed to end harmful events. For example, you might be able to end an ongoing rivalry event by befriending the owner of the rival business or driving him out of town.

Generic Building Events

d%	EVENT
01–02	Good fortune
03–08	Day of rest
09–12	Good weather
13–15	Famous visitor
16–65	Building-specific event
66–73	Rumormongering
74–77	Bad weather
78–80	Fire
81–82	Deadly accident
83–84	Infestation
85–88	Rivalry
89–90	Sickness
91–94	Taxes
95–98	Criminal activity
99–100	Roll twice

Bad Weather: A particularly bad patch of weather plagues the area. There's a 10% chance the weather is devastating. Attempt a DC 20 Survival check. If you succeed, you've anticipated the weather and your building is unaffected. If you fail, the bad weather damages some of your supplies, and you lose 1d4 points of Goods. If the bad weather is devastating, your building gains the broken condition (see page 90).

Building-Specific Event: Roll on the specific table for your building. If there is no event table for that kind of building, reroll this result.

Criminal Activity: The building is targeted by petty criminals. You can spend 2d4 points of Influence to cause them to leave you alone, negating this event. Otherwise, attempt a DC 20 Intimidate check. If you succeed, the criminals are caught and you gain 1 point of Influence. Otherwise, the criminals rob your building, and you lose 1d8 points of Goods.

Day of Rest: It's an unusually relaxing day. Nothing bad happens, and minor events seem to conspire to make all the little things work out perfectly. People are well rested and in good spirits. You gain 1d3 points of Labor.

Deadly Accident: Someone has a dreadful accident in or near your building. Roll 1d6; on a 1–4, the victim is a random employee or building resident, and on a 5–6, the victim is a visitor or passerby. The GM determines the type of accident. The victim is hurt badly and is dying. A successful DC 15 Heal check or the application of any magical healing prevents death. If the person dies, you lose 1d3 points of Influence.

Famous Visitor: Someone famous visits the settlement. This could be a beloved actress, a vaunted hero, a celebrated noble, or the like. Attempt a DC 20 Diplomacy check. On a success, the famous visitor visits your building, and you gain 1d2 points of Influence. Otherwise you're snubbed and lose 1d2 points of Influence.

Fire: A fire breaks out in your building. There's a 75% chance it's just a minor fire that costs you 1d2 points of Goods, but otherwise it's a major fire and becomes a significant danger. For a major fire, unless you utilize magic like *quench*, *pyrotechnics*, or other fire-suppressing tactics, you lose 2d6 points of Goods, Labor, or Magic (splitting this cost up however you wish) and your building gains the broken condition.

Good Fortune: You have a run of good luck. For 7 days, this building gains a +4 bonus on its first check to generate capital each day. In addition, the next time you roll a building event, you can roll twice and take either result.

Good Weather: The beautiful weather boosts morale and business. The building gets a +10 bonus on its next check to generate capital.

Infestation: You have uninvited guests—spiders in the cellar, stirges in the attic, rats in the walls, or something similarly unpleasant. As long as your building is infested, it takes a –10 penalty on checks to generate capital. Each day the infestation continues, you lose 1 point of Goods, Labor, or Magic (chosen randomly, reroll if it's a type of capital you don't have). To end an infestation, you must succeed at a



DC 20 Handle Animal or Survival check; the DC increases by 1 for each day the infestation persists (maximum DC 30). Alternatively, the GM may allow you to resolve the infestation with a combat encounter.

Rivalry: A rival starts to work against you. At the start of each Income phase, you must succeed at a DC 20 skill check (with a skill that makes sense for the type of building) or either lose 1d2 points of Influence or give the building a –5 penalty on its checks to generate currency for 1d10 days (50% chance of either penalty). You may attempt a DC 25 Intimidate or Diplomacy check once per day to end the rivalry. Success means the rivalry ends (as does any ongoing penalty from this event). Failure means the rivalry continues. The rivalry ends automatically the next time you roll this event (this doesn't replace the old rivalry with a new one).

Rumormongering: People are talking about you. Attempt a DC 20 Diplomacy check. On a success, word spreads far that your presence in the region is valuable and welcomed, and you gain 1d4 points of Influence. On a failure, the rumors are not so complimentary (and perhaps even insulting), and you lose 1d3 points of Influence.

Sickness: Your employees have become sick, and any earnings from this building today are halved. Attempt a DC 15 Heal check at the end of each day—on a success, your employees get well enough to work. If you fail, the sickness persists to the next day. Each day sickness persists, you have a 20% chance of losing 1d2 points of Labor.

Taxes: You must pay some unexpected taxes. You can either pay the tax amount (1% of the total gp value of your building) or attempt a DC 20 Bluff check to talk your way out of the taxes. If you succeed, you don't have to pay these taxes. If you fail, the tax owed doubles and you can't talk your way out of it.

Alchemist Events

d%	EVENT
01–10	Discovery
11–30	Cold remedy
31–40	Healing potion demand
41–45	Embarrassing affliction
46–55	Cosmetic problem
56–70	Accidental poisoning
71–80	Contamination
81–85	Unstable mutation
86–95	Explosion
96–100	Outbreak

Accidental Poisoning: An inept employee accidentally poisons one of your customers—enough to debilitate the customer for a few days, but not enough to cause a fatality. You lose 1 point of Influence. There's a 25% this customer is actually a rival alchemist snooping around, in which case your rival's shop is closed for 1d6 days, and because of the lack of competition your business gains a +5 bonus during that time on its first check each day to generate capital.

Contamination: Rat poison, laxative, or some other dangerous product spills into the rest of your wares, forcing

you to throw out the contaminated inventory. You lose 1d6 for 1d6 days Goods or Influence, divided as you see fit. Alternatively, you may continue to sell the tainted product, treating this event as an accidental poisoning (01–50), cosmetic problem (51–90), or outbreak (91–100).

Cold Remedy: You create a treatment for a minor illness currently making the rounds in the settlement. You gain 1 point of Influence, and the building gains a +5 bonus on its next check to generate capital.

Cosmetic Problem: A batch of bad potions causes side effects such as abnormal hair growth or loss, skin discoloration, warts, or unusual body odor. You lose 1d2 points of Magic and 1d3 points of Influence.

Discovery: The introduction of a new material makes your alchemical recipes more potent, leading to booming sales. For 1d6 days, the business gains a +10 bonus on its first check to generate capital each day.

Embarrassing Affliction: A wealthy merchant, noble, or other person of note privately asks for help with a personal problem, such as halitosis or bedroom performance problems. If you succeed at a DC 20 Craft (alchemy) check, you discreetly deal with the problem and gain 1d4 points of Influence; there's a 10% chance the customer recommends you to someone with a similar problem and the building gains a +10 bonus on its next check to generate capital. If you fail, there is no effect, but this doesn't reflect poorly on you because the customer wishes to keep the problem private.

Explosion: Crafting goes awry or dangerous reagents are spilled, causing an explosion. You lose 1d2 points of Goods and must attempt a DC 20 Survival check. If you fail, your building catches fire, as the fire event on page 114, except there is a 50% chance of a minor fire and a 50% chance of a major fire.

Healing Potion Demand: Local temples have a healing potion shortage and ask you to help pick up the slack with alchemical remedies. Attempt a DC 20 Craft (alchemy) check. If you succeed, the healers praise you and you gain 1 point of Influence and 1d2 points of Magic. Otherwise, the healers badmouth your incompetence or unwillingness to help, and you lose 1d2 points of Influence.

Outbreak: Something in your shop is making people sick—perhaps a bad reaction created poisonous gas, a monstrous ingredient carries a lingering disease, or a rival alchemist planted something dangerous. Attempt a DC 30 Craft (alchemy) check. If you succeed, you remedy the problem before it causes any permanent harm. Otherwise, treating and compensating the victims costs you 1d3 points of Goods, 1d4 points of Influence, and 1 point of Magic.

Unstable Mutation: A alchemical mishap causes one employee to temporarily mutate into a hideous, clumsy creature. Either you hide the employee in your business, losing 1d2 points of Goods per day for 1d3 days as the employee accidentally breaks merchandise, or you send the employee home and the building takes a –5 penalty on its next 1d3 checks to generate capital since people know about this incident.

Bardic College Events

d%	EVENT
01-10	Visiting master
11-25	Prodigy
26-30	Roll on the Magical Academy Events table (page 121)
31-50	Supply shortage
51-60	Hazardous stage
61-70	Stolen instrument
71-75	Failing adept
76-85	Vandalism
86-95	Adept student
96-100	Hazing gone wrong

Adept Student: Harnessing your newest protege's remarkable talent requires extra attention from you, lest a rival college steal her away. If you spend 1d2 points of Influence per day for 1d6 days, the student remains at your school. Otherwise, the student leaves, you lose 1d6 points of Influence, and the building generates half the normal amount of capital for 1d6 days.

Failing Adept: A favored student is getting bad grades in all of his classes, and you must do some creative bookkeeping to keep him at the school. Attempt a DC 30 Bluff, Diplomacy, or Intimidate check to convince the instructors to give him another chance. Failure means you lose 1d6 points of Influence.

Hazardous Stage: The college's stage needs renovations. You must spend 1 point of Labor or succeed at a DC 15 Craft (carpentry) check to make sure reconstruction goes smoothly. If you don't, a student breaks through the stage floor during rehearsal, costing you 1 point of Labor and halving the capital the building generates for 1d6 days.

Hazing Gone Wrong: This is the same as the event of this name on Magical Academy Events (see page 121).

Prodigy: One of your students turns out to be a prodigy. You gain 1d4 points of Influence, and the building gains a +10 bonus on its next check to generate capital.

Stolen Instrument: One student's valuable instrument has been stolen right before an important performance. If you succeed at a DC 30 Perform check, you find a suitable replacement and offers from investors gain you 1d3 points of Goods. Otherwise, you lose 1d3 points of Influence.

Supply Shortage: A shortage in teaching supplies makes it difficult for instructors to do their jobs. You lose 1d6 points of Goods and Labor, divided as you see fit.

Vandalism: Someone has defaced your curtains with obscenities on opening night. You may spend 1d6 points of Goods and Influence, divided as you see fit, to fix the curtains. If you don't, you must succeed at a DC 25 Perform check to create a memorable performance that makes the audience forget the curtains. Failure means many guests are offended and demand refunds, and the amount of capital the building generates is halved for 1d6+1 days.

Visiting Master: A famous traveling bard has offered to teach your students for a week. For 7 days, you may trade Goods, Influence, and Labor on a 1-for-1 basis.

Caster's Tower Events

d%	EVENT
01-05	Arcane breakthrough
06-10	Mysterious item
11-40	Desperate visitor
41-65	Roll on the Magic Shop Events table (see page 121)
66-95	Catastrophic mishap
96-100	Dangerous surge

Arcane Breakthrough: Your hard work has resulted in the discovery of a new magic spell. Your apprentices have to work frantically to pen the spell, costing you 1d4 points of Labor and 1d6 points of Magic. There's a 75% chance this creates an arcane scroll of a random low-level spell (roll 1d4 to determine the spell level), and a 25% chance it creates an arcane scroll of a random mid-level spell (roll 1d2+4 to determine the spell level).

Catastrophic Mishap: An accident in one of your lab rooms causes severe structural damage to your tower—blowing out an entire floor, sinking the building halfway into the ground, or causing things not bolted down to simply float away. There's a 50% chance this event causes a fire (see Generic Building Events on page 114). Otherwise, the damage and aftereffects cost you 1d4 points of Influence, and the building gains the broken condition until you spend 2d6 points of Magic to repair it.

Dangerous Surge: Through some inexplicable conflux of celestial events, ley lines, and an unusual ingredient, your building creates more magic than you know what to do with. In addition to its normal capital, the building generates 1d3 points of Magic per day for 1d6 days. However, on each of these days, you must spend at least half of this extra Magic (converting it to gp or another form of capital does not count) or the building gains the broken condition, all unspent additional Magic created by this event dissipates, and any remaining days of additional Magic from this event are lost.

Desperate Visitor: A mysterious visitor arrives asking for magical help with a personal and time-sensitive matter. If you succeed at a DC 25 Knowledge (arcana) check, you discreetly deal with the problem; you gain 1d4 points of Influence, and there is a 10% chance that the visitor recommends you to someone with a similar problem and the building gains a +10 bonus on its next check to generate capital. If you fail this check, you are unable to help the visitor, word spreads of your ineptitude, and you lose 1d6 points of Influence.

Mysterious Item: A mysterious magic item is discovered on your doorstep, is unearthed by one of your employees, or is delivered to you by a desperate adventurer. If you succeed at a DC 30 Spellcraft check, you identify it as a random magic item worth 500 gp or less, though its unusual history might give it a higher value. Failing this check means you are unable to identify it, or you detect traces of curse magic; either way, you must sell it quickly to someone else for 1d10 × 10 gp before it causes you any trouble.



Castle Events

d%	EVENT
01-20	Grand feast
21-35	New servant
36-55	Inadequate defenses
56-75	Training drill
76-85	Offensive jester
86-100	Uprising

Grand Feast: Your latest gala, ball, banquet, festival, or similar event turned out smashingly. Visitors from all over made their way to your grand event, and you gain 1d6 points of Influence for throwing such a well-received party.

Inadequate Defenses: One of your Castle's key defenses isn't sound—be it the moat, the keep, a turret, or some other integral part. The building gains the broken condition until you spend 1d6 points each of Goods and Labor repairing it.

New Servant: One of the new workers in your Castle—such as a guard, castellan, or cook—is having a rough first day and causing all sorts of mayhem. You lose 1d2 points of Goods to the rookie's mess. Taking the servant under your wing results in an additional loss of 1d2 points of Goods per day for 1d3 days (due to breakage and other mishaps), but earns you 1 point of Influence and 1d6 points of Labor at the end of the training period. If you fire the incompetent underling, you gain 1d6 points of Influence as word of your iron-fisted management spreads.

Offensive Jester: While enjoying the entertainments of your jester, your guests are dumbstruck at one of the clown's more scurrilous performances, and you must make a difficult decision about what to do with this foul-mouthed but popular bard. If you make an example of the jester (through dismissal, imprisonment, or execution), you lose 1d6 Influence because of angry peers. If you laugh off the insult, you gain the respect of your servants and the common people, but lose 1 Influence and 1d3 points of Labor.

Uprising: Armed rabble—prisoners in the dungeons, angry peasants, or a tribe of primitive humanoids—plan to attack your Castle. You can bribe them to disperse by spending 1d6 points of Goods, but there is a 25% chance they come back 5d6 days later wanting more. If you convince them to calm down with a successful DC 30 Bluff, Diplomacy, or Intimidate check, you gain 1d3 points of Influence for your willingness to speak to them. Failing this check means they damage your Castle, costing you 1d6+1 points of Goods and Labor, divided as you choose. You can instead use magic or violence to deal with the upstarts (either directly or through your guards), but you lose 1d3 points of Influence and 1d3 points of Labor as news of your actions spreads.

Training Drill: The guards and soldiers of your Castle need constant training in order to stay on top of their duties. Attempt a DC 25 Diplomacy, Intimidate, or Profession (soldier) check. Success means the building gains a +2 bonus on all checks for 7 days. Failure indicates that your troops have fallen behind on their drills. You lose 1d2 points of Labor as you retrain them to their former proficiency.

Dance Hall Events

d%	EVENT
01-25	Famous dancer
26-35	Heart's desire
36-55	Ballroom magic
56-70	Sweaty pox
71-85	Fiendish skill
86-95	Accursed lounge
96-100	Wild night

Accursed Lounge: One of the lounges is rumored to be cursed, and it's affecting business. While the curse persists (whether it is real or imagined), the building's generated currency is reduced by half, but any day that it generates at least 3 points of Influence there is a 25% chance that it also generates 1 point of Magic. You may end this event by spending 2 points of Influence and 1 of Magic, or by casting *bless*, *break enchantment*, or *remove curse* on the room.

Ballroom Magic: An enthusiastic local spellcaster offers to use magic to temporarily enhance your employees' appeal and skills. If you spend 1d2 points of Magic, the building gains a +10 bonus on checks to generate gp or Influence for the next 2d6 days.

Heart's Desire: A local noble wants to elope with one of your dancers. If you give permission for this, attempt a Diplomacy check and (whether you succeed or fail) multiply the result $\times 5$ gp to determine your profits in terms of bribes and jewelry. If you refuse, you must succeed at a DC 20 Diplomacy or Intimidate check to avoid losing 1d3 points of Influence and 1 point of Labor.

Famous Dancer: A well-known dancer has heard of your Dance Hall and is making a guest appearance for a limited time! The dancer stays for 1d4 days. Each day the dancer stays, you gain 1d2 points of Influence. If any event causes you to lose Goods or Magic, the dancer leaves and you lose an amount of Labor equal to half the Influence you gained from the dancer's presence.

Fiendish Skill: One of your best dancers is tainted by evil magic—he's possessed, was replaced by a shapechanging evil outsider, or something similar—and is preying upon your customers. Spend 5 Magic or use appropriate spells to exorcise the evil presence. If not, you lose 1 point of Influence or Labor (your choice) each day, but the building gains a +10 bonus on checks to generate gp or Magic.

Sweaty Pox: Your employees are all developing fevers and unsightly sores, scaring away and possibly infecting customers. Until you spend 1d6 points of Goods, 1d6 points of Influence, or 1d3 points of Magic to eradicate this problem, your building takes a -5 penalty on checks to generate capital. Each Event phase that this pox persists, there is a 20% chance that your building also gets an infestation (see the Generic Building Events Table on page 114).

Wild Night: Overzealous patrons damage furnishings in a lounge or the main hall. The building takes a -10 penalty on checks to generate capital until repairs costing 1d3 points of Goods and 1d2 points of Labor are made.

Guildhall Events

d%	EVENT
01-25	Prosperity
26-35	Renovations
36-55	Increased taxes
56-70	Infighting
71-85	Rival guild
86-100	Unfair practices

Increased Taxes: New laws increase the tariffs placed on local guilds—or perhaps you are the victim of an overzealous tax collector with a grudge against you. Attempt a DC 20 Craft or Profession check appropriate to the nature of your guild. If you fail, the building takes a permanent –5 penalty on checks to generate capital. Each time you roll this event again, this penalty stacks (maximum –25). At any point you can spend 1d3 points of Goods or Influence to pay these taxes, bribe the tax collector, or find a loophole in the law, reducing the penalty by 5 (minimum 0).

Infighting: Guild politics have gotten out of hand, and it's up to you to quell the increasingly heated arguments and even open brawls that are happening in the Guildhall. The infighting lasts 2d6 days. Attempt one DC 25 Bluff, Diplomacy, or Sense Motive check on each of these days. For each failure, you lose 1 point of Influence as you show you're an ineffective leader. If you succeed 3 times, you regain control, the event ends, and you gain an amount of Influence equal to the number of days remaining.

Prosperity: Business is booming. For 1d6 days, the Guildhall gains a +5 bonus on its first check each day to generate capital.

Renovations: Because of shoddy workmanship, age, a curse, or bad luck, the Guildhall needs maintenance. The building has the broken condition until you spend 1d6 points of Goods and 1d4 points of Labor for the renovations. Once you renovate, there's a 25% chance you discover a valuable item during the construction, such as a forgotten tome, rare trophy, or long-lost gemstone. You may keep or sell this item. If you sell it, you gain 1d6 × 20 gp.

Rival Guild: A rival guild has opened in the settlement, drawing potential members and customers away from yours. Treat this as a rivalry event (see Generic Building Events on page 114). Until the rivalry ends, the building takes a –10 penalty on checks to generate capital.

Unfair Practices: One of the guild members hasn't been contributing her fair share—skimming off the top, not paying dues, doing work for a rival guild, or taking more than her fair share of the profits. You can spend 1d4 points of Influence to discipline this member or attempt a DC 25 Intimidate check to set her straight. If you succeed at this check, you frighten her into donating excess funds to the guild to make up for previous transgressions, earning you 1d6 points of Goods. Failing the check costs you an additional 1d4 points of Influence as other members realize they can get away with more.

Herbalist Events

d%	EVENT
01-10	Dangerous discovery
11-30	Roll on the Alchemist Events table (see page 115)
31-55	Snake oil
56-70	Exhausting concoction
71-80	New intoxicant
81-100	Noxious fumes

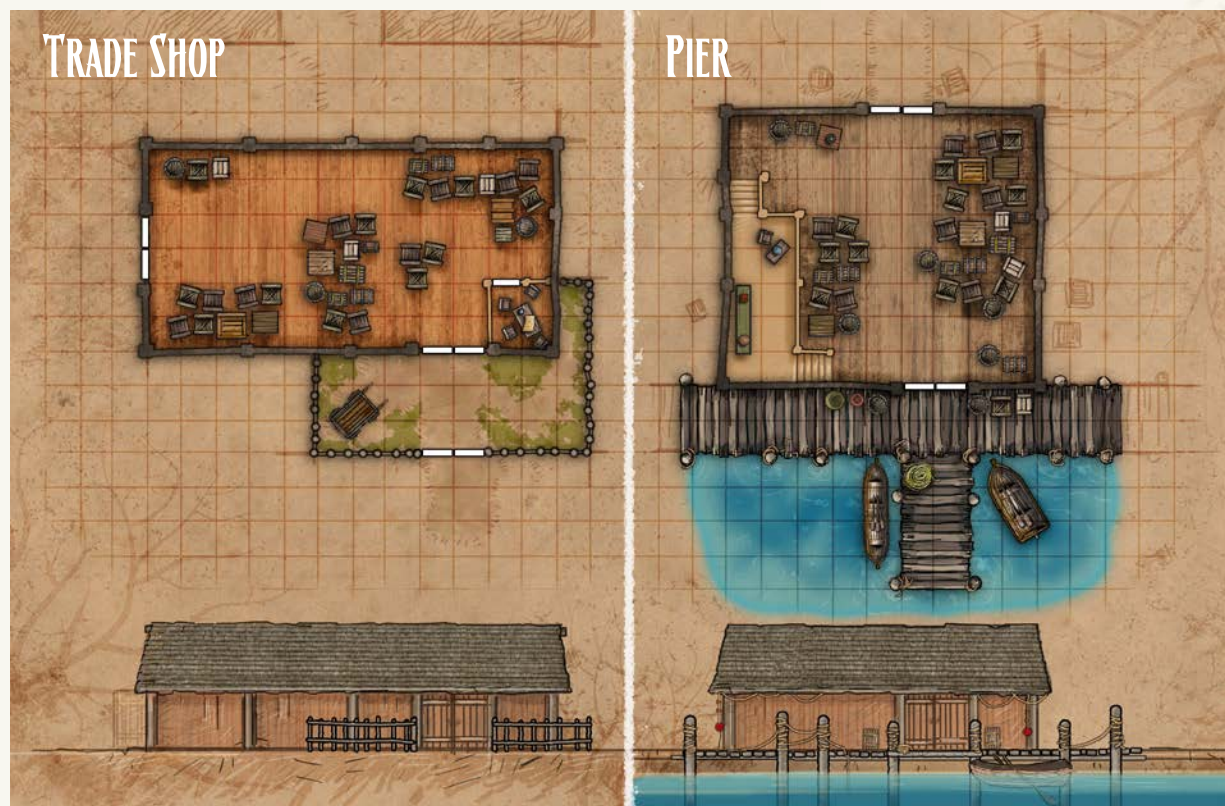
Dangerous Discovery: While experimenting with a recipe, you accidentally create a dose of poison. Randomly select one poison from page 559 of the *Core Rulebook* that costs 500 gp or less per dose. You can keep this dose for your own use or sell it at full value. Note that selling poison might be illegal in the settlement.

Exhausting Concoction: Accidental exposure to a stimulating herbal treatment has given your workers insomnia, allowing them to increase their output. For 1d6 days, each day you can spend 1 point of Influence to push the workers, giving the building a +10 bonus on its first check that day to generate capital.

New Intoxicant: You discover a natural substance—perhaps a rare herb or a refined form of a common beverage—that creates a pleasant, intoxicating sensation. If you spend 1d4 points of Influence and succeed at a DC 20 Bluff, Diplomacy, or Intimidate check, you convince the local authorities to allow you to sell it, and for 2d6 days the building gains a +10 bonus on its first check to generate capital each day. If you fail or don't attempt the check, the substance is declared illegal, a threat to society, or immoral. If the substance is banned, you can sell it illegally for only a short while before the risk grows too great; for 2d4 days, the building gains a +5 bonus on its first check to generate capital each day. There is a 10% chance than an unscrupulous employee may continue selling this intoxicating substance on the side without your permission or knowledge (which may lead to complications with local authorities).

Noxious Fumes: The horrible stink created by one of your latest concoctions makes the workers ill. Attempt a DC 25 Craft (alchemy) or Profession (herbalist) check to create a counteragent before anyone has to take days off to recover. If you succeed, you end the event with no penalties. If you fail, you lose 2d4 points of Labor; each point of Magic you spend reduces the amount of Labor lost by 2.

Snake Oil: You've created an invigorating tonic that makes people feel better, though whether or not it has any actual curative effect is dubious. If you spend 1 point of Influence or Magic, you can attempt a DC 25 Bluff check to convince the locals to try your cure-all. If you succeed, the building gains a +15 bonus on its next check to generate capital. You can attempt this check every day after you roll this event, but the DC increases by 2 with each attempt. If you fail the check, the event ends, and you can no longer attempt these daily checks (at least, not until you roll this event again).



House Events

d%	EVENT
01-10	Buried relic
11-35	Roll on the Inn Events table (see page 120)
36-55	Neighbor rivalry
56-65	Haunting
66-80	Fussy neighbor
81-95	Unstable foundation
96-100	Arson

Arson: Someone sets your House on fire to send you a message. Treat this as the fire event on page 114.

Buried Relic: You find an unusual object on your property—a gem, piece of jewelry, or magic item worth 300 gp or less. There's a 5% chance that the item is cursed or in some way faulty. Each time you roll this event, the chance of a cursed item increases by 5% (maximum 30% chance).

Fussy Neighbor: A highly influential neighbor insists that you remodel some of your House's rooms. Choose 1d3 random rooms in your House to renovate, and pay an amount of gp equal to 20% of the cost of those rooms. For every 2 points of Influence you own, the gp cost decreases by 5%; if this reduces the cost to 0, you don't have to remodel. If you refuse to remodel, you lose 1d4 points of Influence.

Haunting: A supernatural presence enters your home. Roll d%; on a 01–20, the presence is harmful, on a 21–80, it's mischievous, and on an 81–100 it's helpful. A harmful presence increases capital attrition (see page

81) of 1 point of Goods, Influence, Labor, and Magic per week, and has a 10% chance per night of attacking one overnight guest with a nightmare. A mischievous presence might bring bad luck (50%) or good luck (50%) to one roll for anyone who sleeps in your home; bad luck functions as if the subject were affected by the touch of chaos granted power from the Chaos domain, and good luck functions as if the subject were affected by the bit of luck granted power from the Luck domain. A helpful presence must be appeased once every 7 days with a successful DC 15 Diplomacy check. If you succeed at the check, you also gain 1 point of Influence or Labor (your choice). If you fail, the presence leaves on its own. Getting rid of any variety of supernatural presence requires appropriate spells or spending 2d6 points of Magic.

Neighbor Rivalry: You have a disagreement with a neighbor. Attempt a DC 15 Diplomacy or Intimidate check. If you succeed, the event ends. If you fail, you lose 1 point of Influence and must attempt another check each day, increasing the DC by 2 each time. At any time you can bury the hatchet and spend Goods or Labor (1 + 1 for each time you failed the check to end this event) to end the event by doing something nice for the neighbor.

Unstable Foundation: The foundation of your House is sinking. The building gains the broken condition, and you lose 1d2 points of Influence due to the embarrassment. It costs 1d2 points of Goods and 1d6 points of Labor to bolster the foundation and remove the broken condition.

Inn Events

d%	EVENT
01-15	Talk of the town
16-30	Food shortage
31-55	Roll on the Tavern Events table (see page 125)
56-75	Strange guest
76-95	Theft
96-100	Violence

Food Shortage: Business is booming, but your food and drink stores are depleted by this increased demand. You lose 1d4 points of Goods. If you still have Goods left after paying this cost, you gain 1 point of Influence; otherwise, you lose 1 point of Influence and the building takes a –5 penalty on its next 1d6 checks to generate capital.

Strange Guest: When a rapping at the front door awakes you from your slumber one stormy night, you find a shadowy, mysterious stranger on your Inn's stoop. There's a 50% chance this guest is just a wandering traveler seeking sanctuary from the foul weather, a 25% chance the guest brought you a gift in return for refuge (earning you your choice of 1d4 points of Goods or Influence), and a 25% chance the guest has violent intentions (in which case the GM should create a combat encounter suitable for your level).

Talk of the Town: Your Inn is a beacon of safety and warmth, and the business you've been doing has earned you a growing reputation in the surrounding settlements. If you succeed at a DC 25 Diplomacy or Perform check, you steer the rumors favorably to increase business, and for 2d6 days, the building gains a +10 bonus on its first check to generate capital each day.

Theft: Your last guests stole property—items crucial to running the Inn. Until you pay 2d20 gp to replace these items, the building takes a –5 penalty on checks to generate capital. Alternatively, the GM may allow you to track down the thieves and reclaim your stolen property as an adventure encounter.

Violence: There is a 60% chance that this is just a simple brawl in the common room, and a 40% chance that someone has attempted actual harm against your employees or guests. If it is a simple brawl, you can break it up with a successful DC 20 Diplomacy or Intimidate check or by spending 1 point of Goods on the quarrelers. If it is a violent attack and you're present when it occurs, you can attempt to intercede (the GM should determine an appropriate combat encounter). Whether or not the violent attack is successful, the perpetrator must be dealt with. If you do nothing at all, you lose 1d4 points of Influence and 1d2 points of Labor as you lose frightened customers and employees. If you want the local authorities to take care of it, attempt a DC 20 Diplomacy or Intimidate check. Success means an investigation and arrest occur without any negative repercussions. Failure means you lose 1d4 points of Influence and 1 point of Labor. If you find and punish the perpetrator yourself (or hire someone to do so), you gain 1d4 points of Influence.

Library Events

d%	EVENT
01-30	Pile of books
31-45	Famous writer
46-50	Strange visitor
51-55	Rare find
56-70	Fire
71-75	Bookworm infestation
76-100	Stolen books

Bookworm Infestation: Your Library has become infested with the bane of the printed page—bookworms. You lose 1 point each of Goods and Magic. Proceed as if this were the infestation event from the Generic Building Events section (see page 114), except that you lose 1 point each of Goods and Magic each day the infestation persists.

Famous Writer: A famous writer wants to use your Library for research for 2d6 days. Each day the writer remains, you gain 1 point of Influence. The writer leaves early if any event causes you to lose Goods or Magic. If the writer leaves early, you must succeed at a DC 20 Bluff or Diplomacy check to avoid losing twice the amount of Influence you gained from the visiting writer because of negative rumors.

Fire: A fire breaks out. See the fire event in Generic Building Events (see page 114). This is always a major fire.

Pile of Books: Your Library has the chance to acquire a large number of books. These could come from an estate sale, ally, or adventurers who found old tomes in a dungeon. Attempt a DC 25 Bluff or Diplomacy check. On a success, the owner donates the books; on a failure, you may purchase them by paying 100 gp for each point by which you failed the check. If you attain the books either way, you gain 1d2 points of Goods and 1d2 points of Magic.

Rare Find: Attempt a DC 25 Knowledge check (with your choice of knowledge skill). If you succeed, you discover a rare book owned by someone who doesn't understand its significance. You may either purchase the book for 2d6 gp to gain 1d4 points of Magic and 1d2 points of Influence, or inform the book's owner of the truth to instead gain 2d6 points of Influence. If you buy the book, there's a 5% chance it contains a randomly determined magic scroll.

Stolen Books: Thieves have stolen several of your most important books! The Library gains the broken condition until it is repaired or the stolen books are recovered (in which case the GM should create an encounter suitable for your level to represent the thieves).

Strange Visitor: A strange visitor comes to your Library in search of books that you fear contain dangerous knowledge. You can turn him away with a successful DC 25 Diplomacy or Intimidate check, but doing so could anger him—5% of the time, such strange visitors are powerful creatures in disguise who resort to violence to get what they want. Allowing the visitor to peruse your Library's resources might have unfortunate future repercussions, at the GM's discretion.



Magic Shop Events

d%	EVENT
01-25	Clueless adventurer
26-30	Roll on the Shop Events table (see page 123)
31-35	Roll on the Magical Academy Events table (page 121)
36-50	Unexpected magic
51-70	Burglary
71-100	Concerned citizens

Burglary: Thieves have attempted to break into your shop to steal your magic. You can immediately spend 1d6 points of Influence to negate this attempt. Otherwise, attempt a DC 25 Perception or Spellcraft check. On a success, your building's defenses work, the thieves are caught, and you gain 1d2 points of Influence. On a failure, you lose 1d4 points of Goods and 2d4 points of Magic.

Clueless Adventurer: An adventurer comes to the shop seeking to sell a magic item that she has misidentified or doesn't understand the true nature of. Most of the time, this item is relatively minor (worth less than 1,000 gp), but 10% of the time it's a randomly determined item of a greater value (up to 4,000 gp). The adventurer offers to sell the item to you for half of what she thinks its actual value is (for example, if she thinks a *potion of cure serious wounds* is actually a *potion of cure moderate wounds*, she asks for 150 gp instead of 375 gp). If you inform the adventurer of the item's actual abilities value before buying it (and adjust your buying price accordingly), word of your honesty gets around and you gain 2d6 points of Influence. There is a 50% chance the informed adventurer decides to keep the item and a 50% chance she decides to sell it to you anyway at your offered buying price.

Concerned Citizens: Locals often misunderstand magic, and when strange things or unfortunate accidents occur, they're quick to blame the local Magic Shop. The newest spate of dead cattle, missing children, strange lights in the sky, or ghost sightings might or might not be magical in nature, but unless you can assuage citizens' concerns with a successful DC 25 Bluff or Diplomacy check, you lose 2d6 points of Influence.

Unexpected Magic: Magic can be unpredictable, especially when many magic items are stored in close proximity. Through the unpredictable results of overlapping and interacting magic auras, or perhaps as a result of a damaged magic item or leaking potion, a strange magical event occurs. The event is minor 75% of the time, causing flashing lights, strange smells, or unusual sounds. Attempt a DC 25 Knowledge (arcana) check in this case. On a success, you learn something useful about how to store magic and gain 1 point of Magic. The other 25% of the time, the interaction is dangerous—a sudden explosion of fire, the accidental animation of an object, the summoning of a hungry monster, and so on. These events should be tailored by the GM, but should be comparable in power to a trap or monster encounter of your level.

Magical Academy Events

d%	EVENT
01-10	Unexpected grant
11-20	Student discovery
21-40	Roll on the Military Academy Events table (page 122)
41-45	Bitter student
46-70	Magical waste
71-80	Experiment amok
81-90	Explosion
91-100	Hazing gone wrong

Bitter Student: Whether the pupil is dissatisfied with a grade or was expelled and now holds a grudge, this student has it in for your academy. The bitter student is adept at hiding out—he could be anyone! Until you expose the bitter student, each time you'd roll an event for this building, you must roll twice, and the GM chooses the worse of the two results. When you roll this event, immediately roll twice on the Generic Building Events table (see page 114), and the GM chooses which of the two possible events occurs. You can try to find and expose the student once per day by attempting a DC 30 Perception check. The DC lowers by 1 for each prior failure as you get closer to identifying the culprit. The bitter student is exposed automatically if you reroll this event as either of your two rolls.

Experiment Amok: A student's experiment has broken loose! This is a monster chosen by the GM, with a CR equal to your average party level—usually a construct, outsider, or even an undead, though your favored type of magic may mean other kinds of creatures are possible. You must defeat the monster in combat (your students flee the creature, but other PCs may help you defeat it if they are present). At the end of each combat round the monster remains alive, its rampage deals damage to the building, costing 1 point of Goods, Magic, or Labor (chosen randomly each time).

Explosion: Treat this as the explosion event for the Alchemist building (see page 116).

Hazing Gone Wrong: One of your students is the victim of a cruel prank at the hands of the other students. The hazing event is shameful and dangerous, and you lose 1d6 points of Influence as the community learns of it. You must succeed at a DC 20 Heal or Spellcraft check to help the student. If you fail the check, the student dies or is permanently maimed, and you lose another 2d6 points of Influence, 1d6 points of Labor, and 1d3 points of Magic in dealing with the repercussions of the hazing.

Student Discovery: A student makes an unexpected discovery. You gain 1d3 points of Magic.

Magical Waste: A student ruins some equipment or wastes some magic. You lose 1d3 points of Magic.

Unexpected Grant: Your academy has attracted the right kind of attention. You gain 2d4 points of Goods, and the building gains a +10 bonus on its next check to generate capital.

Menagerie Events

d%	EVENT
01-20	Exotic donation
21-55	Festival
56-60	Contagion
61-75	Escaped animal
76-90	Lost visitor
91-100	Unruly druid

Contagion: The creatures in your Menagerie suffer from a mysterious malady. Treat this as the sickness event from Generic Building Events (see page 114), and your building gains the broken condition until the sickness is ended.

Escaped Animal: One of your exhibits escapes its cage. If you keep track of specific creatures, determine the escaped creature randomly. Attempt a DC 25 Handle Animal, Perception, Survival, or wild empathy check (or if the escaped creature is intelligent, a Bluff or Diplomacy check) to find the creature and safely return it to its cage. If you fail, you lose 1d6 points of Influence and 1d4 points of Labor, and the building generates no capital that day.

Exotic Donation: An eccentric aristocrat, adventurer, explorer, or other individual delivers an unusual creature to add to your exhibit. The type of creature is determined by the GM—you might need to expend additional resources (typically 1d6 points of Goods and 1d3 points of Labor) or craft a special room to house particularly unusual creatures. If you take the creature, you gain 2d6 points of Influence.

Festival: The settlement or an important person wants to use your Menagerie as the site for an upcoming festival. Make a note of your current Influence. Roll 2d6 to determine how many days will pass until the Festival takes place. If on the day of the Festival your Influence is lower than it was on the day of the request, the Festival is cancelled and you lose an additional 1d6 points of Influence. Otherwise, you gain 1d6 points of Influence and attempt a DC 25 Handle Animal or Perform check. If you succeed, your Menagerie gets a +20 bonus on its first check to generate capital that day.

Lost Visitor: A visitor becomes lost. Attempt a DC 20 Perception check. If you succeed, you find the lost person and the event ends with no drawbacks. If you fail this check, the visitor has a 50% chance of being wounded or killed—if this occurs, you lose 1d6 points of Influence. If the lost visitor isn't wounded or killed, you must attempt the Perception check again each hour with a cumulative +2 bonus; repeat until you find the missing visitor or the visitor is wounded or killed.

Unruly Druid: An unruly druid embarks on a crusade against your Menagerie. The druid continues to harass your building until you succeed at a DC 30 Diplomacy or Knowledge (nature) check to mollify her, or until you detain or defeat her in combat. While the druid is acting against your Menagerie, all checks related to the building that you make take a –5 penalty.

Military Academy Events

d%	EVENT
01-10	Famous alumnus
11-20	Unexpected grant
21-45	Competition
46-60	Scandal
61-65	Roll on the Magical Academy Events table (page 121)
66-80	Spoiled student
81-100	Duel

Competition: Several teachers and classes organize an impromptu competition between students. This competition could be a classic tournament, a mock battle, a military recreation, or even a series of gladiatorial bloodsports. If you spend 1d3 points of Goods to outfit the participants with particularly flashy equipment, you gain 1d6 points of Influence and your building gains a +10 bonus on its next check to generate capital.

Duel: Two students or teachers have a dispute that must be settled with a duel to the death. You can prevent the duel by spending 1d4 points of Influence or succeeding at a DC 25 Diplomacy or Intimidate check. Otherwise, you lose 1 point of Labor and 1d2 points of Influence.

Famous Alumnus: An old veteran or beloved hero who either attended your academy or is otherwise associated with its traditions comes to visit. The visit lasts 2d6 days, during which you gain 1 point of Influence each day. The visitor demands a significant amount of your personal time. If you don't spend the majority of your time each day wining and dining your visitor, she loses interest and leaves, costing you 2d6 points of Influence.

Scandal: Some sort of scandal strikes your academy—an affair between a teacher and a student, a destructive prank or dangerous hazing, a student brawling with a noble's son, or the like. The scandal's repercussions last 2d4 days. During that period, it's difficult for anyone at the academy to concentrate, the building takes a –5 penalty on checks to generate capital, and you lose 1d2 points of Influence each day. Once per day, you can attempt to repair the damage to your reputation and end the event with a successful DC 20 Bluff or Diplomacy check. Failure extends the duration of the scandal's fallout by another 1d4 days.

Spoiled Student: A student accustomed to an easier life demands special treatment. If you don't provide it by spending 1d4 points of Goods and 1d4 points of Influence, the student threatens to quit the academy. Attempt a DC 25 Intimidate check. If you fail, the student and several toadies leave, costing you 2d6 points of Labor. If you succeed, only the student leaves, costing you 1d4 points of Labor. If you beat the DC of this check by 10 or more, the student stays (this costs you no Labor) and works hard; this impresses the student's parents, who praise your academy, and earns you 1d6 points of Influence.

Unexpected Grant: See the event of the same name in the Magical Academy Events section (see page 121).



Monastery Events

d%	EVENT
01-05	Visiting relic
06-25	Productive day
26-35	Traveling priest
36-60	Holy day
61-75	Inquisitor
76-85	Monster attack
86-95	Scandal
96-100	Roll on the Temple Events table (see page 126)

Holy Day: Today is a holy day—this could be a minor day of worship or a significant event. If your monastery is philosophical rather than religious, this might be a birthday or the anniversary of a significant historical event. Attempt a DC 25 Knowledge (history) or Knowledge (religion) check. If you succeed, you gain 1d6 points of Influence and your Monastery gains a +10 bonus on its next check to generate capital.

Inquisitor: An inquisitor of your faith arrives at your Monastery, following up on rumors that there are heretics, blasphemers, or worse hidden within. She stays at your Monastery for 2d4 days. Each day, you must attempt a DC 20 Diplomacy or Knowledge (religion) check to appease the Inquisitor and avoid losing 1d2 points of Influence. If your Monastery is affected by a scandal event while the Inquisitor is present, she immediately halts the scandal but you lose 1d6 points of Labor.

Monster Attack: Something dangerous (with a total CR equal to your character level + 1) attacks your Monastery—a dangerous monster from the wilds, tribe of savage humanoids, or rival cult. The initial attack causes you to lose 1d6 points of Goods, Labor, and Magic (split however you wish). Every 1d6 days, the antagonists return to attack again, costing you capital again until they're defeated. If you don't defeat the menace yourself, you can hire adventurers to do so at a cost equal to your character level × 1,000 gp.

Productive Day: The Monastery is particularly productive today. The building gains a +10 bonus on its next check to generate capital.

Scandal: This is the same as the scandal event from Military Academy Events (see page 122), except a Monastery scandal lasts for 2d6 days. You can attempt to repair the reputation damage from a Monastery scandal with a DC 30 Bluff, Diplomacy, or Knowledge (religion) check.

Traveling Priest: A traveling priest of your faith arrives at the Monastery. She stays for 1d6 days, during which the Monastery gains a +4 bonus on all checks (but only on one check to generate capital per day). If you ever lose any Labor while the traveling priest is visiting, she reduces the amount of Labor lost by 1d4 (minimum of 0).

Visiting Relic: Your Monastery has been selected as the resting place for a traveling reliquary for 1d4 days. You gain 1d4 points of Influence each day the relic is housed in your Monastery.

Shop Events

d%	EVENT
01-30	Busy day
31-45	Slow day
46-60	Shoplifter
61-75	Embezzler
76-90	Burglary
91-95	Protection racket
96-100	Robbery

Burglary: Thieves have attempted to break into your Shop to steal your items. You can immediately spend 1d6 points of Influence to negate this attempt. Otherwise, attempt a DC 25 Intimidate or Perception check. On a success, your building's defenses work, the thieves are caught, and you gain 1d2 points of Influence. On a failure, you lose 1d4 points of Goods. The GM may allow you to pursue or track down the thieves as an adventure hook.

Busy Day: For whatever reason, your Shop is particularly busy today. If you spend the day at the Shop helping customers, the building gains a +10 bonus on its next check to generate capital.

Embezzler: One of your employees is skimming your profits. You can attempt a DC 25 Perception or Sense Motive check to catch the employee in the act. If you catch and fire the employee, you lose 1 point of Labor. If you don't catch the employee, you lose 1 point of Influence and the building's next check to generate capital takes a –10 penalty. The dishonest employee waits 1d6 days before acting again. You can attempt a new Perception or Sense Motive check each time the embezzler acts, with the DC decreasing by 1 each time until you catch the employee as he becomes more brazen. If for some reason you catch the employee and don't fire him, he waits 2d6 days to embezzle again unless you somehow force him to stop.

Protection Racket: Thugs attempt to extort money from your Shop for “protection.” You can pay their demand (an amount equal to the building's maximum possible gp earned in a day) or attempt to scare them off with a DC 25 Intimidate check. If you fail to run them off, they steal an amount of merchandise and cash equal to twice their initial demand plus 1d4 points of Goods.

Robbery: Someone has targeted your store or employees for a quick robbery. There is a 75% chance this is just a crime of opportunity and a 25% chance that this is a planned attack on your Shop. Treat the event as the criminal activity event from Generic Building Events (see page 114); if it is a planned attack, increase the Influence needed to prevent the attack to 2d6, the Intimidate DC to 25, and the cost of the robbery to 2d6 points of Goods.

Shoplifter: A customer tries to walk out of your Shop with a valuable item. Attempt a DC 20 Perception check. If you fail, you lose 1d3 points of Goods.

Slow Day: For some reason, no one's coming to the Shop today. If you don't spend the day at the Shop, it earns no capital for the day.



Smithy Events

d%	EVENT
01-15	Special request
16-20	Unforeseen masterwork
21-25	Exotic metal
26-30	Valuable ore
31-35	Roll on the Shop Events table (see page 123)
36-50	Forge waste
51-65	Supply problems
66-80	Forced commission
81-100	Deadly accident

Deadly Accident: This is the same as the deadly accident event from Generic Building Events (see page 114), except that there is also a 25% chance that the accident starts a fire (as the fire event in same section).

Exotic Metal: A supplier offers to sell you a small amount of cold iron, mithral, or adamantite (up to 1,000 gp worth) at a 20% discount. You may spend Goods, Magic, or gp to pay for this metal.

Forced Commission: A government official requires a specific commission, but refuses to pay for the service, claiming it is your duty to support the government. If you comply with this demand, completing the work takes 1d4 days, and the building generates no income for that period of time. If you resist, the official goes elsewhere, and you lose 1d6 points of Influence.

Forge Waste: An employee ruins some equipment or refined metal. Attempt a DC 30 Craft check appropriate to your Smithy. If you succeed, you are able to salvage much

of the metal and only lose 1 point of Goods. If you fail, you lose 1d3 points of Goods.

Special Request: A famous hero, noble, military commander, or similar notable comes to your Smithy with a special request for an unusual or masterwork item—perhaps manacles, a cage, exotic barding, or a replacement piece for an iron golem. For 1d4 days, as payments come in for the request, your building gains a +20 bonus on its first check to generate capital each day. At the end of this period, attempt a DC 30 Craft check of the appropriate type. On a success, your Smithy has done so well on the request that the customer spreads the word of your skill and you gain 1d6 points of Influence.

Supply Problems: Your suppliers have a problem—a road is washed out, bandits are thick in the wilds, or an important caravan has been attacked by a monster. In any event, your necessary supplies are running low. You lose 1d3 points of Goods, and for 1d4 days this building takes a –5 penalty on its checks to generate capital.

Unforeseen Masterwork: Normally, it takes focus, time, and skill to forge a masterwork object, but by chance one of your workers manages to produce one accidentally. You gain 1d10 × 10 gp or 1d10 points of Goods (your choice) for the sale of this item.

Valuable Ore: Your suppliers send a particularly fine shipment of iron ore or steel bars. You gain 1d4 points of Goods. There's a 5% chance that the supplier also included precious metals or gemstones worth 5d20 gp by mistake. If you give these back to the supplier instead of keeping them, you gain 1d6 points of Influence.





Stable Events

d%	EVENT
01-15	Famous visitor
16-30	Emergency request
31-45	Crazed horse
46-65	Predators
66-80	Runaway
81-95	Horse thieves
96-100	Stable fire

Crazed Horse: One of the horses in your Stable goes berserk—perhaps it smells a predator, it dislikes another horse, or someone tried to steal it and fled. You must attempt a DC 25 Handle Animal, Ride, or wild empathy check to calm the horse down. If you fail, the horse runs amok, costing you 1d3 points of Goods and 1d2 points of Influence, and there's a 25% chance of having an immediate runaway event (see below).

Emergency Request: A desperate soldier, messenger, or traveler comes to you with an emergency request—she needs to borrow one or several of the horses in your Stable. If you agree to the request, you gain 1d6 points of Influence but will be short on horses for 2d4 days, during which time your building takes a –5 penalty on checks to generate capital. If you ignore the request, the event ends with no penalty or cost to you.

Famous Visitor: A well-known ranger, a messenger for a king, or someone of equal import stables a mount in your building. If you succeed at a DC 20 Handle Animal check, you impress the visitor enough to gain 1d4 points of Influence as she spreads the word of the quality of your stabling. If you roll a 4 on the 1d4 roll, you instead gain 3 points of Influence and 1 point of Magic.

Horse Thieves: Thieves attempt to steal some of your horses. You can immediately spend 1d4 points of Influence to negate this attempt. Otherwise, attempt a DC 25 Intimidate or Perception check. If you succeed, your building's defenses work, the thieves are caught, and you gain 1d2 points of Influence. If you fail, you lose 1d4 points of Goods and 1d4 points of Influence. The GM may allow you to pursue or track down the thieves as an adventure hook.

Predators: Wild animals or monsters have snuck into your Stable. This could be something as minor as a few giant rats or a wild dog, or as major as a wyvern or young dragon (the GM chooses the creature). You must defend your Stable against the predators in combat or you lose 1d6 points of Goods and 1d4 points of Influence.

Runaway: One or more horses in your Stable wander off or run away. Attempt a DC 25 Perception or Survival check to track the horses down. If you fail, you lose 1d6 points of Influence and for the next 1d4 days this building takes a –5 penalty on checks to generate capital.

Stable Fire: Treat this as the fire event from the Generic Building Events section (see page 114). If it is a minor fire, there is also a 50% chance that your Stable also has a crazed horse event.

Tavern Events

d%	EVENT
01-15	Drinking contest
16-30	Shenanigans
31-50	Bar brawl
51-65	Rousing performance
66-75	Protection racket
76-85	Notorious visitor
86-100	Taproom trouble

Bar Brawl: One insult against someone's lineage or beard or beauty, and the next thing you know, there's a fight! Word of the brawl helps spread your Tavern's infamy—you gain 1d4 points of Influence. Attempt a DC 20 Intimidate check. If you fail, you lose 1d3 points of Goods, Labor, and Magic (divided as the GM chooses) because of damage to your building.

Drinking Contest: Two patrons challenge each other to a drinking contest. They demand the good stuff in order to make the contest count. Your building gains a +10 bonus on its next check to generate capital. There is a 25% chance this event happens again the next day.

Notorious Visitor: A well-known criminal, evil adventurer, or known local troublemaker visits your Tavern with his cronies. There's a 50% chance the visitor starts a bar brawl (as the event above). Otherwise, his presence causes regulars to leave, halving the capital the building generates during the next Income phase. At the GM's discretion, this event could lead to more difficulties with the visitor if he feels you treat him poorly.

Protection Racket: This is the same as the protection racket event from the Shop Events section (see page 123).

Rousing Performance: A talented bard gives a rousing performance at your Tavern, delighting your customers. You gain 1d3 points of Influence, your building gains a +20 bonus on its next check to generate capital, and there's a 25% chance the bard's performance triggers a shenanigans event (see below).

Shenanigans: In some businesses shenanigans would be considered a scandal, but in a Tavern these ribald activities are a boon. Perhaps someone important met with a prostitute, or maybe someone's spouse got a little friendly with an employee. Attempt a Bluff or Diplomacy check (DC equals 20 + 1d6). If you succeed, you treat the incident with the proper discretion; you gain 1d4 points of Influence and someone involved gives you a tip of 1d20 gp for your tact. If you fail, there are no negative repercussions for you or your business.

Taproom Trouble: Something's gone bad in the kitchen. Foul beer, bad fish, spoiled stew—whatever the cause is, it's making the customers sick. You can avoid any negative repercussions by spending 1d2 points of Magic on potions or medicinal elixirs or succeeding at a DC 20 Heal check. Otherwise, bad word of mouth costs you 2d6 points of Influence, and for the next 2d6 days the building takes a –5 penalty on checks to generate capital.

Temple Events

d%	EVENT
01	Major miracle
02–05	Sacred ritual
06–25	Ceremony request
26–35	Important visitor
36–75	Healing request
76–80	Minor miracle
81–95	Scandal
96–100	Roll on the Monastery Events table (see page 123)

Ceremony Request: A local person with a good reputation or high social rank has requested a special ceremony from your Temple—a wedding, funeral, blessing for a new business venture, or other service chosen by the GM. Attempt a DC 20 Knowledge (religion) check. If you succeed, the ceremony is particularly well received and you gain 1d3 points of Influence and 2d20 gp in donations.

Healing Request: Someone has been hurt, has fallen ill, or is otherwise in need of magical healing. You can perform the healing yourself by expending 1d4 spell levels worth of healing spells, or by spending 1d6 points of Magic. If you perform the healing for free, you gain 2d4 points of Influence. If you charge for the healing, your building gains a +20 bonus on its next check to generate capital.

Important Visitor: A cleric, inquisitor, paladin, or other notable holy person associated with your faith or an allied faith visits your Temple. If you succeed at a DC 20 Diplomacy check, the visitor stays 1d8 days. Each day

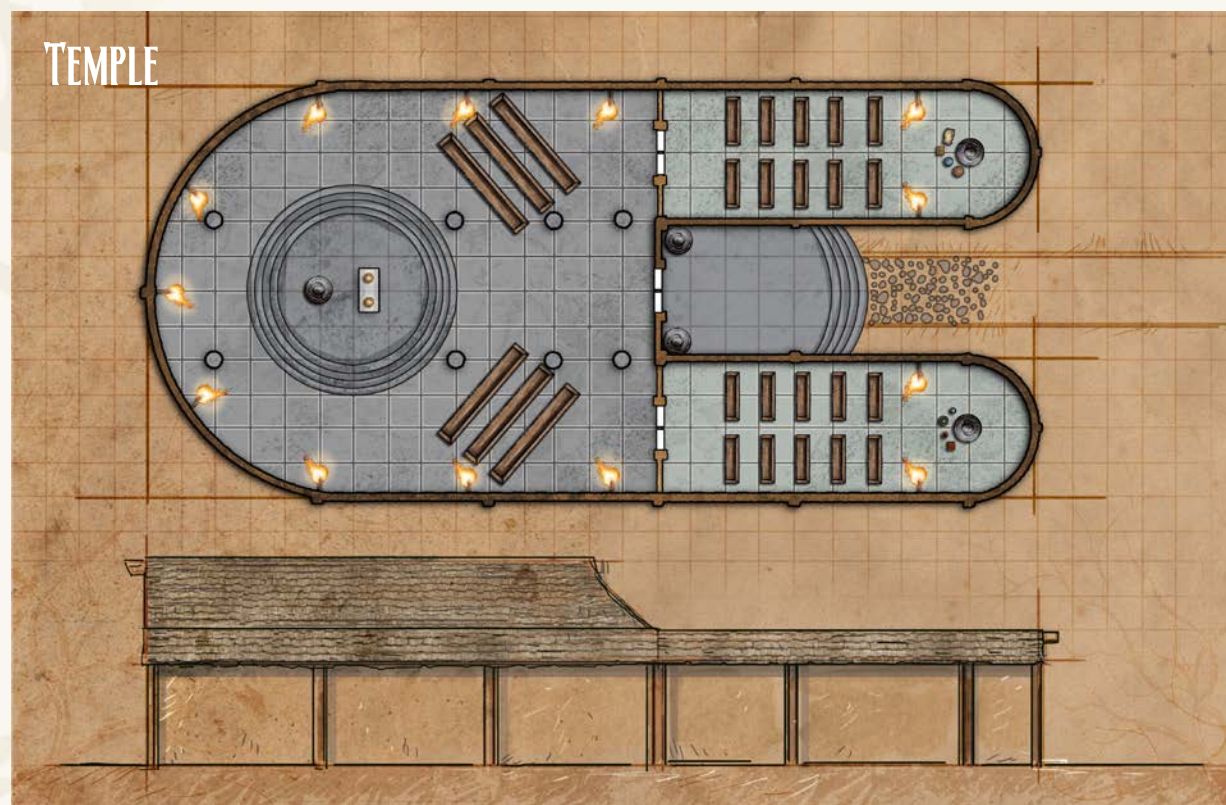
the visitor remains, you gain 1 point of Influence and the building gains a +5 bonus on its first check to generate capital each day.

Major Miracle: A major miracle occurs at your Temple or to one of its faithful, such as recovering from a terminal illness, permanent blindness, or another debilitating affliction. You gain 2d4 points of Influence, and for 1d6 days you and all allies who worship your deity gain a +2 sacred bonus on Fortitude and Will saving throws. You may also treat this as a sacred ritual event.

Minor Miracle: A minor miracle occurs at your Temple or to one of its faithful in the form of a vision, good omen, unexpected recovery from sickness, or the like. You gain 1d4 points of Influence, and for 1d4 days you and all allies who worship your deity gain a +2 sacred bonus on Fortitude or Will saving throws (choose one).

Sacred Ritual: A ritual sacred to your faith is performed today at your Temple. Spend 2d4 points of Magic and attempt a DC 20 Knowledge (religion) check—if you succeed, faith runs high and you can choose one of the following effects to persist for 1d6 days: the building gains a +10 bonus on all checks (but only one check to generate capital per day), you gain a +2 bonus on one type of skill check, or you may prepare an additional domain spell of your highest domain spell level each day.

Scandal: This is the same as the scandal event for a Monastery, except a Temple scandal lasts for 1d8 days. There's a 10% chance the scandal involves the influence of a rival faith, in which case you gain a rivalry as well (see Generic Building Events on page 114).





Theater Events

d%	EVENT
01-10	Rave reviews
11-25	Full house
26-35	Visiting troupe
36-55	Shenanigans
56-70	Poor performance
71-90	Prima donna
91-95	Cursed play
96-100	House fire

Cursed Play: Something has cursed your Theater or its current production. Perhaps an actor quoted a line from an unlucky play, or the script has the power to drive people mad. Attempt a DC 25 Perform check each day. If you fail, the Theater generates no capital that day. If you succeed, the curse and the event end.

Full House: Your Theater is packed—an excellent opportunity to impress people. You gain a +20 bonus on the building's next check to generate capital. Attempt a DC 25 Perform check. If you succeed, word of the performance spreads and you gain 1d4 points of Influence. If you fail, there's a 50% chance that a poor performance event occurs.

House Fire: Treat this as a fire event from the Generic Building Events section (see page 114), except there is a 50% chance of a minor fire and a 50% chance of a major fire. Increase any lost capital from the event by 50%.

Poor Performance: Everyone has off nights, but your entire cast is missing cues and flubbing lines. You lose 2d4 points of Influence from bad reviews and 1d3 points of Labor from performers who quit out of shame.

Prima Donna: One of your performers is particularly temperamental today. You can assuage the performer's ego with a DC 25 Bluff or Diplomacy check. Otherwise, the performer demands last-minute changes and makes ridiculous demands of the support staff. You lose 1d4 points of Goods and take a -5 penalty on all checks relating to this building for 1d6 days.

Rave Reviews: Your Theater has done well, and great reviews pour in. You gain 1d6 points of Influence.

Shenanigans: This event is similar to the shenanigans event from the Tavern Events section (see page 125), though those involved in Theater shenanigans tend to be wealthier and more prominent. If you succeed at a DC 30 Bluff or Diplomacy check, you treat the incident with the proper discretion—you gain 1d6 points of Influence and someone involved gives you a tip of 10d10 gp for your tact.

Visiting Troupe: A group of traveling players asks to perform at your Theater. On the first day after this event, the players require full access to your Theater. Since you can't be open to the public, the building generates no capital that day. The troupe remains for 1d4 days, and on those days you gain a +20 bonus on the building's first check to generate capital each day. If the troupe is present when an event at the Theater makes you lose Labor, the troupe leaves early.

ORGANIZATION EVENTS

Unlike with buildings, there is no generic organization event table.

Cabal Events

d%	EVENT
01-05	Discovery
06-20	Arcane flux
21-30	Work opportunity
31-50	Portent
51-60	Roll on the Caster's Tower Events table (see page 116)
61-75	Roll on the Magical Academy Events table (page 121)
76-90	Familiar scraps
91-100	Image problem

Arcane Flux: An experimental ritual performed by the Cabal has granted you additional power. Roll 1d4; you gain a bonus arcane spell slot of that spell level (as if from a high ability score, up to a maximum of the highest-level arcane spell slot you can cast) for 24 hours.

Discovery: A member of your Cabal has produced some unexpected results. Roll d%. On a result of 01-75, the Cabal creates 1d6 random 1st-level arcane scrolls (add +1 scroll if you have the Scribe Scroll feat). On a result of 76-100, the Cabal creates 1d3 random 1st-level arcane potions (add +1 potion if you have the Brew Potion feat). You may keep these potions or sell them for full value.

Familiar Scraps: Several familiars belonging to members of your Cabal are causing problems with each other or with local animals. You must succeed at a DC 25 Diplomacy, Handle Animal, or Knowledge (arcana) check, or spend 1d4 points of Goods and Influence (divided as you see fit) to calm things down.

Image Problem: An influential person, such as a conservative noble, leader of a rival organization, or professor at a local academy tries to discredit your organization. Attempt a Diplomacy, Intimidate, or Knowledge (arcana) check opposed by this person's Bluff, Intimidate, or Knowledge (arcana) check (1d20 + 5 if the GM doesn't have a specific person in mind). If you succeed, you weather the bad comments and the event ends with no negative repercussions. If you succeed by at least 5, you increase your acclaim, gaining 1 point of Influence or Labor. If you fail, you lose 1d3 points of Goods, Influence, Labor, and Magic (divided as you see fit) because of vandalism or members leaving out of fear.

Portent: A cabalist discovers an upcoming alignment of magical forces, increasing the cabal's productivity. For 1d3 days, the organization gains a +10 bonus on its first check each day to generate Goods, Influence, or Magic.

Work Opportunity: A noble, merchant, or other patron hires your Cabal to assist with magical preparations for a ritual or festival. For 1d6 days, the organization gains a +5 bonus on its first check to generate capital each day. If you rolled a 6 for the number of days, there's a 20% chance this causes a discovery event as described above.

Cult Events

d%	EVENT
01-05	Divine flux
06-20	Portent
21-45	Popular ritual
46-60	Roll on the Temple Events table (page 126)
61-75	Image problem
76-90	Apostate
91-95	Blasphemy
96-100	Schism

Apostate: A member of your Cult leaves and badmouths you to outsiders. For 1d6 days, the organization takes a –5 penalty on checks to generate capital. If you rolled a 6 for the number of days, there's a 50% chance the end of this event causes an image problem event as described below. Silencing the apostate (through threats, violence, or bribes worth 1d6 points of Goods or Influence) ends this penalty early.

Blasphemy: Someone in your Cult has broken a serious taboo. All divine casters in the Cult treat their caster level as 1 lower than normal for 1d3 days.

Divine Flux: Treat this as an arcane flux event on the Cabal Events table (see page 127), except the bonus spell slot is divine instead of arcane.

Image Problem: An influential person, such as a conservative noble or leader of a rival church, attempts to discredit your organization. Attempt a Bluff, Diplomacy, or Intimidate check opposed by this person's Bluff or Intimidate check (1d20 + 5 if the GM doesn't have a specific person in mind). Success means you weather these attempts and the event ends with no negative repercussions. If you win by at least 5, you increase your fame, gaining your choice of 1 point of Influence or Labor. If you fail, you lose 1d3 points of Goods, Influence, and Labor (divided as you see fit) because of vandalism or members leaving out of fear.

Popular Ritual: One of your unusual customs, such as frequent use of hallucinogens or naked dancing, increases the Cult's popularity. For 1d8 days, the building gains a +5 bonus on its first check to generate Influence or Labor each day. If you rolled an 8 for the number of days, there's a 50% chance the end of this event causes an image problem event as described above.

Portent: One of your members has a vision or interprets something as a religious sign, increasing religious fervor among the other followers. Choose Goods, Influence, or Labor. For 2d6 days, the Cult gains a +5 bonus on its first check to generate that type of capital each day.

Schism: A popular member of your Cult tries to steal some of your people and create her own Cult. Attempt a Bluff, Diplomacy, Intimidate, or Knowledge (religion) check against a DC equal to 20 + the number of teams in the organization. If you succeed, treat this as an apostate event as described above. If you fail by less than 5, you lose 1d2 points of Influence and 1d2 points of Labor. If you fail by 5 or more, you lose one team for every 5 full points by which you failed the DC. These lost teams go with the apostate.

Mercenary Company Events

d%	EVENT
01-15	Impressive results
16-25	Windfall
26-50	Brawl
51-70	Rivalry
71-80	Scandal
81-85	Duel
86-95	Schism
96-100	Mutiny

Brawl: This functions like the bar brawl in Tavern Events (see page 125), except you may attempt a Profession (soldier) check instead of an Intimidate check, and a failed check causes a loss of Influence and Labor.

Duel: This functions like the duel event from the Military Academy Events section (see page 122), except you may attempt a Profession (soldier) check instead of a Diplomacy or Intimidate check.

Impressive Results: Your mercenaries perform admirably, eliminating a problem quickly or defeating a more powerful opponent with ease. You gain 1d4 points of Influence and 1d2 points of Labor, and for 1d6 days the organization gains a +10 bonus on its first check to generate capital each day.

Mutiny: A member tries to take over the group, either by challenging you to a fight or by an underhanded method like attacking you while you sleep. You may handle this as a combat encounter or attempt a DC 25 Bluff, Intimidate, or Profession (soldier) check. If you succeed, the instigator leaves and you lose 1 point of Labor but gain 1d2 points of Influence. If you fail, you lose control of the Mercenary Company as if from business attrition (see page 81).

Rivalry: Another mercenary group is stealing jobs from your organization. Treat this as the rivalry event from Generic Building Events (see page 114), except you can also end the rivalry and gain 1d4 points of Influence by beating the leader in a duel (as the duel Military Academy event on page 122, but not necessarily to the death).

Scandal: Some sort of scandal strikes your company—a member is accused of murder or one of your teams injures locals in a bar fight. For 2d4 days you lose 1d2 points of Influence each day and the organization takes a –5 penalty on checks to generate capital. Once per day, you can attempt to repair the damage to your reputation and end the event with a DC 20 Bluff or Diplomacy check. Failure extends the duration of the scandal's fallout by another 1d4 days.

Schism: This functions as the schism from the Cult Events section, except that the skills you can use to attempt to end it are Bluff, Diplomacy, Intimidate, and Profession (soldier), and that succeeding at the check means you lose 1 point of Labor and the event ends.

Windfall: Your organization is rewarded handsomely for its recent efforts, either with payment from a grateful employer or rich spoils from looting an enemy. You gain 1d10 × 10 gp, 1d6 points of Goods, and 1 point of Magic.

THIEVES' GUILD EVENTS

d%	EVENT
01-10	Big Heist
11-30	Crime Spree
31-45	Rivalry
46-60	Crackdown
61-70	Entrapment
71-90	Meddling Adventurers
91-100	Mutiny

Big Heist: You have the opportunity to take on a risky but profitable job. If you accept, attempt a DC 30 Disable Device, Sleight of Hand, or Stealth check. If you succeed, the guild gains a +20 bonus on its next check to generate capital and you gain 1d4 points of Influence. If you fail, the guild automatically rolls a 1 on all checks to generate capital for 1 day, and you lose 1 point of Influence. If you fail by 10 or more, there's a 25% chance that a team involved in the heist is captured (treat this as the entrapment event).

Crackdown: Local authorities are going out of their way to stifle crime. For 1d6 days, your guild takes a -5 penalty on checks to generate capital, and if you fail a DC 20 Stealth check by 10 or more, one of your teams is captured (as the entrapment event described below).

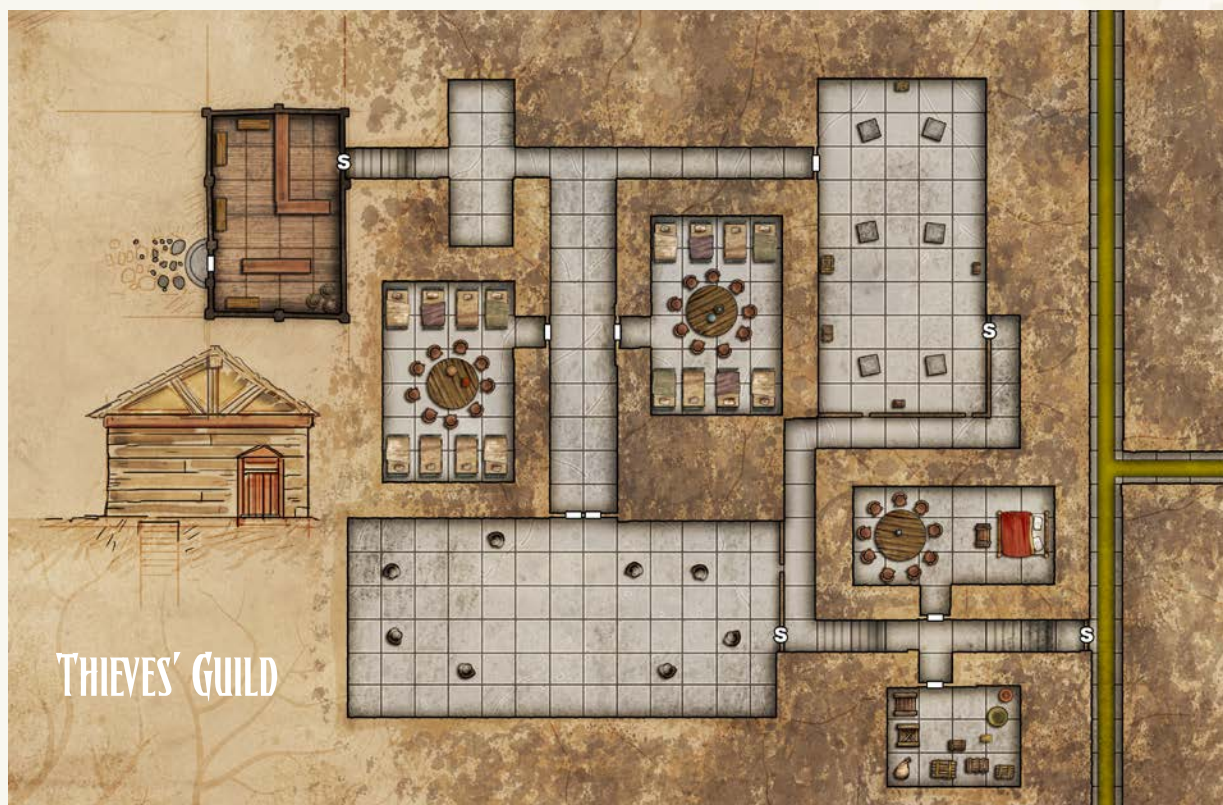
Crime Spree: Lady Luck has her eye on the settlement's criminals. For 1d4 days, your guild gains a +5 bonus on its first check to generate capital each day. Each of these days you use the guild to generate capital, there's 10% chance you have to deal with a meddling adventurers event as described below.

Entrapment: A lucrative job turns out to be a plot by the city guard to catch thieves, and one of your teams is arrested. You must spend 5 points of Influence or 1d10 × 5 gp to get the team out of jail; if you don't, the team members are imprisoned, or (depending on the local laws against thievery) are executed 1d10 days later. Either result costs you the entire team and 1d6 points of Influence for letting it happen. Alternatively, you can attempt to break the team out of jail—the GM should create a combat encounter or short adventure if you try this solution.

Meddling Adventurers: Unusually competent do-gooders sniff around your territory and spar with your teams. You must succeed at a DC 25 Disable Device, Sleight of Hand, or Stealth check or lose 1d6 points of Goods because of their activities. If you succeed by 10 or more, you gain 1d3 points of Influence for trouncing the adventurers. If you fail by 10 or more, one of your teams is captured (treat this as the entrapment event described above).

Mutiny: This functions like the mutiny event in the Mercenary Company Events table (see page 128), except you may resolve the event with a different kind of challenge (such as racing through a gauntlet of traps instead of a duel, requiring several skill checks) and you can't attempt a Profession (soldier) check to end the event.

Rivalry: Another guild is moving in on your territory. Treat this as the rivalry event from Generic Building Events (see page 114), except you can also end the rivalry and gain 1d4 points of Influence by beating the leader in a duel (as the duel event on the Mercenary Company Event table, but not necessarily to the death) or a thieving challenge.



Pathfinder® ROLEPLAYING GAME™ DOWNTIME TRACKING SHEET

CHARACTER NAME _____

PLAYER NAME _____

SETTLEMENT _____

GP	GOODS	INFLUENCE	LABOR	MAGIC

BUILDING/ORGANIZATION

ROOMS/TEAMS	
MANAGER	DAYS SINCE LAST VISIT
BENEFITS	TOTAL EARNINGS
ONGOING EVENTS/COSTS	

BUILDING/ORGANIZATION

ROOMS/TEAMS	
MANAGER	DAYS SINCE LAST VISIT
BENEFITS	TOTAL EARNINGS
ONGOING EVENTS/COSTS	

BUILDING/ORGANIZATION

ROOMS/TEAMS	
MANAGER	DAYS SINCE LAST VISIT
BENEFITS	TOTAL EARNINGS
ONGOING EVENTS/COSTS	

BUILDING/ORGANIZATION

ROOMS/TEAMS	
MANAGER	DAYS SINCE LAST VISIT
BENEFITS	TOTAL EARNINGS
ONGOING EVENTS/COSTS	

DOWNTIME PHASES

UPKEEP
ACTIVITY
INCOME
EVENT

EVENT CHANCE
20% + 5%/DAY %

PURCHASING

CAPITAL	PURCHASED COST	EARNED COST
GOODS	20 GP	10 GP
INFLUENCE	30 GP	15 GP
LABOR	20 GP	10 GP
MAGIC	100 GP	50 GP

SKILLED WORK

RESULT	CAPITAL
10	1
20	2
30	3
40	4

SPENDING LIMITS/DAY

SETTLEMENT	LIMIT
THORP	2
HAMLET	4
VILLAGE	10
SMALL TOWN	15
LARGE TOWN	25
SMALL CITY	35
LARGE CITY	50
METROPOLIS	65

NOTES

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TABLE 2-2: ROOMS AND TEAMS REFERENCE

ROOM/TEAM	CREATE
Acolyte	2 Goods, 2 Influence, 2 Labor, 3 Magic (440 gp)
Alchemy Lab	8 Goods, 1 Influence, 5 Labor, 1 Magic (390 gp)
Altar	2 Goods, 1 Influence, 2 Labor, 1 Magic (210 gp)
Animal Pen	6 Goods, 1 Influence, 5 Labor (250 gp)
Apprentice	2 Goods, 2 Influence, 1 Labor, 4 Magic (520 gp)
Archers	4 Goods, 3 Influence, 7 Labor (310 gp)
Armory	9 Goods, 3 Influence, 6 Labor (390 gp)
Artisan's Workshop	9 Goods, 9 Labor (360 gp)
Auditorium	19 Goods, 1 Influence, 25 Labor (910 gp)
Ballroom	19 Goods, 19 Labor (760 gp)
Bar	6 Goods, 1 Influence, 5 Labor (250 gp)
Bath	3 Goods, 1 Influence, 2 Labor (130 gp)
Battle Ring	18 Goods, 4 Influence, 16 Labor (800 gp)
Bedroom	8 Goods, 7 Labor (300 gp)
Bell Tower	11 Goods, 3 Influence, 7 Labor (450 gp)
Book Repository	8 Goods, 2 Influence, 7 Labor, 1 Magic (460 gp)
Brewery	9 Goods, 2 Influence, 7 Labor (380 gp)
Bunks	7 Goods, 4 Influence, 7 Labor (400 gp)
Bureaucrats	2 Goods, 4 Influence, 2 Labor (200 gp)
Burial Ground	4 Goods, 3 Influence, 4 Labor, 1 Magic (350 gp)
Cavalry	8 Goods, 3 Influence, 8 Labor (410 gp)
Cavalry Archers	9 Goods, 3 Influence, 10 Labor (470 gp)
Cell	5 Goods, 4 Labor (180 gp)
Ceremonial Room	16 Goods, 2 Influence, 15 Labor, 5 Magic (1,180 gp)
Classroom	6 Goods, 1 Influence, 5 Labor (250 gp)
Clockwork Shop	9 Goods, 9 Labor (360 gp)
Common Room	7 Goods, 8 Labor (300 gp)
Confessional	2 Goods, 3 Labor (100 gp)
Courtyard	4 Goods, 5 Labor (180 gp)
Craftspeople	3 Goods, 2 Influence, 4 Labor (200 gp)
Crypt	5 Goods, 3 Influence, 5 Labor, 2 Magic (490 gp)
Cutpurses	3 Influence, 1 Labor (110 gp)
Defensive Wall	5 Goods, 2 Influence, 5 Labor (260 gp)
Dock	7 Goods, 2 Influence, 6 Labor (320 gp)
Dojo	7 Goods, 1 Influence, 7 Labor (310 gp)
Drawbridge	8 Goods, 2 Influence, 5 Labor (320 gp)
Driver	2 Goods, 1 Influence, 1 Labor (90 gp)
Elite Archers	5 Goods, 4 Influence, 8 Labor (380 gp)
Elite Guards	3 Goods, 1 Influence, 4 Labor (170 gp)
Elite Soldiers	5 Goods, 3 Influence, 7 Labor (330 gp)
Escape Route	9 Goods, 9 Labor (360 gp)
False Front	4 Goods, 1 Influence, 4 Labor (190 gp)
Farmland	15 Goods, 15 Labor (600 gp)
Forge	9 Goods, 1 Influence, 8 Labor (370 gp)
Fortification	8 Goods, 7 Labor (300 gp)
Furnishings	9 Goods, 6 Labor (300 gp)
Game Room	8 Goods, 7 Labor (300 gp)
Garden	5 Goods, 4 Labor (180 gp)
Gatehouse	15 Goods, 3 Influence, 12 Labor (630 gp)
Gauntlet	4 Goods, 4 Labor (160 gp)

ROOM/TEAM	CREATE
Greenhouse	8 Goods, 7 Labor (300 gp)
Guard Post	7 Goods, 2 Influence, 6 Labor (320 gp)
Guards	2 Goods, 3 Labor (100 gp)
Habitat	18 Goods, 3 Influence, 17 Labor (790 gp)
Hatchery	4 Goods, 1 Influence, 3 Labor (170 gp)
Infirmary	6 Goods, 1 Influence, 6 Labor, 1 Magic (370 gp)
Kitchen	4 Goods, 4 Labor (160 gp)
Laborers	1 Influence, 2 Labor (70 gp)
Labyrinth	15 Goods, 15 Labor (370 gp)
Lackeys	1 Goods, 2 Influence, 2 Labor (120 gp)
Laundry	3 Goods, 3 Labor (120 gp)
Lavatory	3 Goods, 3 Labor (120 gp)
Leather Workshop	7 Goods, 1 Influence, 7 Labor (310 gp)
Lodging	10 Goods, 1 Influence, 10 Labor (430 gp)
Mage	3 Goods, 2 Influence, 2 Labor, 8 Magic (960 gp)
Magical Repository	9 Goods, 3 Influence, 8 Labor, 3 Magic (730 gp)
Mill Room	8 Goods, 7 Labor (300 gp)
Nursery	6 Goods, 1 Influence, 5 Labor (250 gp)
Observation Dome	8 Goods, 9 Labor, 1 Magic (440 gp)
Office	3 Goods, 3 Labor (120 gp)
Pit	1 Goods, 1 Labor (40 gp)
Priest	3 Goods, 3 Influence, 3 Labor, 6 Magic (810 gp)
Printer	9 Goods, 2 Influence, 7 Labor (380 gp)
Reliquary	4 Goods, 4 Labor, 1 Magic (260 gp)
Robbers	1 Goods, 4 Influence, 3 Labor (200 gp)
Sage	5 Goods, 2 Influence, 2 Labor (200 gp)
Sailors	1 Goods, 1 Influence, 2 Labor (90 gp)
Sanctum	2 Goods, 1 Influence, 1 Labor, 1 Magic (190 gp)
Sauna	3 Goods, 3 Labor (120 gp)
Scofflaws	3 Influence, 2 Labor (130 gp)
Scriptorium	7 Goods, 2 Influence, 6 Labor (320 gp)
Scrying Room	6 Goods, 1 Influence, 5 Labor, 3 Magic (550 gp)
Secret Room	5 Goods, 6 Labor (220 gp)
Sewer Access	2 Goods, 1 Influence, 2 Labor (110 gp)
Sewing Room	8 Goods, 7 Labor (300 gp)
Shack	3 Goods, 2 Labor (100 gp)
Sitting Room	12 Goods, 12 Labor (480 gp)
Soldiers	3 Goods, 2 Influence, 5 Labor (220 gp)
Sports Field	17 Goods, 3 Influence, 18 Labor (790 gp)
Stall	6 Goods, 1 Influence, 5 Labor (250 gp)
Statue	1 Goods, 2 Labor (60 gp)
Storage	3 Goods, 3 Labor (120 gp)
Storefront	5 Goods, 1 Influence, 3 Labor (190 gp)
Summoning Chamber	11 Goods, 4 Influence, 10 Labor, 5 Magic (1,040 gp)
Throne Room	25 Goods, 5 Influence, 25 Labor, 5 Magic (1,650 gp)
Tollbooth	2 Goods, 1 Influence, 2 Labor (110 gp)
Torture Chamber	7 Goods, 3 Influence, 5 Labor (330 gp)
Trap	Special
Trophy Room	6 Goods, 1 Influence, 5 Labor (250 gp)
Vault	8 Goods, 7 Labor (300 gp)
War Room	8 Goods, 7 Labor (300 gp)
Workstation	8 Goods, 7 Labor (300 gp)





3 CAMPAIGN SYSTEMS



You gods-damned tonic merchant!" Alain hauled Daniel up by his wrist and cocked a fist. "Steal from me, will you? Let's see how many potions it takes to put your face back together again after I'm done with you!"

"Alain!" Alahazra grabbed the warrior's arm, but he shook her off.

"Stay out of this, No-Eyes. This little poultice-peddler just stole all our treasure. And he didn't even spend it on anything good!"

"I didn't steal it," Daniel snarled. "I invested it, you illiterate brawler!"

"Invested?" Alain snorted and let the alchemist drop back into his seat.

"Maybe I ought to make an investment of my own. How does three feet of steel in your gullet sound?"

INTRODUCTION

This chapter presents a variety of small tweaks for your campaign, each one focused on giving life to moments and depth to activities in your game. You can use these systems individually or mix and match them together to taste.

Alignment (see this page) dives into what each of the nine alignments means to different people, and provides new rules for incrementally changing your alignment.

If your party loves playing out interactions with merchants and finds selling items at half price a little dull, spice things up with **Bargaining** (page 138).

Classes and feats can grant you an animal companion, familiar, cohort, or other partner. **Companions** (page 140) brings new options to your table for using them.

PCs meet interesting and useful allies all the time. **Contacts** (page 148) lets you turn those chance meetings and dealings into long-term recurring characters in your campaign.

Exploration (page 154) takes the time your party spends exploring the unknown lands between dungeons and settlements and makes it a part of your party's story, giving campaigns more of a sandbox feel.

Many characters follow some code—chivalric, criminal, samurai, and so on. **Honor** (page 160) lets you track your personal code and use it to your advantage.

With **Investment** (page 164), you can add “entrepreneur” to the list of roles you have in the world, staking your hard-fought gold and silver on an enterprise.

Family is important to many adventurers. **Lineage** (page 166) provides many ideas for using your family in the campaign.

Magic Item Creation (page 170) takes the rules from the *Core Rulebook* and adds greater depth and detail for casters who love magical research and development.

When you have recurring NPCs, you have the potential for interesting drama. **Relationships** (page 176) models that drama between both friends and rivals.

Successful adventurers are well known and respected for their grand deeds. **Reputation and Fame** (page 180) marks the tangible progress of fame—good or ill—and shows the rewards of having a high reputation.

If you're fortunate, maybe one day you'll put down the sword and wand and run a tavern for the rest of your peaceful days. That's where **Retirement** (page 186) comes in.

As time goes on, your needs as a hero change. **Retraining** (page 188) has you covered, letting you change your archetypes, class features, feats, skill ranks, spells known, and other abilities.

When adventurers walk into town with satchels of treasure, everyone wants a cut. **Taxation** (page 192) describes the situations where the party needs to part with their silver.

Young Characters (page 194) provides rules for creating and progressing adventurers who got a very early start in the dungeon-exploring and monster-slaying profession.

ALIGNMENT

Alignment is a curious creature; it summarizes the philosophy and morality of a person, and yet no two characters with the same alignment are exactly alike. Still, alignment says much about a character's soul and the way she interacts with others.

Each alignment has a list of philosophies or doctrines that characters may follow, together with a list of core concepts to bear in mind while playing a character of a given alignment. You could decide that one word is particularly crucial to your character—be that justice, greed, or self. You'll find that some of these words appear in more than one alignment. To one person, “freedom” may mean freedom for herself and others, while to another, it may mean freedom to take what she wants.

When thinking of alignments, use a simple test: How would the character treat a stranger in trouble? A chaotic good person who sees a stranger being robbed would rush to his aid—a person in distress needs help. A lawful good character would move to take over the situation and see justice done. A neutral character might stand back and watch developments, acting as she sees fit on this occasion, and perhaps acting differently the next time. A chaotic evil character would join in, and perhaps try to rob both the victim and the robbers. A lawful evil character would hang back, waiting for the fight to end, and then take advantage for his own gain or that of his god or cult.

LAWFUL GOOD

Justice is all. Honor is my armor. He who commits a crime will pay. Without law and truth, there is only chaos. I am the light, I am the sword of righteousness. My enemy shall pay in the end. Right is might. My soul is pure. My word is truth.

Core Concepts: Duty, fairness, honor, property, responsibility, right, truth, virtue, worthiness

A lawful good character believes in honor. A code or faith that she has unshakable belief in likely guides her. She would rather die than betray that faith, and the most extreme followers of this alignment are willing (sometimes even happy) to become martyrs.

A lawful good character at the extreme end of the lawful-chaotic spectrum can seem pitiless. She may become obsessive about delivering justice, thinking nothing of dedicating herself to chasing a wicked dragon across the world or pursuing a devil into Hell. She can come across as a taskmaster, bent upon her aims without swerving, and may see others who are less committed as weak. Though she may seem austere, even harsh, she is always consistent, working from her doctrine or faith. Hers is a world of order, and she obeys superiors and finds it almost impossible to believe there's any bad in them. She may be more easily duped by such imposters, but in the end she will see justice is done—by her own hand if necessary.

NEUTRAL GOOD

Do the best I can. See the good in everyone. Help others. Work toward the greater good. My soul is good, regardless of how I look. Never judge a book by its cover. Devotion to the goodness in life does not require approval. Charity begins at home. Be kind.

Core Concepts: Benevolence, charity, considerateness, goodness, humaneness, kindness, reason, right

A neutral good character is good, but not shackled by order. He sees good where he can, but knows evil can exist even in the most ordered place.

A neutral good character does anything he can, and works with anyone he can, for the greater good. Such a character is devoted to being good, and works in any way he can to achieve it. He may forgive an evil person if he thinks that person has reformed, and he believes that in everyone there is a little bit of good.

CHAOTIC GOOD

My soul is good, but free. Laws have no conscience. Blind order promotes disorder. Goodness cannot be learned just from a book of prayer. Compassion does not wear a uniform. The smallest act of kindness is never wasted. Repay kindness with kindness. Be kind to someone in trouble—it may be you who needs kindness the next day.

Core Concepts: Benevolence, charity, freedom, joy, kindness, mercy, warmth

A chaotic good character cherishes freedom and the right to make her own way. She might have her own ethics and philosophy, but is not rigidly held by them. She may try to do good each day, perhaps being kind to a stranger or giving money to those less fortunate, but does so purely out of joy. Such a character makes up her own mind up about what is good and right based upon truth and facts, but does not fool herself that evil acts are good. Her goodness is benevolent—perhaps occasionally blind, but always well meant.

A chaotic good character can seem unpredictable, giving alms to an unfortunate outside a church but refusing to make a donation within. She trusts her instincts and could put more stock in the words of a beggar with kind eyes than the teachings of a harsh-looking bishop. She might rob from the rich and give to the poor, or spend lavishly for her own joy and that of her friends. In extreme cases, a chaotic good character may seem reckless in her benevolence.

LAWFUL NEUTRAL

Order begets order. My word is my bond. Chaos will destroy the world. Respect rank. I live by my code and I'll die by my code. Tradition must continue. Order is the foundation of all culture. I am my own judge.

Core Concepts: Harmony, loyalty, order, organization, rank, rule, system, tradition, word

A lawful neutral character admires order and tradition, or seeks to live by a code. He might fear chaos and disorder, and perhaps have good reason to do so from past experience. A lawful neutral person is not as concerned

about who rules him so much as how secure he and his compatriots are, and finds great solace in the normality of society. Such a character may admire the strongest of leaders and punishments if they keep order, and he may support wars against other nations even if his own country is a brutal invader—his only concern is the rightness of the military action.

A lawful neutral character who follows his own code never breaks it willingly, and may become a martyr to defend it.

NEUTRAL

Our whims and desires are irrelevant, compared to the turning wheel of the world. I am who I am. Trust no one but your friends and family. The wheel turns in spite of us. Systems come and go. All empires fade. Time is a healer. The seasons never change. The sun does not care what it rises over.

Core Concepts: Balance, cycles, equality, harmony, impartiality, inevitability, nature, seasons



A neutral character is unusual in that she may have one of two distinct philosophies: she may be a person who is neutral because of distrust or apathy toward others, or one who wishes to have a truly neutral stance in the world and rejects extremism.

A neutral character could seem selfish or disinterested. She might be driven primarily by an acceptance of fate, and the most extreme followers of this alignment become hermits, hiding from the zealots of the world. Some neutral characters, however, strive openly for neutrality, and shun any act that veers too extremely toward any alignment. This type of neutral character prides herself on navigating her way between law and chaos, evil and good. She may have a fatalistic view in the face of nature and the fundamental power of night and day.

CHAOTIC NEUTRAL

A rolling stone gathers no moss. There is only today. Be like the wind and be taken wherever fate sees fit. He who fights fate courts folly. You only live once. Power to those who do not wish for power. Avoid anything in a uniform. Challenge the old orders.

Core Concepts: Capriciousness, fate, freedom, individuality, liberty, self-possession, unpredictability

A chaotic neutral character values his own freedom and ability to make choices. He avoids authority and does not fear standing out or appearing different. In extreme cases, he may embrace a lifestyle entirely suited to himself—living in a cave near a city, becoming an artist, or otherwise challenging traditions. He never accepts anything at face value and makes up his own mind rather than blindly accepting what others tell him to do or think.

LAWFUL EVIL

One day, I will rule. A strong leader is admired, a weak leader overthrown. I have principles and I am right. Chaos brings death. In this world there is only order or oblivion. Rank must be respected and feared. The weak will follow sure leaders. Sin is satisfaction. Everyone has vices.

Core Concepts: Calculation, discipline, malevolence, might, punishment, rationality, subjugation, terror

A lawful evil character goes about her business motivated by her own interests, but knows that ultimately order protects her. She seeks to achieve her own ends—but through order, not chaos. Even when boiling with anger, she is more likely to carefully plot vengeance than risk her own death through hasty actions. Sometimes that revenge will take years to happen, and that is acceptable.

A lawful evil character at the extreme end of the spectrum is zealous in her aims and will make any sacrifice to achieve them. Her twisted philosophy can make her paranoid of her closest followers, even family and friends. She stops at nothing to gain control, for only through control can she have peace. Yet even the most powerful and ordered society has its enemies, and to a lawful evil character only the destruction of those enemies can bring fulfillment.

Order is everything, at any cost.

NEUTRAL EVIL

I am the most important thing in creation. Do what you want, but never get caught. Conscience is for angels. Evil for evil's sake. Vice is its own reward. The sinner enjoys his life. Evil is just a word. Others envy my freedom and life without conscience.

Core Concepts: Desire, immorality, need, selfishness, sin, vice, viciousness, vileness, wickedness

Motivated by his own needs and wants, a neutral evil character is without conscience, acting only for self-gratification. He might surround himself with the trappings of cults and evil, but does so purely because it brings him closer to sin and wickedness. While a lawful evil person is inclined to bargain and a chaotic evil one to lash out, a neutral evil person is inclined only to look out for himself. In many ways, he epitomizes evil, since he has no clear loyalty to anything except absolute self-interest.

An extremist neutral evil character tends to be a loner, since he has either betrayed or slain those who came close to knowing him.

CHAOTIC EVIL

If I want something, I take it. Might is right. The strong rule the weak. Respect me or suffer. Fear me. There is only today, and today I take what I need. Anger brings out the best in me. I am the stronger one.

Core Concepts: Anarchy, anger, amorality, brutality, chaos, degeneracy, freedom, profaneness, violence

A chaotic evil character is driven entirely by her own anger and needs. She is thoughtless in her actions and acts on whims, regardless of the suffering it causes others.

In many ways, a chaotic evil character is pinned down by her inherent nature to be unpredictable. She is like a spreading fire, a coming storm, an untested sword blade. An extreme chaotic evil character tends to find similarly minded individuals to be with—not out of any need for company, but because there is a familiarity in this chaos, and she relishes the opportunity to be true to her nature with others who share that delight.

CHANGING ALIGNMENT

Over time, a character might become disillusioned and drift toward a different alignment. This section describes an optional system for tracking incremental changes to a character's alignment.

Every character has a 9-point scale for the lawful-chaotic alignment axis (see Table 3–1), with 1, 2, and 3 representing lawful, 7, 8, and 9 representing chaotic, and the rest representing neutral. Each character has a similar scale for the good-evil alignment axis, with 1, 2, and 3 representing good and 7, 8, and 9 representing evil.

The player decides where the character's alignment is on the alignment track. For example, a mischievous rogue with a good heart may be a 7 on the lawful-chaotic axis and an 2 on the good-evil axis—a chaotic good character who is more good than chaotic. A cruel but honorable knight could be a 1 on the lawful-chaotic axis and a 7 on

TABLE 3-1: CHANGING ALIGNMENT

1	2	3	4	5	6	7	8	9
← LAWFUL			NEUTRAL →			← CHAOTIC →		
1	2	3	4	5	6	7	8	9
← GOOD			NEUTRAL →			← EVIL →		

the good-evil axis, a lawful evil character who is far more lawful than evil.

When a character performs an action that is out of character for his listed alignment, the GM decides whether the action is enough to shift the character's alignment on the appropriate alignment track, and if so by how much. Executing a captured orc combatant so the PCs don't have to haul it to a distant prison may only be 1 step toward evil; torturing a hostage for information may be 2 steps. For minor infractions, the GM can just issue a warning that further actions will cause a shift on the alignment track. Extreme, deliberate acts, such as burning down an orphanage full of children just for the fun of it, should push the character fully into that alignment, regardless of the character's original position on the alignment track.

When a character's position on an alignment track shifts into another alignment (such as from 3 to 4 or 7 to 6), change the character's listed alignment to the new alignment. The character takes a –1 penalty on attack rolls, saving throws, and checks because of guilt, regrets, or bad luck associated with abandoning his previous ethics. After 1 week, this penalty goes away. Note that the character is still “on the border” of his previous alignment, and later actions could make him shift back to his previous alignment, with a repeat of the 1-week penalty, so after an alignment change, it is in the character's best interest to act in accordance with that new alignment, embracing his new beliefs and philosophy. This penalty is in addition to any other consequences of changing alignment (such as becoming an ex-cleric or ex-paladin).

The mechanism for strengthening a character's position within a particular section of the alignment track requires greater effort than acting out of character. A person who is a little bit good (3) has to work hard to become very good (1)—even a lifetime of mildly good acts is insufficient. If a character makes a great effort toward promoting or maintaining that alignment, the GM should decide whether that merits a shift toward one of the “safest” points on the alignment track (1, 5, and 9) where most out-of-alignment acts don't risk an immediate alignment change. This helps prevent players from gaming the system by offsetting minor evil acts with an equivalent number of minor good acts to remain within the good section of the evil-good alignment axis.

A forced alignment change, such as from a *helm of opposite alignment*, shifts a character's position on each alignment track to the corresponding opposite position (1 becomes 9, 2 becomes 8, and so on); a true neutral character jumps to an extreme point on both alignment tracks (1/1, 1/9, 9/1, or 9/9).

Unlike a deliberate alignment change, a forced alignment change does not incur the normal 1-week penalty on attack rolls, saving throws, and checks.

Using an *atonement* spell moves the character's position on the alignment track the minimum amount to return the character to his previous alignment. For example, a fallen paladin using *atonement* to become good again shifts her position on the good-evil track to 3, even if she originally was at 2 or 1. The spell is a means of reversing the worst of an indiscretion, not for gaining a safe buffer within an alignment zone on the track, and this gives the character an incentive to work toward entrenching herself within the tenets of the restored alignment. Using the “reverse magical alignment change” option of *atonement* does not give the target the normal alignment-change penalty on attack rolls, saving throws, and checks, but accepting the “redemption or temptation” option does.

A GM who wants a grittier campaign or more flexibility in changing alignment can alter the size of the alignment zones (where everything but 1 and 9 are neutral), use a scale with more than 9 points to allow more granularity when quantifying alignment acts, or create transition areas between the alignment zones where characters can slowly change alignment without penalty.

FORCED ALIGNMENT CHANGE

When a forced alignment change is purely arbitrary (such as from a curse or magic item), some players look upon this change as a chance to explore the character acting in a different way, but most players prefer the character's original concept and want it to return to normal as soon as possible. GMs should avoid overusing forced alignment changes or make them only temporary (such as a scenario where the characters are dominated by an evil entity and are freed once the entity has accomplished a particular goal). Remember that if players wanted to play characters of other alignments, they would have asked to play them, and radical shifts ruin many character concepts.

Some classes lose class abilities when a character changes alignments. Alignment changes may be interesting for a short adventure, such as freeing a monk from the curse of a chaotic monkey god, but these situations should be unusual. For some characters, changing alignment is a character-altering concept akin to destroying a wizard's spellbook or amputating an archer's arm—the scars are long-lasting, hard to reverse, and end up punishing the player.

BARGAINING

An item is worth only what someone will pay for it. To an art collector, a canvas covered in daubs of random paint may be a masterpiece; a priestess might believe a weathered jawbone is a holy relic of a saint. The rules presented here offer you a way of playing through the process of selling off goods brought up from a crypt, liberated from a baron's bedchamber, or plundered from a dragon's vault. They also enable players to establish contacts with local fences, launderers, antiquarians, and obsessive collectors.

VALUATION

The Appraise skill allows a character to accurately value an object. However, the fine arts of the jeweler, antiquarian, and bibliophile are complex. Valuable paintings may be concealed by grime, and books of incredible rarity may be bound in tattered leather covers. Because failure means an inaccurate estimate, the GM should attempt this skill check in secret.

BARGAINING RULES

In general, a character can sell an item for half its listed price (*Pathfinder RPG Core Rulebook* 140). This keeps players from getting bogged down in bargaining with NPCs over 10 gp on a 10,000 gp item, and maintains game balance by not allowing players to use bargaining to exceed the Wealth by Level guidelines by buying low and selling high. The "sell for half" rule allows a fair price for standard items in normal circumstances.

For rare or unique items, or in certain cases, the GM might allow or encourage bargaining. Keep in mind that bargaining usually involves one PC talking with an NPC while the other players wait, and watching someone else bargain is rarely interesting. Bargaining should be infrequent, and should happen only when it's important to the story.

By using the rules for bargaining, you give up some control over your PC's decisions and accept the risk of the deal falling through to gain the chance of getting a better price.

Step 1: Seller Sets the Asking Price

The seller suggests a price to the buyer. If the Asking Price is more than 150% of the item's actual value, the buyer simply refuses to bargain. The lowest amount the seller will accept is 75% of this Asking Price.

Step 2: Evaluate Item

The buyer chooses to attempt either an Appraise check to estimate the item's value or a Sense Motive check opposed by the seller's Bluff check (with failure meaning the buyer believes the seller is being fair). If the seller's price is the same as the buyer's estimation of the item's value, no Sense Motive check is needed and the buyer believes the seller.

A group of items can be sold as a unit. If the buyer is dealing with a mix of items she can appraise and others she can only guess about, she uses either Appraise or Sense Motive, depending on which she has more skill ranks in.

The GM can allow a PC to substitute an appropriate Knowledge skill for Appraise or Sense Motive, such as Knowledge (arcana) for selling a rare book about magic. He may also assign modifiers to skill checks to reflect expertise or ignorance about a specific type of item, good roleplaying, or insulting behavior toward an NPC buyer or seller.

Step 3: Determine Undercut

The Undercut Percentage is a portion of the item's price or value used to determine the buyer's Initial and Final Offers.

To determine the Undercut Percentage, have the buyer attempt a Bluff check opposed by the seller's Sense Motive check. The Undercut Percentage is 2%, plus 1% for every point by which the Bluff check exceeds the Sense Motive check (minimum 0%).

Step 4: Set Offers

The Initial Offer is the buyer's first counteroffer to the seller's Asking Price.

The Final Offer is the largest amount the buyer is willing to pay. Though the seller and buyer negotiate back and forth, the buyer won't exceed this offer. For example, if the seller's Asking Price is 1,000 gp, the buyer's Initial Offer may be 800 gp and the Final Offer 900 gp. These offers are determined by how much the buyer thinks the item is worth compared to the seller's Asking Price.

Fair (Appraise or Sense Motive): If the seller's Asking Price is less than or equal to the amount that the buyer thinks the item is worth, subtract the Undercut Percentage from the seller's price to get the Final Offer, and subtract 2 × the Undercut Percentage to get the Initial Offer.

Unfair (Appraise): If the result of the buyer's Appraise check leads her to believe the item is worth less than the seller's Asking Price, subtract the Undercut Percentage from the buyer's estimate of the item's value to get the Final Offer, and subtract 2 × the Undercut Percentage to get the Initial Offer.



Unfair (Sense Motive): If the result of the buyer's Appraise check leads her to believe the seller's Asking Price is too high, subtract $2 \times$ the Undercut Percentage from the seller's Asking Price to get the Final Offer, and subtract $4 \times$ the Undercut Percentage to get the Initial Offer.

Step 5: Bargain

The buyer begins bargaining by countering the seller's price with her Initial Offer. This step repeats until the buyer and seller agree on a price or one side ends negotiations.

Counteroffer Is Less Than Final Offer: If the seller counters with a price that is less than the buyer's Final Offer, have the seller attempt a Diplomacy check (DC 15 + the buyer's Charisma modifier). Success means the buyer accepts the seller's counteroffer and buys the item. Failure means the buyer holds at her Initial Offer. The seller can try again, but the Diplomacy check DC increases by 5 unless the seller lowers his price.

Counteroffer Equals Final Offer: If the seller counters with a price that is the same as the buyer's Final Offer, have the seller attempt a Diplomacy check (20 + the buyer's Charisma modifier). Success means the buyer accepts the seller's counteroffer and buys the item. Failure means the buyer counteroffers at a price between the Initial Offer and the Final Offer. The seller can try again, but the Diplomacy DC increases by 5 unless the seller lowers his price.

Counteroffer Exceeds Final Offer: If the seller counters with a price higher than the buyer's Final Offer, have the seller attempt a Diplomacy check (25 + the buyer's Charisma modifier). Success means the buyer counteroffers at a price between the Initial Offer and the Final Offer. Failure means the buyer holds at her Initial Offer. Failure by 5 or more means the buyer is insulted and lowers her offer or refuses to deal with the seller. The seller can try again, but the Diplomacy DC increases by 5 unless the seller lowers his price.

Examples of Bargaining

Orshok has a jeweled idol worth 1,800 gp he mistakenly appraised at 2,000 gp. He tries to sell it to an art collector at an Asking Price of 2,200 gp, knowing the collector will counter with a lower price. The collector succeeds at her Appraise check and realizes the idol's actual value. The collector attempts a Bluff check against Orshok's Sense Motive check and succeeds by 1, so her Undercut Percentage is 3% (base 2% plus 1% for exceeding the check by 1). Because the collector thinks the idol is worth less than Orshok's price, her Initial Offer is 6% less than her estimate of the value (1,692 gp) and her Final Offer is 3% less than her estimate (1,746 gp). When she makes her Initial Offer, Orshok counters with a price of 2,000 gp. This is higher than the collector's Final Offer, so Orshok attempts a Diplomacy check whose DC equals 25 + the buyer's Charisma modifier to keep the buyer's interest. He succeeds at the check, so the buyer counteroffers 1,740 gp (between her Initial and Final Offers). Orshok doesn't

USING MAGIC TO BARGAIN

An unscrupulous character may use magic to charm or dupe buyers into accepting inflated prices. Something as simple as *charm person* can alter the Diplomacy and Sense Motive DCs by 5 in the spellcaster's favor for an entire negotiation, and a specific *suggestion* can alter the result on a single roll by 10 in the caster's favor. If the buyer later realizes that magic influenced the negotiation, she may refuse to deal with the spellcaster and attempt to get her money back, or at least report the spellcaster to the local authorities.

think the collector will go much higher, and decides to find another buyer.

Later, Orshok tries to sell the idol to a spice merchant who finds it interesting but knows nothing about art. Orshok again starts with a price of 2,200 gp. The merchant's Sense Motive check beats Orshok's Bluff check, so she realizes he isn't offering a fair price. The merchant attempts a Bluff check opposed by Orshok's Sense Motive check and succeeds by 4, which makes her Undercut Percentage 6% (base 2% plus 4% for exceeding the check by 4). The merchant's Initial Offer is 12% less than Orshok's price (1,936 gp), and her Final Offer is 6% less than Orshok's price (2,068 gp). Orshok counters with a price of 2,000 gp. This is less than the merchant's Final Offer, so Orshok attempts a Diplomacy check (DC 15 + the buyer's Charisma modifier). He succeeds, so the merchant accepts Orshok's counteroffer and buys the item for 2,000 gp.

COLLECTOR NPCs

The GM can define a few NPCs as collectors, traders, or antiquarians interested in unusual items PCs collect after their adventures. If the PCs establish an amiable relationship with these collectors over time, the GM can reduce the base Undercut Percentage to 1% or even 0%, especially if the PCs' offerings cater to the NPCs' interests. Likewise, PCs may develop bad blood with one or more buyers; such buyers' Undercut Percentage may rise to 5% or higher, or the buyers may refuse to bargain with the PCs at all.

FLOODING THE MARKET

When PCs attempt to sell multiples of a durable good, the GM may lower the offered prices by 10% or more to reflect market saturation in that location. For example, a border town patrolled by guards with crossbows can always use more +1 *bolts*, but has limited use for a wagonload of masterwork spiked chains, so the Initial and Final Offers for the spiked chains would be 10% lower.

TRADE GOODS

Trade goods (*Core Rulebook* 140) are exempt from bargaining, even in extraordinary circumstances.

COMPANIONS

In a typical campaign, each player controls one character. However, there are several ways for you to temporarily or permanently gain the assistance of a companion, such as an animal companion, a cohort, an eidolon, or a familiar. The combat advantages of controlling a second creature are obvious, but having a companion also has drawbacks and requires an understanding of both your role and the GM's in determining the creature's actions. This section addresses common issues for companions and the characters who use them.

CONTROLLING COMPANIONS

How a companion works depends on the campaign as well as the companion's nature, intelligence, and abilities. In some cases, the rules do not specify whether you or the GM controls the companion. If you're entirely in control, the companion acts like a subsidiary PC, doing exactly what you want just like a true PC. If the GM is control, you can make suggestions or attempt to influence the companion, but the GM determines whether the creature is willing or able to attempt what you want.

Aspects of Control

Whether you or the GM controls a particular companion depends largely on the creature's intelligence and level of independence from you.

Nonsentient Companions: A nonsentient companion (one with animal-level intelligence) is loyal to you in the way a well-trained dog is—the creature is conditioned to obey your commands, but its behavior is limited by its intelligence and it can't make altruistic moral decisions—such as nobly sacrificing itself to save another. Animal companions, cavalier mounts, and purchased creatures (such as common horses and guard dogs) fall into this category. In general they're GM-controlled companions. You can direct them using the Handle Animal skill, but their specific behavior is up to the GM.

Sentient Companions: A sentient companion (a creature that can understand language and has an Intelligence score of at least 3) is considered your ally and obeys your suggestions and orders to the best of its ability. It won't necessarily blindly follow a suicidal order, but it has your interests at heart and does what it can to keep you alive. Paladin bonded mounts, familiars, and cohorts fall into this category, and are usually player-controlled companions.

Eidolons: Outside the linear obedience and intelligence scale of sentient and nonsentient companions are eidolons: intelligent entities magically bound to you. Whether you wish to roleplay this relationship as friendly or coerced, the eidolon is inclined to obey you unless you give a command only to spite it. An eidolon would obey a cruel summoner's order to save a child from a burning building, knowing that at worst the fire damage would temporarily banish it, but it

wouldn't stand in a bonfire just because the summoner said to. An eidolon is normally a player-controlled companion, but the GM can have the eidolon refuse extreme orders that would cause it to suffer needlessly.

Magical Control: *Charm person*, *dominate person*, and similar effects turn an NPC into a companion for a limited time. Most charm-like effects make the target friendly to you—the target has to follow your requests only if they're reasonable, and has its own ideas about what is reasonable. For example, few creatures consider “hand over all your valuables” or “let me put these manacles on you” a reasonable request from a friend. You might have to use Diplomacy or Intimidate checks to influence a charmed ally, and the GM has the final say as to what happens. Though the target of a charm effect considers you a friend, it probably feels indifferent at best toward the other PCs and won't listen to requests from them. A creature under a dominate effect is more of a puppet, and you can force it to do anything that isn't suicidal or otherwise against its well-being. Treat it as player-controlled, with the GM making its saving throws to resist inappropriate commands.

Common Exceptions: Some companions are exceptions, such as an intelligent companion who doesn't bear exceptional loyalty toward you (for example, a hired guard), a weaker minion who is loyal to you but lacks the abilities or resources to assist in adventuring tasks, and a called outsider (such as from *planar ally*) who agrees to a specific service but still has a sense of self-preservation. You can use Bluff, Diplomacy, and Intimidate to influence such companions, but the GM is the final arbiter of their actions. For example, a PC might use threats to convince a caravan guard to hold back an ogre for a few rounds or to prevent her zealous followers from attacking a rival adventurer, but the GM makes the decision whether the guard runs away after getting hit once or the followers attack when provoked.

The GM may deviate from the above suggestions, such as allowing a druid to control an animal companion directly, creating a more equivalent or even antagonistic relationship between a summoner and an eidolon, or roleplaying a mentoring relationship between a veteran warhorse and the young paladin who inherited his loyalty. Before you create a character with a companion creature (or decide to add a companion in play), the GM should explain to everyone how much influence you and the GM each have over the creature's actions. That way, everyone is fully informed about all aspects of dealing with the companion.

The specifics of controlling a companion vary for different campaigns. A gritty campaign where animal companions can't do anything that real animals can't do forces the GM to act as a check against you pushing the bounds of creativity. A high-fantasy game where familiars are nearly as important to the storyline as the PCs—or are played as near-PCs by other players—is a very different feel and can create interesting roleplaying opportunities.

An evil campaign where companions are unwilling slaves of the PCs creates a dynamic where the PCs are trying to exploit them as much as possible—perhaps even sacrificing and replacing them as needed—and treat them more like living tools than reluctant allies.

Issues of Control

The GM should keep in mind several factors when it comes to companions, whether handling them as suggested above or altering the balance to give you more or less control.

Ease of Play: Changing who controls a companion can make the game easier or harder for the GM. Controlling a cohort in combat is one more complex thing for the GM to deal with. The GM must keep track of a cohort's tactics and motivations and how those affect it in combat while keeping her own knowledge of the monsters separate from the cohort's knowledge; otherwise, the cohort will outshine the PCs with superior tactics. Giving you control over these decisions (while still allowing the GM to veto certain actions) alleviates some of the burden and allows you to plan interesting tactics between yourself and your cohort, much as you would have mastered during times you trained together.

Conversely, giving a player full control over the actions of two characters can slow down the game. If you're prone to choice paralysis, playing two turns every round can drag the game to a halt. If this is a problem, the GM should suggest that another player help run the companion or ask you to give up the companion and alter yourself to compensate (such as by choosing a different feat in place of Leadership, taking a domain instead of a druid animal companion, or selecting the "companions" option for a ranger's hunter's bond ability instead of an animal).

Game Balance: Even a simple change like allowing players to directly control companions has repercussions in the game mechanics. For example, if a druid has complete control over an animal companion, there's no reason for her to put ranks in Handle Animal, freeing up those ranks for other valuable skills like Perception. If a wizard with a guard dog doesn't have to use a move action to make a Handle Animal check to have the dog attack, he has a full set of actions each round and a minion creature that doesn't require investing any extra time to "summon" it. If companion

animals don't have to know specific tricks, the PC can use any animal like an ally and plan strategies (like flanking) as if the animal were much smarter than it actually is.

With intelligent companions such as cohorts, giving you full control means you're controlling two characters and can take twice as many actions as the other players. The GM can create a middle ground, such as requiring you to put ranks in Handle Animal but not requiring you to make checks, or reducing the action needed to command an animal, but these decisions should be made before the companion joins the group.

Sharing Information: Whenever you control multiple creatures, there are issues of sharing information between you and your companions. Some companions have special abilities that facilitate this sort of communication, such as a familiar's empathic link or an eidolon's bond senses ability, but most companions are limited to what they can observe with their own senses. For example, if a wizard using *see invisibility* knows there is an invisible rogue across the room, he can't just direct his guard dog to attack the rogue; he has to use the seek command to move the dog to the general area of the rogue, and even then he can't use the attack command to attack the rogue because the rogue isn't an "apparent enemy." If the GM allows the wizard to make the dog fight the invisible rogue, that makes the animal much more versatile than normal, and also devalues the special nature of a true empathic or telepathic bond with a companion. If the dog is allowed to work outside the PC's line of sight, it devalues abilities such as a wizard's ability to scry on his familiar. Of course, intelligent companions using speech can bypass some of these limitations (such as telling a cohort there's an invisible rogue in the corner).



ADVANCING COMPANIONS

Another issue is who gets to control the companion's advancement. Animal companions, eidolons, and cohorts all advance much like PCs, making choices about feats, skills, special abilities, and (in the case of cohorts) class levels. Whoever controls the companion's actions also makes decisions about its advancement, but there is more of a shared role between you and the GM for some types of companions.

Animal Companion: Advancement choices for an animal companion include feats, skills, ability score increases, and tricks.

If the companion's Intelligence score is 2 or lower, it is limited to a small selection of feats (see *Animal Feats*, *Core Rulebook* 53). You should decide what feats the animal learns, though the GM should have a say about whether a desired feat is appropriate to the animal's type and training—fortunately, the feats on the list are appropriate for just about any animal. If the animal's Intelligence is 3 or higher (whether from using its ability score increase or a magic item), it can select any feat that it qualifies for. You should decide what feat it learns, subject to GM approval, although the creature's higher intelligence might mean it has its own ideas about what it wants to learn.

As with feats, you should decide what skills your animal companion learns, chosen from the *Animal Skills* list (*Core Rulebook* 53) and subject to GM approval. If the animal's Intelligence score is 3 or higher, it can put its ranks into any skill, with the GM's approval. Of course, the animal might not have the physical ability to perform certain

skills (a dog can't create disguises, an elephant can't use the Ride skill, and so on).

Ability score increases are straightforward when it comes to physical ability scores—training an animal to be stronger, more agile, or tougher are all reasonable tasks. Training an animal to be smarter, more intuitive, or more self-aware is less easy to justify—except in the context where people can cast spells and speak with animals.

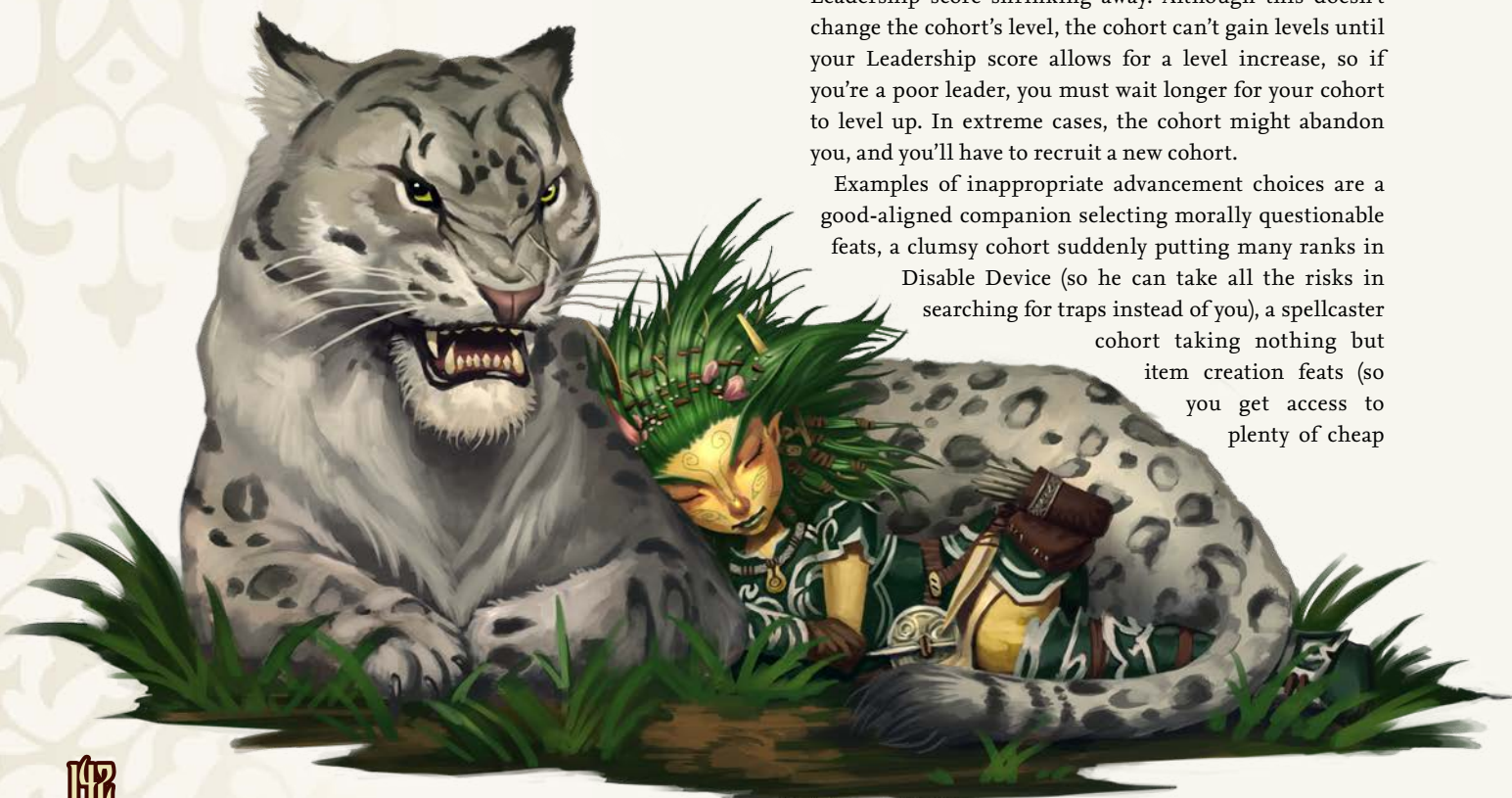
Because you're responsible for using the Handle Animal skill to teach your companion its tricks, you decide what tricks the companion learns. If you're not skilled at training animals or lack the time to do it yourself, you can hire an expert trainer to do it for you or use the downtime system to take care of this training.

Cohort: Advancement choices for a cohort include feats, skills, ability score increases, and class levels.

A cohort is generally considered a player-controlled companion, and therefore you get to decide how the cohort advances. The GM might step in if you make choices that are inappropriate for the cohort, use the cohort as a mechanism for pushing the boundaries of the game rules, or treat the cohort unfairly. A cohort is a loyal companion and ally to you, and expects you to treat him fairly, generously, without aloofness or cruelty, and without devoting too much attention to other minions such as familiars or animal companions. The cohort's attitude toward you is generally helpful (as if using the Diplomacy skill); he complies with most of your requests without any sort of skill check, except for requests that are against his nature or put him in serious peril.

If you exploit your cohort, you'll quickly find your Leadership score shrinking away. Although this doesn't change the cohort's level, the cohort can't gain levels until your Leadership score allows for a level increase, so if you're a poor leader, you must wait longer for your cohort to level up. In extreme cases, the cohort might abandon you, and you'll have to recruit a new cohort.

Examples of inappropriate advancement choices are a good-aligned companion selecting morally questionable feats, a clumsy cohort suddenly putting many ranks in Disable Device (so he can take all the risks in searching for traps instead of you), a spellcaster cohort taking nothing but item creation feats (so you get access to plenty of cheap



magic items at the cost of just one feat, Leadership), a fighter cohort taking a level in wizard when he had no previous interest in magic, or you not interacting with your cleric cohort other than to gain defensive spells from a different class or a flanking bonus.

When you select the Leadership feat, you and the GM should discuss the cohort's background, personality, interests, and role in the campaign and party. Not only does this give the GM the opportunity to reject a cohort concept that goes against the theme of the campaign, but the GM can plan adventure hooks involving the cohort for future quests. The random background generator in Chapter 1 can help greatly when filling in details about the cohort. Once the discussion is done, writing down a biography and personality profile of the cohort helps cement his role in the campaign and provides a strong reference point for later talks about what is or is not appropriate advancement for the cohort.

Eidolon: Compared to an animal companion or cohort, an eidolon is a unique type of companion—it is intelligent and loyal to you, and you have absolute power over whether it is present in the material world or banished to its home plane. You literally have the power to reshape the eidolon's body using the *transmogrify* spell, and though technically the eidolon can resist this—the Saving Throw is “Will negates (harmless)” —it is assumed that the eidolon complies with what you want. After all, the eidolon can't actually be killed while summoned; at worst, it might experience pain before damage sends it back to its home plane. This means the eidolon is usually willing to take great risks to help you. If swimming through acid was the only way to save you, it would do so, knowing that it won't die and will recover. The eidolon is a subservient creature whose very nature depends upon your will, so you decide what feats, skill points, ability score increases, and evolutions the eidolon gains as it advances.

Follower: Because a follower is much lower level than you, it's generally not worth determining a follower's exact feats and skill ranks, as he would be ineffective against opponents appropriate for your level. In most cases, knowing the follower's name, gender, race, class, level, and profession is sufficient, such as “Lars, male human expert 1, sailor.” Since followers lack full stat blocks, the issue of advancing them is irrelevant. If your Leadership score improves, just add new followers rather than advancing existing ones. However, if events require advancing a follower (such as turning a follower into a cohort to replace a dead cohort), use the same guidelines as for cohorts.

Hirelings: Hirelings don't normally gain levels. If the GM is running a kingdom-building campaign where hireling NPCs are heavily involved, you might suggest ways for NPCs to advance, but the final decision is up to the GM. If you want more control over your hireling's feats, skills, and class levels, you should select that hireling as a follower with the Leadership feat.

INTELLIGENT ANIMALS

Increasing an animal's Intelligence to 3 or higher means it is smart enough to understand a language. However, unless an *awaken* spell is used, the animal doesn't automatically and instantly learn a language, any more than a human child does. The animal must be taught a language, usually over the course of months, giving it the understanding of the meaning of words and sentences beyond its trained responses to commands like “attack” and “heel.”

Even if the animal is taught to understand a language, it probably lacks the anatomy to actually speak (unless *awaken* is used). For example, dogs, elephants, and even gorillas lack the proper physiology to speak humanoid languages, though they can use their limited “vocabulary” of sounds to articulate concepts, especially if working with a person who learns what the sounds mean.

An intelligent animal is smart enough to use tools, but might lack the ability to manipulate them. A crow could be able to use simple lockpicks, but a dog can't. Even if the animal is physically capable of using a tool, it might still prefer its own natural body to manufactured items, especially when it comes to weapons. An intelligent gorilla could hold or wield a sword, but its inclination is to make slam attacks. No amount of training (including weapon proficiency feats) is going to make it fully comfortable attacking in any other way.

Even if an animal's Intelligence increases to 3 or higher, you must still use the Handle Animal skill to direct the animal, as it is a smart animal rather than a low-intelligence person (using *awaken* is an exception—an awakened animal takes orders like a person). The GM should take the animal's Intelligence into account when determining its response to commands or its behavior when it doesn't have specific instructions. For example, an intelligent wolf companion can pick the weakest-looking target if directed to do so, and that same wolf trapped in a burning building might push open a door or window without being told.

Mounts: Common mounts (such as horses or riding dogs bought from a merchant, rather than mounts that are class features) don't normally advance. If extraordinary circumstances merit a mount gaining Hit Dice, and you have Handle Animal ranks and take an interest in training the animal, use the same guidelines as those for animal companions.

REMEMBERING COMPANIONS

Often, a companion is forgotten about when it's not needed. A familiar hides in a backpack and only comes out when the sorcerer needs to spy on something or deliver a spell with a range of touch. An animal companion or cohort follows the druid silently and acts only when a skill check or attack roll is needed. An eidolon is used as a mount or an expendable

resource in battle. You and the GM need to remember that a companion is a creature, not an unthinking tool, and can't simply be ignored.

Tips for Remembering Companions

There are several ways to make sure a companion doesn't get lost or forgotten.

Props: Physical props can help you, the other players, and the GM remember companions. If the campaign uses miniatures on the tabletop, the companion should have its own miniature or token. If all the adventurers move forward, it's easy to see that a lonely miniature was left behind. Even without miniatures, having a physical representation of the companion on the tabletop keeps it in mind. Whether this is a stuffed animal, a toy, an action figure, a cardboard stand-up, a GameMastery Face Card, or a simple character sheet with a colorful illustration, this kind of reminder gives the companion a presence on the tabletop.

Another Player: If you regularly forget the presence of your companion and the GM is busy dealing with the rest of the game, another player can take over playing the companion. If the second player has an introverted character or one whose actions in combat are fast and efficient, allowing that player to control the companion gives him another opportunity to have some time in the spotlight. The second player should roll initiative separately for the companion so the companion's actions don't get forgotten on either turn—giving the companion its own turn reinforces its role in the party.

Allowing another character to play the companion also gives the group additional roleplaying opportunities. You might feel silly talking as both your character and your cohort, but more comfortable having a dialogue with your cohort when it's played by someone else (this also keeps the cohort from blindly doing whatever you say). Wearing a hat or mask, or holding up a small flag or banner to represent the companion can help other players keep track of who is acting when you speak.

Casual Observer: Some gaming groups have a casual player, friend, spouse, or child who isn't interested in playing a normal character for the campaign, but likes to watch the game or be nearby when everyone else is playing. That person might be interested in playing a companion for one or more sessions (especially if it's a creature that's funny and cute). This is an opportunity for that person to get involved in the game without the responsibility of being a full contributing member to the group—and just might be the hook that convinces that observer to become active in the game.

If playing a companion goes well, the GM may create a one-shot spin-off adventure in which all the players play companion creatures instead of normal PCs (perhaps because the PCs are captured, incapacitated, or merely sleeping), returning to the normal campaign when that adventure is completed.

Remembering Followers

Followers are a little more complex because there can be so many of them and they don't usually adventure with you. You and the GM should keep notes about each follower (or group of followers, if there are several in a common location such as a temple) and link this information to the followers' base of operations. For example, the GM's notes about the capital city should mention the thieves' guild informant follower of the rogue PC. Artwork representing the follower (even a simple piece of free clip art found online) can be a stronger reminder than a name that's easily lost in a page full of words.

Followers also have a unique companion role in that they spend most of their time away from you, and might use that time positively or negatively. Just because a follower is low level and you're not doesn't mean the follower stops being a person with needs, fears, and a role to play in your heroic story. Even if you dismiss the follower aspect of the Leadership feat as baggage, a follower is going to pay attention to what you do, and if this hero-worship grows tarnished from neglect or abuse, that very same follower provides an opportunity for the GM to demonstrate how bad will among the common folk can negatively affect an adventurer's life (see the Reputation section of this chapter for more information).

COMPANION PLOT HOOKS

Having a companion in the party is an incredible opportunity for the GM to introduce plot elements into a campaign—and more interesting plots than “the companion has been kidnapped!” The players have a general idea about their characters' pre-adventurer histories, but a companion is a bit of a mystery. What did it do before it met you? What is its motivation for joining the adventuring party? What are its goals? What does it do when you aren't around?

Animal Companion

Unless you raised your animal companion from birth, it has its own history and secrets that are likely important and could surprise you. A druid's wolf companion might have been saved by a famous ranger, fought in an orc tribe's arena, or escaped a wizard's experimental lab. What happens when that wolf recognizes that helpful ranger, savage orc, or mad wizard? Is the wolf aggressive when the druid isn't around? Does it have behavior quirks like not letting anyone touch the druid when she's sleeping, even allies trying to wake her? What if the companion was once a humanoid, but was cursed or polymorphed into a different shape and lost its memory about its original identity? What if another druid previously cast *awaken* on it, and it has been pretending to be a common animal so it can watch over or spy on a PC? The answers to these questions are the seeds to side plots or entire adventures.



Animal companions can also incite fear or prejudice among ignorant townsfolk. Most villages don't want rowdy adventurers bringing wolves, bears, lions, giant snakes, and especially dinosaurs into the town square, and innkeepers don't usually want the larger animals staying in rooms with guests. Stables might charge more to board exotic animals or entirely refuse to do so, and might not have appropriate food for them. If a village is experiencing attacks on its livestock, angry people might be quick to blame a carnivorous animal companion. Conversely, innocent children could have a circus-like fascination with exotic animal companions and help break the ice between visiting adventurers and suspicious locals.

Cohort

A cohort could have a former life as a criminal that she abandoned after being inspired by your heroic deeds. Just like a PC, a cohort has family and friends, with hopes and concerns for those people. The cohort might be a target for your enemies who are unwilling or unable to strike directly at you (though be careful to avoid making the cohort become a liability or look incompetent). A cohort who is critically injured by a monster might develop a fear about that kind of monster and avoid attacking it. She may have secret vices or virtues that become more prominent

over time and can directly affect her relationship with you. If the cohort has an animal companion, you might also suffer some indirect repercussions for the animal's behavior or reputation.

Eidolon

An eidolon has the same mystery as a cohort, except its origins are far weirder. It might have been linked to another summoner before its bond with you. It might be a natural creature altered by planar energies and banished to a far realm, or a former adventurer lost in a disastrous mission to an unknown plane. If it resembles a more conventional planar monster (such as an archon, a dretch, or an elemental), it might have been accidentally summoned or called by a sloppy spellcaster and could have some familiarity with other people in the world. Though an eidolon's soul is strongly tied to its summoner, it has an existence in another world when it is away, and in that world it might be a bully, champion, or slave. How it reacts to things during its limited time on the Material Plane is influenced by its unknown past and secret life.

An eidolon always has the appearance of a fantastical creature, and attracts as much attention as any unfamiliar animal would. Fortunately for you, you can send the eidolon away to its extraplanar home, allowing

you to do business in town and move about normally without drawing unwanted attention. However, if you call the eidolon in an emergency without warning the local authorities, townsfolk might assume it is a marauding monster bent on tearing them limb from limb, requiring hasty explanations and diplomacy to prevent panic.

Familiar

Plot hooks for familiars are similar to those for animal companions, as they can have the same unknown

backgrounds and instinctive reactions to people they knew when they were just common animals. Fortunately, familiars are usually small creatures that can easily pass for common pets as long as they don't do anything that reveals their unusual intelligence. Most townsfolk aren't averse to a common cat, a trained hawk, or even a snake, though innkeepers and merchants might ask that such animals be kept in a cage to prevent them from getting loose and causing any damage.

Remember that a familiar has an empathic link to its master, and its animal instincts can lead to plot hooks. For example, a toad familiar might project feelings of hunger whenever a member of a fly-demon cult is nearby, a bat familiar might express curiosity about the words a weird hermit is muttering under his breath, and a rat familiar might feel fear when a dangerous assassin walks into the room. A more powerful familiar can speak with other animals of its kind, and if left to roam, it could pick up interesting news about a town or an army camp.

Follower

A follower should be more than an acquaintance or an employee. A follower is devoted to you in the same way a cohort is, but has fewer resources at his disposal and in most cases isn't an adventurer. The follower sees you as a hero or celebrity—someone to emulate. Though it's easy to treat followers as a single, nameless group, a smart player realizes that they don't have to group together. Followers can be spread out over multiple settlements and have multiple roles. For example, if you have a Leadership score of 10, you can have five 1st-level followers: a city guard in the capital, an acolyte at the high temple, an informant in the thieves' guild, an adept in a frontier village, and a strange child saved from a goblin's hunger. Gaining followers is an opportunity for you to look back over your adventuring career, recall important or noteworthy NPCs, and solidify the bonds between those NPCs and you.

Choosing followers gives you a network of loyal contacts who trust and respect you. Though they might not have the resources or backbone to fight on your behalf, they're always on the lookout for ways to help you in any way they can. In effect, they are trustworthy NPC contacts (Trust score 4; see Contacts on page 148). The city guard might invite you to gamble with the other guards or arrange to have your armor polished. The acolyte might have tips about an upcoming religious festival and the clergy's concerns about a nearby plague. The informant might have news about mysterious disappearances or volunteer to keep an eye on your rival. A thug might bully the truth out of a tight-lipped witness or provide inside information on her employer. The adept might send messages about strange events from the wildlands. The strange child might have precognitive visions, perhaps from budding magical powers.



If you ever lose or dismiss your cohort, selecting a replacement from among your followers not only gives you an excuse to spend some downtime training that follower to become your new cohort, but rewards the loyalty of all the other followers, as they see that you treat them as near equals.

The GM should use these followers as plot hooks. Instead of having rumors from an unknown source reach your ears from no specific source, a named follower could present that information. Instead of having you hunt for information about a cataclysm prophesied to occur in 3 days, a scholarly follower could find a scroll or book about the prophecy and bring it to you. The desperate stable-boy follower can approach you about money to pay off his father's gambling debts to a crooked bookkeeper. The poor merchant can ask you for help dealing with a charismatic man trying to convince his daughter to become a prostitute. By using a follower for a plot hook, the GM lets the player know that the character can trust the follower's intentions, and keeps the PC's past involvement with that NPC relevant.

As you reach higher Leadership scores, you gain dozens of followers. Rather than these followers all being spread thinly across every possible settlement in the campaign, it's more likely that many of these individual followers know each other well, possibly by working together, spending time at the same temple or academy, or being members of the same family, and you should expand these clusters of followers in an organic way. For example, the other guards who gamble with you could become new followers, the acolyte can train other acolytes or spread the good word about you, the informant might persuade others in the thieves' guild that you're a valuable ally, the adept's entire village might begin to see you as a hero and savior, and the strange child could become a wizard's apprentice and convince the entire cabal to befriend you. If you ever decide to build a fort or found a temple or guild, you already have a group of like-minded and skilled followers ready and willing to help.

REVIVING AND REPLACING COMPANIONS

Adventuring is a dangerous career, and sometimes an animal companion, cohort, or familiar dies or is lost. A change in your alignment or religion might drive away your cohort, or the cohort's role in the story might end based on discussion between you and the GM. An extended voyage in a dangerous environment might convince a druid to free a trusted companion that would otherwise suffer and die if forced to travel (such as a polar bear in the desert). A ranger might discover a rare specimen of a favorite type of creature and want to claim it as his own in order to protect it from poachers. Regardless of the cause, when a companion dies or is lost, you need to replace it. This creates an opportunity for roleplaying.

Reviving a Dead Companion

A lost animal companion, cohort, familiar, or follower can be raised or resurrected with spells such as *raise dead*, *resurrection*, or *true resurrection*. For a cohort or follower with character levels, these kinds of spells give the character one or more negative levels—a price worth paying if the alternative is death. Creatures with no character levels (such as animal companions and familiars) count as 1st level for the purpose of these spells, and therefore they take Constitution drain instead of negative levels. A nonsentient companion is assumed to be willing to return to life unless you were cruel to it or directly responsible for its death.

In most cases, the companion probably remembers its last moments alive and understands that you're the reason why it is alive again. For a lower-level cohort or a non-adventuring follower, the gift of a second chance at life is something very treasured and earns you great respect and devotion. You can gain the reputation of "fairness and generosity" for the purposes of the Leadership feat.

Using *reincarnate* is an alternative option, but has a similar effect on a companion's loyalty and affection. Few humans would choose to be reincarnated as a bugbear or kobold, but if the choice is that or death, a new life in a new body is generally preferred. For an animal companion, the GM should create a random table of creatures similar to its original form—for example, a lion might be reincarnated as a leopard, cheetah, or tiger.

Finding a Replacement

In some cases, replacing an animal companion or familiar can be as easy as purchasing an animal of the desired type and declaring it your new companion. Attuning a familiar to its new master requires a ritual (*Core Rulebook* 82). Choosing an animal companion requires 24 hours of prayer (*Core Rulebook* 50). The ceremony can also be used to attract and bond with an animal appropriate to the local environment. However, you might want to wait for the campaign to present an appropriate companion, such as an animal you rescue from a cruel enemy that you tame with the ritual or ceremony. In terms of game mechanics, there is no difference between any of these options, and you should work with the GM to find a replacement method that is appropriate to the campaign.

Replacing a lost or killed cohort or follower involves a similar collaboration between you and the GM to create a character who is appropriate for the campaign and valuable to you (and hopefully to the rest of the party). You might want to elevate a follower to a cohort, select another known NPC to become a cohort, or start from scratch by introducing a new NPC to the party. Keep in mind that your Leadership score might have changed, especially if you were responsible for the previous cohort's death—and that sort of tragedy creates roleplaying opportunities for the new cohort.

CONTACTS

A contact is a unique NPC with useful skills or powerful connections. You can call upon contacts for aid to accomplish specialized tasks without getting directly involved. A low-level contact can dig up a local rumor, tell you where to find a good meal, or impart basic knowledge. However, as you earn more of a contact's trust, he might perform greater tasks with greater personal risk, such as helping you track down an adversary, bailing you out of jail, or loaning you a magic item.

There are many types of contacts—a contact might be a childhood friend, a former adversary with whom you share a mutual respect, a war buddy, a former colleague, or a friend of the family. They aren't limited to a specific social class or profession. A contact with few connections is capable of providing only minimal aid to you, but others might have more significant resources. A contact's ability to aid you might even shift over the course of your adventuring career. Changes to a contact's profession, rising or falling social status, and other personal events can alter his ability to provide aid.

Sometimes a contact needs compensation for his trouble, or at least reimbursement for costs incurred while working on your behalf. Criminal contacts in particular almost always charge for their services or demand favors in return. A contact from a temple or guild might expect you to give a donation to the temple or pay guild fees. Other times, costs arise out of necessity. A contact who needs anonymity to accomplish a task might require additional funds for bribes or to purchase covert access to a secret location. Likewise, you shouldn't expect a spellcaster contact to pay for the expensive material components when casting a spell on your behalf.

Two factors influence the effectiveness of a contact: the amount of trust you share with the contact and the amount of risk involved with what you ask of the contact. A contact who doesn't fully trust you won't risk his neck to help you, though he might still perform some basic risk-free tasks to see if you warrant additional trust.

TRUST

In order for you to secure a reliable contact, you must establish and maintain the contact's trust. A new contact won't typically reveal the full extent of his abilities or covert affiliations. For example, your childhood friend might have close ties with a political organization, thieves' guild, or street gang, but may keep this information secret to protect himself and you. At some point, the friend reveals this connection and becomes a contact for you. As the contact's trust increases, he becomes more willing to perform or secure various services for you, provided those services remain within his means.

Trust is measured on a scale of 1 to 5, with 1 being the least amount of trust and 5 representing the highest. You build trust through successful interactions between you

and your contact. As these interactions accrue, the level of Trust increases (see Gaining, Cultivating, and Losing Contacts on page 151). A contact can have different Trust scores for different PCs in the same adventuring party—a city guard could have a high Trust score for a paladin PC he's known for a while and a low Trust score for a wizard PC who is new to town. For some contacts, the Trust score declines if they haven't heard from you in a while, but rebuilding Trust to its earlier level is faster than starting from scratch.

The different trust levels are as follows.

1. Wary: A wary contact has no more trust in you than in any stranger. Though he's willing to divulge minimal information, he'd just as readily sell your information to your enemies or turn on you in order to protect himself or his reputation. A wary contact performs only basic tasks that assume little to no personal risk.

2. Skeptical: A skeptical contact has established some small amount of trust with you. Despite earlier positive interactions, the contact remains fairly cautious. He can be called upon to perform tasks of minimal risk, but refuses any task that might jeopardize his safety, public image, or finances. If questioned about you, the skeptical contact attempts to remain neutral when describing his relationship and won't immediately turn on you.

3. Reliable: A reliable contact still doesn't fully trust you, but is willing to make a greater effort to help. He might perform tasks that place him at slightly greater risk, such as hiding a fugitive on his property or loaning small sums of money or nonmagical items. A reliable contact is not willing to assume greater risk solely out of trust in you, and tries to protect his own reputation as a reliable contact.

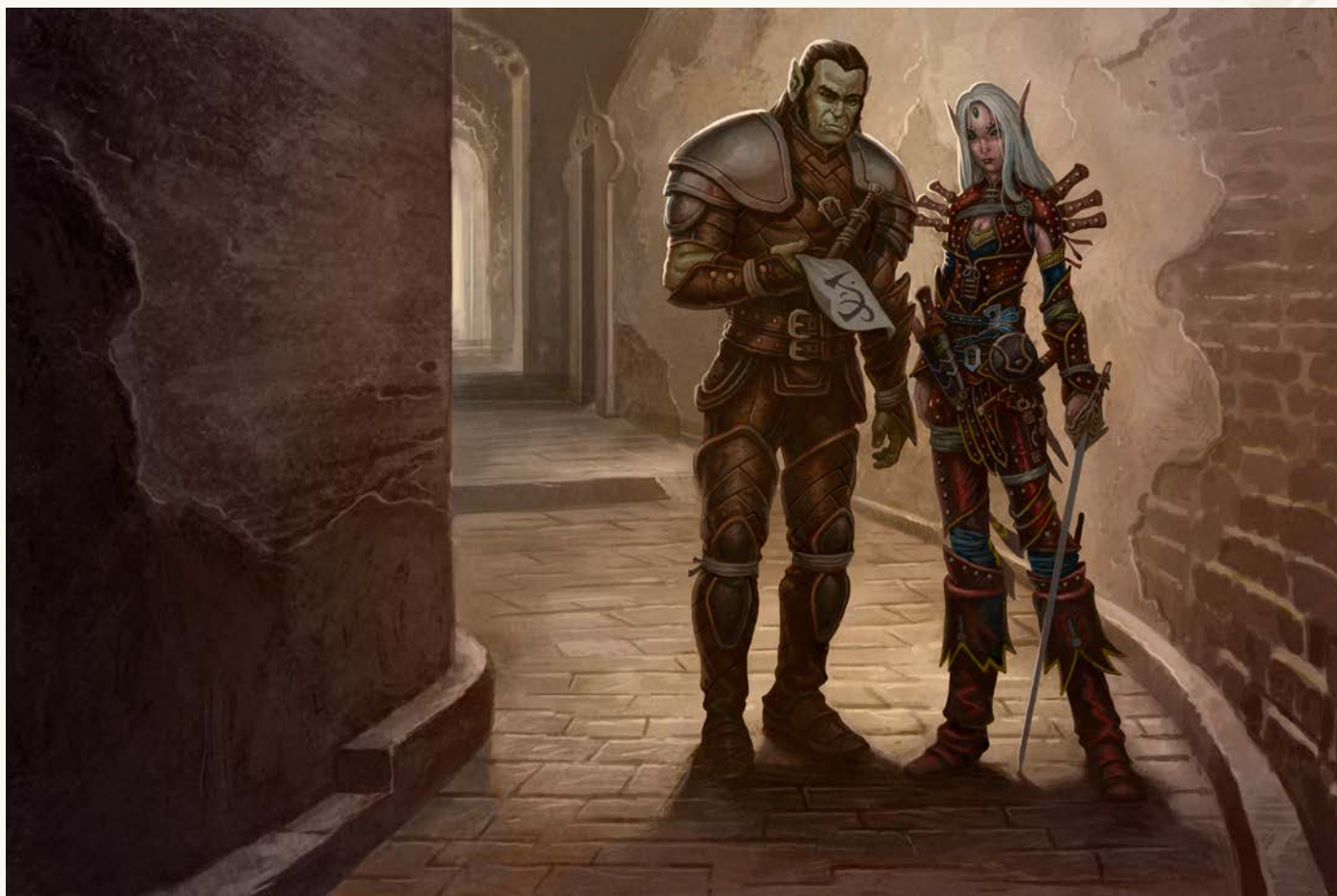
4. Trustworthy: A trustworthy contact holds you in high regard. When you ask for assistance, he sincerely desires to aid you. He puts in extra time and effort to assure success, but still avoids undertaking tasks that would place him or his loved ones in significant danger. He will not lightly accept a task that would destroy his career, reputation, or finances.

5. Confidant: At this level, the contact trusts you with his life. He attempts to help you even if it stretches his personal means or involves great personal risk. A confidant never turns against you unless he's shown absolute proof that you betrayed him.

RISK

Risk represents the potential danger of various tasks. Like a Trust score, Risk is measured on a scale of 1 to 5, with 1 representing little or no risk and 5 representing serious danger. Each level of risk includes the typical drawback or punishment the contact suffers if he critically fails at a risky task (see Negotiation Checks on page 150).

The different risk examples are as follows. The GM should use these examples as guidelines to determine how risky a task is.



1. None: No-risk tasks include carrying a message to one of your allies in a neighboring town, directing you to a reputable merchant, getting your equipment repaired, providing you with minor rumors, or getting a sage to show you a history book or map. These tasks might be inconvenient, but the contact doesn't risk any sort of penalty for performing them.

Critical Failure: No consequences worth considering.

2. Minor: Minor-risk tasks include deliberately leaving a door to a private area unlocked, acquiring a semi-legal item for you, or finding a place for you to lie low. Negative consequences can include paying a small fine, provoking the ire of the local authorities, suffering a small financial loss, or enduring social embarrassment.

Critical Failure: Fine or imprisonment with bail. You must spend $\frac{1}{3}$ the value of the contact's gear (see Table 14–9: NPC Gear on page 454 of the *Core Rulebook*) to rectify this situation; otherwise, you lose the contact, and all current and future contacts have their Trust scores lowered by 1 with you.

3. Moderate: Moderately risky tasks include lying to authorities on your behalf, making forgeries, helping you evade authorities (such as by providing horses or casting a *teleport* spell), or loaning you money or equipment (worth up to $\frac{1}{3}$ your estimated gear value according to Table 12–4: Character Wealth By Level on page 399 of

the *Core Rulebook*). If the contact is caught while involved with this task, he may have to pay a fine, face short-term imprisonment, or suffer a moderate financial or social loss.

Critical Failure: Fine or imprisonment with bail. You must spend $\frac{1}{2}$ the value of the contact's gear (see Table 14–9: NPC Gear on page 454 of the *Core Rulebook*) to rectify this situation; otherwise, you lose the contact, all current and future contacts have their Trust scores lowered by 2 with you, and the DC of any of your future attempts to raise the Trust scores of contacts increases by 5.

4. Considerable: Considerably risky tasks are explicitly illegal (such as burglary or robbery) or are morally questionable even if legal (such as fraud conducted by taking advantage of obscure loopholes in the law). If the contact is caught performing such a task, he may be imprisoned, have his property seized, or lose personal rights (such as a formal title or high-status employment). He may be punished by flogging, torture, or enslavement.

Critical Failure: The contact is imprisoned without bail or his social status is reduced to that of a peasant. You must restore the contact's status, possibly by legally freeing him and vindicating him, or by rescuing him and helping him establish a new life elsewhere. Failure to do so means you lose the contact, all current contacts have their Trust scores lowered by 3 with you, and the DCs of



any of your future attempts to raise the Trust scores of contacts increase by 5.

5. Great: An act of great risk describes any task for which the failure results in death, exile, or life imprisonment, such as murder, grievous assault, or treason.

Critical Failure: Within 1 week's time of the contact being caught, you must get the contact's sentence negated, overturned, or revoked, or otherwise save him from his fate. Failure to do so means all current contacts have their Trust scores lowered by 4 with you, and the DCs of any of your future attempts to raise the Trust scores of contacts increase by 5. Extraordinary measures, such as raising the contact from the dead, allow you to retain the contact (though his status and usefulness may be questionable if his reputation was also destroyed). Unless it is known that you used these extraordinary measures, the Trust penalty for other contacts remains.

NEGOTIATION CHECKS

To use a contact, you must first determine the contact's willingness to help you. Compare the task's Risk score to the contact's Trust score.

If the task's Risk score is higher than the contact's Trust score, the contact simply refuses to attempt the task. You can try to entice the contact by offering him compensation for his efforts such as gold, gems, a magic item, or a debt of service. As a general rule, you may temporarily increase the contact's Trust score by 1 point by offering an enticement worth half the value of the contact's gear (see Table 14–9: NPC Gear on page 454 of the *Core Rulebook*). You can't offer more value to increase his Trust score more than 1 point at a time.

If the Trust score is equal to or higher than the Risk score, you must attempt to negotiate by making an opposed Diplomacy check against the contact to determine whether he'll perform the task. The contact

adds the task's Risk score to his Diplomacy check. If your check succeeds, the contact is willing and able to attempt to help you (though he may have a price for his services). Failure doesn't necessarily mean the contact doesn't want to help; the contact might be unavailable or unable to help at that time.

Once a contact agrees to help, the GM must determine the extent of his success. The GM attempts a skill check on behalf of the contact using the contact's most appropriate skill for the task (or an ability check if no skill is appropriate). The DC for this check is determined using the following formula:

$$\text{DC} = 10 + \text{the CR of the task} + \text{the task's Risk score} \\ + \text{any other GM modifiers}$$

"Any other GM modifiers" includes any modifiers the GM feels are appropriate for the situation, such as a high level of scrutiny at a noble's party or a temporary shortage of certain black-market goods.

Failing this check by 5 or more results in a critical failure (see the Risk section for consequences of critical failures on tasks).

Most tasks require 1 day of work, with the check to determine the contact's success or failure attempted at the end of the time period. When appropriate, the contact may decrease the DC of a task by increasing the time spent completing it, representing the time spent planning and preparing, gathering resources, and waiting for the right moment to attempt the task. Subtract 1 from the DC for each day spent beyond the first, to a maximum of 4 extra days.

The GM might decide that a particular task is longer term and requires at least 1 week to perform (such as pulling off a large heist or protecting someone for several days). When appropriate, the contact may decrease the DC of a long-term task by proportionately increasing the amount of time spent. Subtract 1 from the DC for each additional week spent, to a maximum of 4 extra weeks. Tasks requiring more than this amount of time should be broken into smaller tasks and handled on a daily or weekly basis.

If the task becomes riskier while the contact is still working on completing it, you and the contact make another opposed Diplomacy check at the new Risk score (even if you aren't present to speak to the contact). This represents the contact weighing his trust in you and the risk of the task. If you succeed at this second check, the contact proceeds with the task. If you fail, the contact abandons the task.

Each time a contact fails at or abandons a task, he adds a cumulative +1 bonus on all subsequent Diplomacy checks made to negotiate tasks with you because of frustration, fear of being associated with you, or various other reasons. You can try to convince the contact to try again, but the contact usually must wait 1d4 days before

another attempt, and trying that same task over again gives the contact a +4 bonus on his opposed Diplomacy check to negotiate.

GAINING, CULTIVATING, AND LOSING CONTACTS

The GM may allow you to begin the campaign with one contact (typically with a Trust score of 2 or 3), but otherwise you gain contacts through roleplaying over the course of an entire campaign. To gain a new contact, you must first establish the NPC's trust through repeated positive interactions or a single profound one.

Positive interactions include things such as regular patronage of the NPC's business, providing the NPC with some form of additional compensation for his efforts, performing a deed on his behalf, or using your personal influence to help the contact gain a position of greater power or prestige. Profound interactions include saving the life of the NPC or someone the NPC loves, protecting his reputation against ruinous slander, or preventing loss of his property or finances. Once you accrue at least five positive interactions or one profound interaction with an NPC, you can treat him as a contact. This means you can ask him to help you, and you can attempt to improve his Trust score with you.

A relationship with a contact develops as you spend time with him. Each time you have a positive or profound interaction with the contact (but no more than once at each of your character levels), attempt a Diplomacy check to improve the contact's Trust score by 1. If the interaction is profound rather than merely positive, you gain a +5 bonus on this Diplomacy check. The DC of the check depends on the contact's Trust score with you.

NPC TRUST (SCORE)	DIPLOMACY DC*
Wary (1)	20
Skeptical (2)	15
Reliable (3)	10
Trustworthy (4)	15
Confidant (5)	20

*If the contact has a bonus on Diplomacy checks made to negotiate with you from failing or abandoning a task, add that bonus to this DC.

At the GM's discretion, if you're away from the contact for a month or longer, that contact's Trust score with you might decrease as he forgets about you. If this happens, attempt a Diplomacy check against the above DC. Success means the contact's Trust level remains the same, and failure means it decreases by 1 (minimum 1). At the GM's discretion, some contacts with special relationships to you, such as childhood friends or old mentors, might not lose Trust in this manner, or you could have to make these checks only once per year instead of once per month.

Ending a relationship with a contact can be easy or difficult, depending on who the contact is and what

kind of relationship he has with you. How you end a relationship with a contact can impact the Trust scores of your other contacts. In some cases, avoiding a contact for long enough (so his Trust score drops to 1) is enough to end the relationship with no hard feelings. It is up to the GM to determine what you must do to lose a contact in a way that does not affect the Trust score for your other contacts, but the GM should err on the side of leniency—if you made the effort to gain many contacts, you shouldn't be punished with reduced Trust scores for all contacts just because you stop interacting with some of them.

TYPES OF CONTACTS

Contacts are as diverse and complicated as society itself. Simple contacts only provide you with basic information, such as which roads have fewer bandits or which wells have the cleanest water. Contacts with greater experience, power, and influence are capable of providing more advanced aid. A politician's scribe might leak information or alter an important document, and a high-ranking church official might lend you a sacred relic. Because of this diversity, associating with certain types of contacts creates greater risk for you than associating with others. A conversation with a local miller or lumberjack attracts far less attention than a conversation with the sister of a powerful guildmaster or multiple visits to the grand vizier's chambers. Likewise, asking a notorious assassin to see whether an ailing wizard friend is recovering may be construed as a threat, asking a crazed wizard contact for local rumors is more likely to reflect poorly on you than asking a popular bard, and keeping company with criminals, outcasts, or other shady characters might implicate some amount of guilt by association in the eyes of local authorities.

Some of the following example contacts have a minimum Risk (MR) listed after them. When making the negotiation check, use the Risk score of the task or the contact's MR, whichever is higher. For example, asking a contact to acquire a black-market item is normally a minor task (Risk score 2), but asking an assassin contact (MR 3) to acquire the same item makes the task moderately risky (Risk score 3), simply because the assassin's nature and reputation make even common tasks more chancy.

The DC of the skill check to complete the task uses the task's Risk, not the MR of the contact. For example, just because a master assassin is an inherently risky contact doesn't mean it's automatically harder for her to find a black-market item for you.

A particular contact may have a higher minimum Risk than what is listed; these are just typical examples within a general category.

Academic: An academic can provide knowledge within her areas of expertise. She typically has access to various libraries or other centers of knowledge. An academic researches a subject by drawing on public records and

texts and then attempts to answer questions by making appropriate Knowledge checks.

Artisan: A PC can count on an artisan to get an honest appraisal of an item, find goods for fair prices, locate or create a hard-to-find mundane item, find hearty livestock, or repair a broken item.

Assassin (MR 3): An assassin will sicken, poison, or even kill someone at your behest. Most assassins charge a fee based on the nature of the target, though there are religious assassins who perform these services for religious leaders at no cost. In most lands, the penalty for hiring an assassin is the same as the penalty for committing a murder.

Crime Boss (MR 3): This contact is the leader of some type of criminal syndicate, such as a thieves' guild, crime family, or necromantic cult. A successful crime boss usually has great wealth and knowledge of the region his organization works within. A crime boss rarely fails to complete a task given his resources, but usually demands some sort of payment for this service—typically requiring you to perform an illegal act that benefits the contact or his criminal organization.

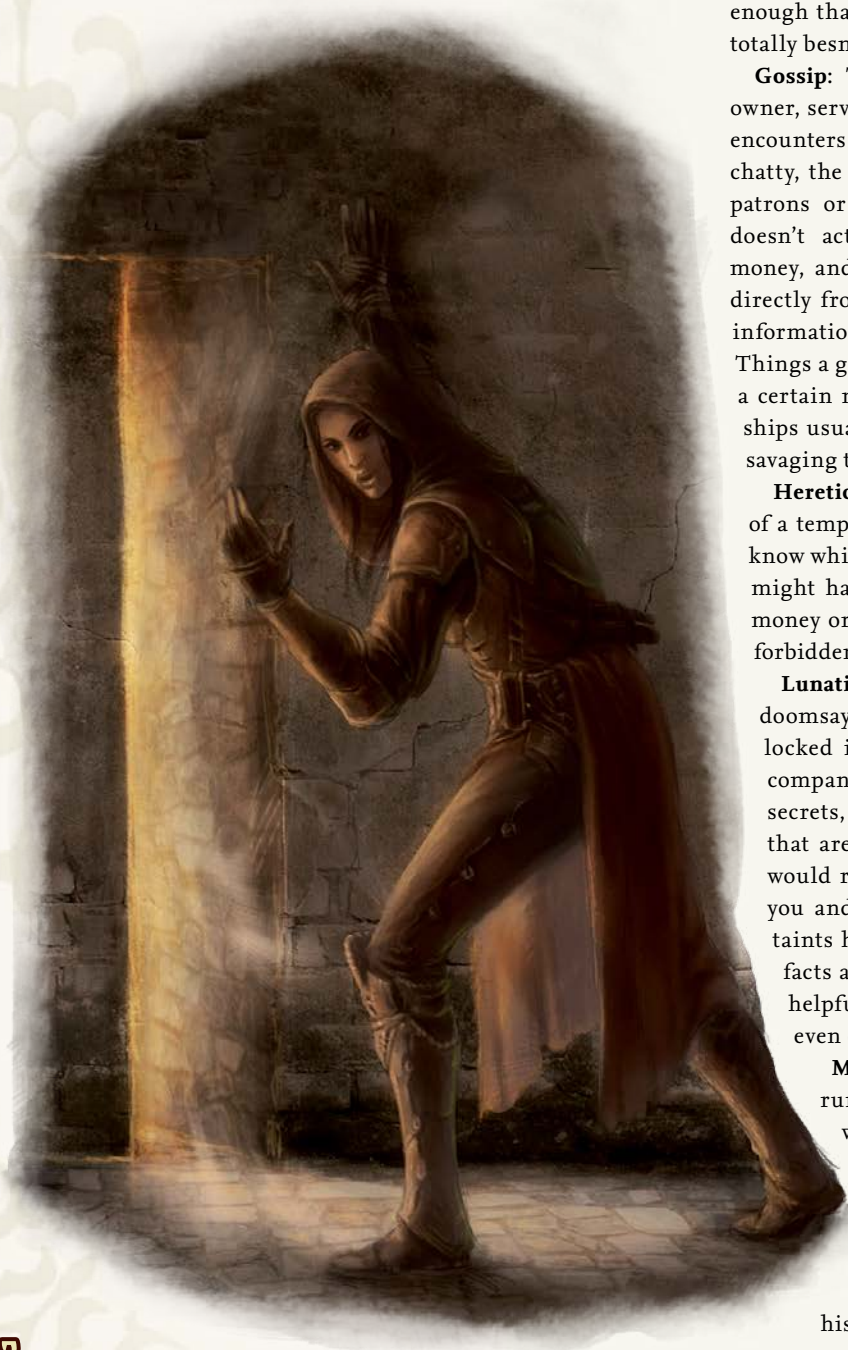
Fence (MR 2): A fence specializes in buying and selling hard-to-find items, magical trinkets, and stolen or illegal black-market goods (such as drugs, poisons, and other types of contraband). Though fences often keep a low profile, many folks find their services useful enough that incidental contact with a local fence won't totally besmirch one's character.

Gossip: This contact could be a bartender, tavern owner, servant, prostitute, or stable hand who regularly encounters all sorts of individuals. Gregarious and chatty, the gossip leaks you information about various patrons or stories. Unlike a rumormonger, a gossip doesn't actively seek to distribute information for money, and his knowledge is based on what he hears directly from others. Though a gossip provides useful information, rarely is it anything unusual or covert. Things a gossip might know include the type of person a certain noble fancies, the day of the week merchant ships usually sail into port, or reports of a wild beast savaging the surrounding lands.

Heretic (MR 2): A heretic might be the laughingstock of a temple or a dangerous cultist. The heretic could know which clergy members are the most corrupt, and might have access to dark secrets, hidden caches of money or magic, evidence of lies and conspiracies, or forbidden texts.

Lunatic (MR 2): This contact might be a wandering doomsayer, a reclusive hermit, or an insane criminal locked into a dingy cell and desperate for human company. Lunatics often know dark and forgotten secrets, can recount seemingly insignificant events that are full of clues, or recall seeing things most would rather forget. Though a lunatic might adore you and make sincere efforts to aid you, madness taints her judgment and interpretation of both the facts and reality. Sometimes her ramblings can be helpful, though other times they can be useless or even detrimental.

Manipulator (MR 2): A manipulator usually runs a clandestine network of agents who whisper in the ears of powerful merchants, nobles, priests, and politicians to effect change on the behalf of the manipulator's clients. Depending on his personal motives, the nature of his network, and whether your plans affect his other clients, his services could be very expensive.



Merchant: A merchant owns or operates some sort of shop. As a contact, the merchant might impart tidbits of information about other customers and minimal town gossip. She might also give you a discount on goods or services, or extend you a line of credit.

Observer: This category includes vagrants, beggars, street-cart vendors, fortune-tellers, drunks, and others who spend their time wandering the city streets or country roads. So commonplace is the observer within his surroundings that most people ignore him as they pass by. The observer bears witness to all that goes on around him. He can tell you the time a specific event occurred and who was around when it happened. He knows the patterns of the city guard and which gates they watch most closely, and can keep a watch out for individuals who are hiding within a crowd or who are abroad at odd hours.

Outsider (MR 2): The outsider's roots lie beyond the immediate community, and as a result she suffers the distrust and prejudices of locals. She might be a foreigner, a member of a primitive tribe, or an indigenous person in a land conquered by imperialists. The outsider provides information about the outside world, especially the lands of her birth and places she's traveled. She knows sources for exotic weapons and other imports, such as spices and wines. Alternatively, the outsider might know and be able to teach you rare fighting techniques, secret formulas, or the esoteric spells of her people.

Pariah (MR 2): A pariah suffers the disdain of a certain group such as a city council, local religious leaders and their congregation, or even an entire community. Though not openly persecuted or hunted, the pariah has few rights and no privileges. What pariahs can offer varies from one to another. Use another contact type for the basis of that aid, but use the pariah's minimum Risk.

Petty Criminal (MR 2): A petty criminal dabbles in minor nonviolent crimes, such as burglary, smuggling, and money laundering. He might also know about covert passages through a city and which officials accept bribes. He could be willing to introduce you to a professional criminal or crime boss.

Politician (MR 2): This person holds an influential position within the community's current political structure. She might be a royal advisor, a tribal council member, or the scion of another politician. The contact maintains direct access to the ears and concerns of those with political power and can attempt to influence their decisions. This type of contact is highly sought after, so her actions are closely watched to prevent outsiders (like you) from bribing or otherwise manipulating her. Though she has great potential to initiate social and political changes, she remains under close scrutiny at all times. A politician who has fallen out of favor could become a gossip, outsider, manipulator, or even a pariah or traitor.

Professional Criminal (MR 3): This contact belongs to a known criminal organization, thieves' guild, or street gang. Unlike a petty criminal, he might resort to more violent crimes such as arson, kidnapping, assault, and extortion. A professional criminal might know or work for a crime boss.

Rumormonger: A rumormonger keeps her ear to the ground for tidbits about the social and political goings-on as well as word of interesting current events or discoveries. She makes a living buying and selling semi-sensitive and personal information, and might also provide little-known details about current events. A rumormonger usually provides more usefulness and amusement to her community than threat, and is careful enough to keep secrets that might get her killed. She occasionally repeats information that's more dangerous than she realizes, however, putting herself or others in jeopardy.

Saboteur (MR 3): A saboteur is an expert at destroying objects and property, whether through arson, scuttling ships, weakening bridges, or setting deadly traps. A career saboteur typically works for a thieves' guild or a resistance movement against local authorities.

Snitch (MR 2): Unlike a rumormonger, a professional snitch deals only in information that he knows to be true. He relies upon an extensive range of sources and checks the accuracy of their reports. A snitch also earns many enemies; thus he makes every effort to keep a low profile. He can be hard to contact, and his services are generally costly. He can produce personal information about nobles, clergy members, politicians, criminals, and other important people.

Thug (MR 2): A thug uses force or threats of violence to influence others. She may be an enforcer who collects on debts for his employers or a vigilante who treats villains to her own sense of justice. Often the only difference between a thug and a city guard is that the thug performs his jobs outside of the constraints of the law. A thug isn't necessarily villainous, but others might consider her actions criminal. In addition to performing unsavory tasks, a thug can tell you details about her employer or those she torments.

Traitor (MR 3): A traitor has been accused or convicted of turning against the government and actively aiding its enemies. This contact isn't necessarily evil; he just actively rejects the ideology or actions of the current rulers—a paladin who rejects the edicts of an unscrupulous monarch and a witch who hexes nobles are both traitors according to their local leaders. A traitor is often knowledgeable about the government and could have even once been a politician in good standing.

Watch Guard: This contact provides information about local criminals and suspects, as well as reasonable insight into the workings of the city guard and current political goings-on and trends. She can keep an eye on things, provide an escort, allow you to speak with a prisoner, or arrange a meeting with a superior officer.

EXPLORATION

Exploration is the epitome of adventuring. An explorer strikes out into the uncharted wild to pursue fortune and glory, facing off against a world of unknown perils that can strike at any time. Beyond the protection of civilization, death can come at the hands of bandit attacks, encounters with feral beasts, and the uncaring whims of the environment. For those brave enough, exploration offers its own kind of reward: the ability to look back on the long road traveled, to recount the many obstacles that were struggled through, and to mark the discoveries made along the way as yours. The summit of every mountain climbed and the length of every trail forged is a victory for the traveler—a chance to look at the world she is conquering.

The following pages present rules for how you as a GM can include exploring large regions of wilderness in your campaign. You can use these rules to run an exploration-themed campaign or to add an exploration component to a campaign, such as searching for resources, scouting territory for the expansion of a kingdom, or establishing trade routes.

SANDBOX EXPLORATION

These exploration rules can work well in a sandbox-style game. Essentially, a sandbox campaign provides many different locations on the map where the PCs are offered tasks to resolve, and locations where the tasks can be executed. (Each task might or might not take place in the same locations it was offered.) A task can be as simple as clearing evil monsters from a patch of forest or as complicated as helping a fledgling kingdom acquire resources in its back country.

When designing tasks for sandbox gaming, have them be things the party can *choose* to do, not that they *must* do. By leaving the choice of which tasks to undertake up to them, you allow the PCs to be wandering heroes—masters of their own fate who travel the land setting things right.

This kind of nonlinear play encourages PCs to move out into the world, search for new tasks, and claim their rewards. You can also use these tasks to introduce new sites in the world by offering the characters jobs delivering goods, escorting travelers, and the like.

MOVEMENT

Each hex on the map is 12 miles across from corner to corner, representing an area just under 95 square miles. The hexes are used to track the party's movement while exploring, and as a means to help define the extent of different types of terrain. The exploration rates presented in these rules differ from the travel rates found in the *Core Rulebook*, since characters are also assumed to be taking time to fully explore each area they enter, which takes a great deal longer than simply walking through it.

To determine how long it takes the PCs to travel through a hex or fully explore it, determine the group's base speed (set by the slowest member of the group) and consult Table 3-2: Travel Time (1 Hex) or Table 3-3: Exploration Time (1 Hex). These times represent the movement and exploration of a normal hex of the specified terrain type; rules presented later in this section modify the amount of time it takes to travel through or fully explore a hex.

A typical wilderness hex is trackless (see Table 7-8 on page 172 of the *Core Rulebook*). Though no humanoid-created roads or trails pass through it, trails by game animals might. If a hex contains more than one terrain type, treat it as the most prevalent terrain for the purpose of travel times.

TABLE 3-2: TRAVEL TIME (1 HEX)

PARTY SPEED	PLAIN	ALL OTHER TERRAIN
15 feet	11 hours	16 hours
20 feet	8 hours	12 hours
30 feet	5 hours	8 hours
40 feet	4 hours	6 hours
50 feet	3 hours	5 hours

TABLE 3-3: EXPLORATION TIME (1 HEX)

PARTY SPEED	PLAIN OR HILL	DESERT, FOREST, OR MARSH	MOUNTAIN
15 feet	3 days	4 days	5 days
20 feet	2 days	3 days	4 days
30 feet	1 day	2 days	3 days
40 feet	1 day	1 day	2 days
50 feet	1 day	1 day	1 day

Tracking Travel

The simplest method of tracking the PCs' progress as they travel and survey the wilderness is to do so on hex paper. As the PCs explore a hex, the players should note their progress by placing a small "X" in the hex. Tracking which hexes are fully explored is important for determining exploration rewards.

Exploration Rewards

Whenever a hex is explored fully, the party earns 100 XP for the effort. Some modifiers can add to this amount. The party gains an additional 25 XP after fully exploring a hex that contains either difficult terrain or a hazard. You might decide that some hexes are more dangerous, especially in a higher-level campaign, and award the party more XP per hex (perhaps up to 500 XP for especially hostile areas).

Keep Things Interesting

When the players ask what they find while exploring a hex, the answer should never be "nothing." Even in the simplest field of wheat, offer a bit of detail—something compelling to help flesh out the world. The foundation of a long-forgotten village or a set of standing stones built to honor a lost god can be hints about that area's history.



Table 7–56: Things Found on the Roadside (*GameMastery Guide* 224) and Table 7–58: Scenic Spots (*GameMastery Guide* 225) list many examples of interesting features you can use to fill in details.

Other than in the rare village, exploring PCs have very few opportunities to resupply. Acquiring food and finding shelter against the elements is paramount, and losing supplies has a crippling effect on the party, as they have to hunt and forage just to acquire enough food and water to survive another day. An exploration encounter can be driven by complications like these, where every meal foraged is a victory in itself.

Remember that adventuring is more about glory than grim survival, so it's best to keep a balance between realistic exploration issues (such as obtaining fresh food and water) and fun, exciting monster encounters. If you make exploration both dangerous and rewarding, the players will remain eager to keep striking out into the great unknown.

Getting Lost

While moving through the wilderness, there is the possibility of adventurers losing track of where they're going. The lack of a clear path, coupled with low visibility due to terrain or weather, can cause explorers to head in the wrong direction. Anytime the characters move through marshes or forests, or have reduced visibility

from the effects of any modifiers, they have a chance of becoming lost.

The effect of getting lost is the same as in the normal rules (*Core Rulebook* 424), except the GM randomly determines the next hex the lost party moves into, and does not reveal this misdirection to the party. Once the PCs have regained their bearings, the GM reveals their true location on the map.

RANDOM ENCOUNTERS

Natural disasters can occur anywhere. Untamed regions are often home to a wide variety of monsters. You can instill a bit of additional danger into your exploration sessions by including random encounters, whether they take the form of natural hazards or monsters that dwell in the terrain.

Roll on the following table once per day (or once per hex, if the PCs enter multiple hexes in a single day). For hazards, see the Hazards section on page 158. For monster encounters, in most cases the PCs face off against a creature appropriate to the terrain, but a nearby famine, drought, war, or plague may force a monster out of its normal territory and into a strange environment.

d%	RESULT
01–50	No encounter
51–60	Hazard
61–100	Monster

PLANNED ENCOUNTERS

A specific, planned encounter for a hex does not have to be especially complicated. It can be as simple as a quick meeting with an explorer who can sell the PCs some necessary supplies or the discovery of a monster lair that hints at a greater threat. A good rule when determining the number of planned encounters to prepare is to have at least one for each character in the party. That way, you can tailor encounters to allow each character to take the spotlight without having to populate every single hex on the map one by one.

After creating these encounters, choose a hex on the map and note that an encounter occurs there. When the party draws closer to a hex with a planned encounter, foreshadow it with appropriate details. For example, if you plan to have the party discover a battle between two armies, the nearby hexes should contain signs of an army's passage—old cooking fires, piles of refuse, and even the graves of soldiers who fell to illness along the way give your players clues about the impending encounter.

A few encounter sites are landmarks immediately obvious or visible with just a little bit of looking or scouting. A PC who enters the hex automatically discovers the landmark. If a PC in an adjacent hex spends an hour studying the landmark's hex and succeeds at a DC 10 Survival check, he discovers the landmark. When the PCs discover a landmark, note it on the landmark's hex.

Many encounter sites remain undiscovered unless the PCs decide to explore a hex rather than just travel through it. By exploring the hex, the PCs discover the site automatically. Some sites are hidden, requiring the PCs to make an appropriate skill check as they explore. The skill and its DC depend on the nature of the site.

HEX TERRAIN TYPES

For simplicity's sake, a hex is categorized by its primary terrain: desert, forest, hill, marsh, mountain, plain, settlement, or water. The terrain doesn't have to be uniform within that hex—the border between a forest hex and plain hex might be a gradual thinning of the trees or the sudden edge of a heavy forest. A hex might have a river running through it, a large rock outcropping, a barren patch from a fire, and so on. The hexes are abstractions to make travel and encounters easier, not a way to reduce the campaign map to a simple board game.

Each of the following terrain type entries includes a description of the terrain and any rules effects the terrain type might implicate. In addition, each terrain type entry includes example terrain elements that might be found in a particular hex of that terrain type. A terrain element could be some obstacle or hindrance that makes a hex more difficult to pass through, a unique feature within the hex, an encounter with the predators or people who use this hex as their hunting ground, resources that could aid adventurers exploring the hex, or a secret location hidden somewhere in the hex.

Even a "standard" hex (that is, one without a terrain element), should have something to make it memorable. PCs who explore that hex are spending at least a day there, and an exploration campaign grows boring if days pass uneventfully (see *Keep Things Interesting* on page 154).

Desert

A desert is any sort of terrain that receives very little rainfall. It can be warm, temperate, or cold.

This section pertains mostly to warm and temperate deserts. In cold environments, a desert is usually tundra, which acts like another terrain category depending on the current season. During most of the year, a cold desert is covered in a layer of permafrost, creating hard, stable terrain (which is treated as plains). During the warm season, the permafrost thaws and turns the area into mud (which is treated as marsh).

Difficult: A difficult desert is a treacherous place, full of sand dunes, sinkholes, rubble, sandstorms, or numerous ravines. Rare seasonal rains might cause flash floods, sweeping away or drowning any creature in their path. Survival checks to avoid getting lost or to become un-lost in this hex gain a +1 bonus. Survival checks to get along in the wild increase by 5.

Treat a flash flood as an avalanche (*Core Rulebook* 429), except instead of suffocating from being buried under rock, creatures who are buried must hold their breaths or start drowning.

Feature: A desert hex feature might be a city or tomb long buried under the sands, one or more geoglyphs, an unusual mesa, a majestic canyon, a tar pit, or an oasis. A tall structure—such as a mesa or ruined tower—can be used as a landmark for navigation or an observation point to get a better view of the surrounding area. Other features might point to hidden treasures, ley lines, or celestial conjunctions.

Hunting Ground: The hex might be home to one or more kinds of flying predators (typically dragons and sphinxes), poisonous monsters capable of tracking wounded prey over long distances, or subterranean creatures that use burrowing and similar tactics to make ambush attacks. The desert might also be home to nomadic raiders, genies, or elementals of a type fitting the desert's environment. The chance of random encounters within these deserts increases by 10%.

Resource: This hex might contain valuable ore, water (such as an oasis), or a rare but useful plant (such as a cactus used for medicine or exotic beverages).

Secret: A secret desert hex might have shifting sand dunes, acrid winds, poisonous terrain, elemental portals, or some other strange feature that hides its secrets.

Ruins half-buried in the desert could still contain lost treasures or might already be looted. In either case, the ruins can be used as a place to take shelter from storms or as a lair for monsters. PCs who take shelter in these ruins suffer no effect from storms and similar hazards, but the chance of random encounters increases by 25%.

Forest

A normal forest hex can be any sort of common forest: sparse patches of trees in the lowlands, thickly needled pines of the taiga, a lush tropical jungle, or even an ancient fruit tree grove turned overgrown and wild.

Difficult: A difficult forest is a treacherous place, full of rotting trees that can fall without warning, twisted scythe trees that lunge at their victims, or witch-lights that lead expeditions off the path. For each hour spent traveling through a difficult forest, there is a 5% chance of a falling tree hazard. Survival check DCs to avoid getting lost increase by 5.

Feature: A forest hex feature could be either a cluster of massive old-growth trees or some type of tree that is unique to that region. In an old-growth forest, the canopy limits how much light reaches the ground, so undergrowth tends to be low-lying, tough plants like mosses and ferns.

Hunting Ground: This kind of forest hex is often treated with awe by local people, as hunting grounds are full of a terrifying array of arboreal creatures. The chance of random encounters within these forests increases by 10%.

Resource: This hex contains valuable lumber, medicinal herbs, or plentiful sources of game meat. Survival checks to get along in the wild gain a +5 bonus.

Secret: A secret forest hex has thick mists or deep shadows that make fully exploring it a time-consuming prospect. Exploration time increases by 50%.

Hill

A hill is lower and less steep than a mountain. Hills are often transitional terrain between mountains and plains.

Difficult: Full of short cliffs and jagged stones, a difficult hill hex requires extra caution to avoid dangerous falls. For the purposes of travel and exploration times, treat the party's speed as one category slower on Tables 3-2 and 3-3.

Feature: The hex might be the site of a famous historical battle or the burial mound of long-dead chieftains. It provides a commanding view of the surrounding region and is useful as a waypoint. Survival checks to avoid getting lost or to become un-lost in this hex gain a +1 bonus.

Hunting Ground: The hex is cut with valleys and trenches that obscure predators from view. The chance of random encounters increases by 25%.

Resource: The hex contains resources such as quality stone, coal, precious metals, or gems.

Secret: Hidden caverns provide shelter and lairs for monsters. Locating these caverns requires a successful DC 10 Perception or Survival check. PCs who take shelter here suffer no effect from storms and similar hazards, but the chance of random encounters increases by 10%.

Marsh

Marshes, swamps, and bogs are challenging ground to traverse. Survival check DCs to avoid getting lost increase by 1 in a marsh hex.

Difficult: A difficult marsh hex is a deadly place, replete with quicksand, poisonous plants, and treacherous water. The DCs for Survival checks to get along in the wild increase by 5. For the purposes of travel and exploration times, treat the party's speed as one category slower on Tables 3-2 and 3-3.

Feature: The hex might be the location of a marsh creature's den (such as a hag), a sunken ruin, a large water causeway, or a shallow lake.

Hunting Ground:

Attacks in this hex are equally likely to come from underwater

as from the surface. The chance of random encounters increases by 25%.

Resource: Marsh resources primarily come in the form of medicinal plants and herbs.

Secret: Unfortunate explorers died in the marsh and left behind all their gear. With a successful DC 25 Survival check, the PCs can each salvage equipment worth 10 gp per character level.

Mountain

Mountains form long barriers across the landscape that greatly impede the movement of travelers.

Difficult: All Climb DCs in a difficult mountain hex increase by 2. For the purposes of travel and exploration times, treat the party's speed as one category slower on Tables 3-2 and 3-3.

Feature: The mountain is the highest in the vicinity or has an unusual shape, perhaps resembling a face or creature. Alternatively, use a feature from the Feature section of the hill hex terrain type.

Hunting Ground: Bandits and monsters frequent these hexes, falling upon weary travelers. The chance of random encounters increases by 10%.

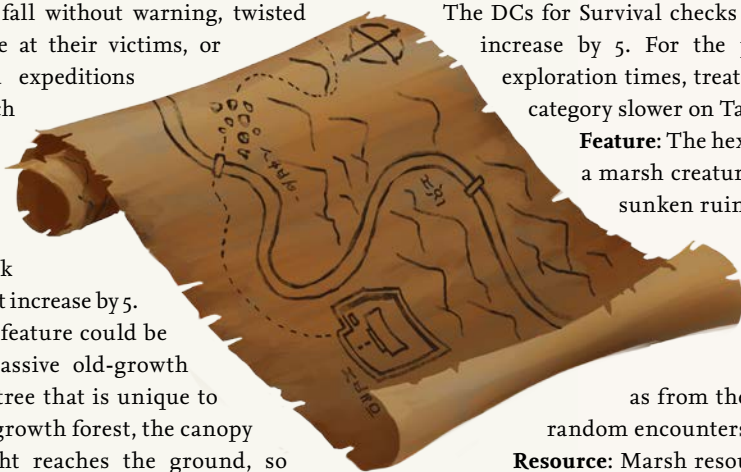
Resource: The hex contains resources such as quality stone, coal, precious metals, or gems.

Secret: Hidden pathways carved through the mountains offer speedier paths. If the PCs succeed at a DC 20 Perception check to find the pathways, they can ignore the default travel time increase for the mountain hex.

Plain

Plains can be fields of high grasses, permanently frozen tundra, or flat badlands.

Difficult: Dangerous plains tend to be filled with small sinkholes and pits that can twist or break the legs of the unwary. For the purposes of travel and exploration times, treat the party's speed as one category slower on Tables 3-2 and 3-3.



Feature: The plain might be the site of an old battlefield, with the remnants of earthwork defenses and trenches.

Hunting Ground: Ambush predators abound in these plains hexes, using the cover of tall grass to outflank and strike surprised prey. In tundra and badlands terrain, predators lie in wait underground using abilities such as burrow, or by digging shallow pits to hide in. The chance of random encounters increases by 25%.

Resource: The hex has edible plants (such as wheat or cacti) or useful vegetable matter (such as flax or cotton).

Secret: Stolen goods are buried in the hex and marked with an innocuous sign, such as an out-of-place river rock. With a successful DC 25 Perception check, the PCs recognize the marker and can each salvage treasure or nonmagical gear worth 10 gp per character level.

Settlement

Normal settlement hexes are small villages or military encampments. Settlements usually appear with another terrain type they're built upon. Frequently used trails or even simple roads reduce travel time through the hex by 25–50% depending on the terrain type for that hex.

Difficult: A difficult settlement hex holds the ruins of an abandoned town or one full of the victims of famine, plague, or another devastating event. Decrepit buildings might collapse at any moment (treat as a cave-in or collapse; *Core Rulebook* 415).

Feature: The settlement hex has a community with a well-known reputation or historical significance.

Hunting Ground: This settlement is lawless, frequently attacked by brigands or pirates, or plagued by civil unrest. The chance of random encounters increases by 25%.

Resource: The settlement is a trading post, merchant camp, or small fort on a crucial crossroad or river crossing, and goods of many types (particularly trade goods and natural resources from nearby hexes) pass through the area.

Secret: A secret settlement is a bandit fort, pirate town, village inhabited by monsters, or secret home of someone trying to avoid normal civilization. The hex primarily resembles an adjacent hex type, and access to the settlement is usually hidden.

Water

Whether a river, lake, or ocean, this type of hex is predominantly water. If the PCs lack swim speeds or boats, it is best to treat lakes and oceans as obstacles for the PCs to travel around rather than through. Treat the shores of the water hex as the adjacent terrain type.

Difficult: Whitewater rapids, strong tides, or underwater vortexes mean this water is more challenging to cross. The Swim DCs to cross these waters increase by 5.

Feature: The hex is part of a large or well-known river's course, or has a sturdy bridge that facilitates easy crossing.

Hunting Ground: The hex might be home to predatory aquatic creatures or opportunistic hunters waiting to strike prey that comes to drink. The chance of random

encounters increases by 10%, or 25% if the PCs spend most of their time in the water.

Resource: Fish, shellfish, and pearls are plentiful in the hex. In some situations, the benefit of this resource is the availability of fresh water rather than the contaminated water or salt water available in nearby hexes.

Secret: The hex might contain an oasis, a connection to the Plane of Water, or a spring with magical powers.

RANDOM MAP GENERATION

Not everyone has the time to create a detailed map to use in-game. An example map has been provided on page 159 to photocopy and easily drop into play, but you and your players can also use the following rules to create a whole new map randomly during play. This can empower your players to discover the unexplored world around them. The options presented below are intentionally designed to be generic types of temperate terrain; adjust them for your own game. In a frozen wasteland, plain hexes could represent great expanses of icy ground, while in an arid climate they could represent massive alkali flats. Use these examples as a springboard to create a unique campaign of exploration.

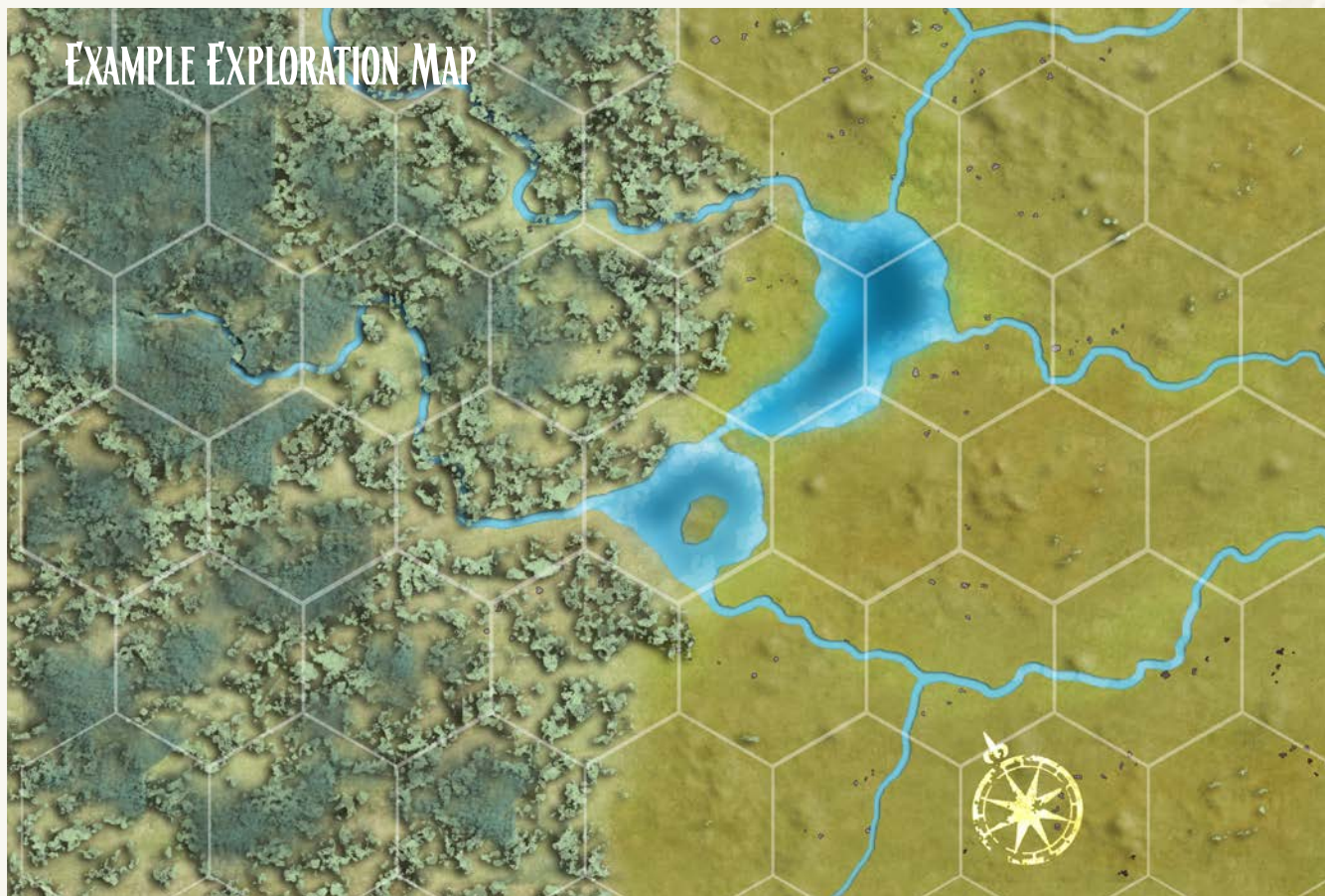
To generate a new map, begin by selecting a hex on your blank map as the starting point. Then decide the type of terrain for that starting point (such as a settlement in a forest hex). From that point onward, the reins of exploration are in your players' hands. Let them decide which direction they travel, and let each player take a turn generating the next hex by rolling 1d20 twice to determine the terrain type and terrain element for that hex using the tables below.

d20	TERRAIN TYPE
1–3	Forest
4–6	Hill
7–8	Marsh
9–10	Mountain
11–13	Plain
14	Settlement
15–16	Water
17–20	As previous terrain type

d20	TERRAIN ELEMENT
1–3	Difficult
4–6	Feature
7–10	Hunting Ground
11–12	Resource
13–14	Secret
15–20	Standard

HAZARDS

Hazards are dangerous obstacles or events relevant to a hex's terrain type. They represent the natural disasters, harsh weather, and bad luck that can befall an expedition, and are included to liven up the PCs' journey as they explore the world. In addition to these hazards, you might use an environmental danger that's suitable to the



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current terrain (*Core Rulebook* 424–433). After the effects of a hazard have been resolved, treat the hex as a standard example of that terrain.

Bad Weather (Any)

Bad weather can range from minor precipitation to a serious storm (*Core Rulebook* 438). The weather can include lightning strikes and cause floods, landslides, and other natural hazards.

Blight (Any)

Whether from a lack of water, a plague, or hostile magic, the plants and wildlife in the hex are suffering. A blight affects the hex and all adjacent unexplored hexes, and lasts for 1d4+2 weeks. During a blight, Survival DCs to get along in the wild increase by 5.

Deadly Gas (Desert, Marsh)

In a marsh, pockets of flammable gas can build up under the surface before violently erupting, throwing rocks, mud, and debris in all directions with startling force. In a desert, toxic fumes from a natural vent, old mine, or magical disaster might leak into the air, poisoning or mutating nearby creatures.

In a marsh, PCs can attempt a DC 15 Perception check to notice the smell and swelling before it erupts. The eruption deals 2d6 points of bludgeoning damage in a

20-foot radius, or 4d6 points of fire damage if the area contains open flame.

In a desert, PCs can attempt a DC 15 Perception check to notice the fumes and get out of their path before coming to harm. Otherwise, they must succeed at a DC 15 Fortitude save or take 1d4 points of Constitution damage and be nauseated for 10 minutes.

Dust Devil (Desert, Hill, Plain)

A dust devil is a whirlwind not associated with a storm, particularly in a region with little or no topsoil. Treat a dust devil as a duststorm (*Core Rulebook* 438), sandstorm (*Core Rulebook* 431), or tornado (*Core Rulebook* 439).

Grass Fire (Hill, Plain)

Grass fires are often caused by lightning or careless camp fires. A grass fire is similar to a forest fire (*Core Rulebook* 426), except it can be spotted at twice the normal distance, and a PC caught in its area saves against heat damage only every 10 rounds.

Volcanic Tremor (Hill, Mountain)

Though active volcanoes are rare, even dormant volcanoes can produce tremors. Tremors last anywhere from 1d4 rounds to 2d6 minutes and increase Climb DCs by 2. The tremors might start an avalanche or collapse a cave or cliff (similar to an *earthquake* spell).

HONOR

Beyond life and death, beyond good and evil, there is honor. It is the abode of the eternal, which none can take but which can be destroyed through a single rash act. It is a measure of one's place within a society, a status known to all and sought by many. Whether in a samurai culture, the frozen viking wastes of the northlands, or the dizzying court intrigues of a byzantine kingdom, honor provides an anchor and stable foundations for your life's work. If you lack honor, others view you as faithless, untrustworthy, disloyal, and unfair. Honor influences reputation, status, and legend, but transcends them all.

Who has honor varies from culture to culture. In some, anyone from the lowliest peasant to the emperor can pursue

honor, and a life lived in accordance with honor is the highest achievement. In another land, honor is a game only for nobility, a scoring method in their battles over status. Honor may be purely a warrior's code or a more primitive, largely unspoken understanding between combatants.

In some lands, the use of poison is an instant blight on one's honor. In others, its subtle and effective use might be a mark of the truly civilized person who wants to avert war and avoid innocent bloodshed. The general who fights until his last soldier falls is counted as honorable in some realms; in others, it is the general who surrenders, recognizing that sacrificing her soldiers' lives would be a waste. A criminal's code of honor is different from a priest's, and a school of wizards may have different rules for honor than a cabal of sorcerers.

No matter what form it takes, honor is recognition of a code larger than the individual, a willingness to subsume one's desires in the service of that code. Honor requires self-sacrifice. It is often neither the most reasonable course of action nor the most practical. It comes with a cost, but is its own reward. Your honor must be protected and upheld at all times; allowing another to besmirch it is almost as great an affront as you performing a dishonorable act. A dishonorable person may try to use your honorable code against you, but honor does not equate to stupidity.

This section presents a system for representing honor, as well as examples of various honor codes, including the chivalric code, the criminal code, and the samurai code.

HONOR POINTS

Honor is represented by points on a scale from 0 to 100. A score of 0 represents a person who is seen as completely untrustworthy, willing to sacrifice anything and anyone for even a momentary gain. A score of 100 represents a person of legendary stature whose reputation is without blemish. Honor is not a measurement of alignment, fame, or goodwill so much as a gauge of loyalty, trustworthiness, and fairness—one could be a kindhearted-but-flighty shogun with 0 honor points, or a cruel-but-stalwart monk with 100 honor points.

NPC Base Honor Points: An NPC's base number of honor points is equal to its CR × 5. The GM modifies this value according to the Gaining and Losing Honor section. An NPC who deviates from the strictures of his society may have an honor score very different from this base value. Most NPCs' honor scores rarely change, though the GM might choose to bestow fortune or disgrace on a particular NPC as a story or adventure hook for the PCs.

PC Base Honor Points: You start with a number of honor points equal to your Charisma score plus your character level. For example, a 1st-level PC with a Charisma score of 13 starts with an honor score of 14. Whenever your experience level or Charisma permanently changes, adjust your honor score accordingly. You can also gain or lose honor points during play.





GAINING AND LOSING HONOR

You gain and lose honor points through events. Some events affect all PCs in the party (such as destroying a demon that's attacking a village), and others only affect you (such as losing a duel against a less honorable rival). Most of these events require witnesses who spread the word of what happened; if nobody outside sees the event, and nobody in the party speaks of it, it has no effect on your honor. The GM may decide that a delay of 1d6 days or more is appropriate for a change in honor, reflecting the time needed for news to travel.

A single event can earn you honor points for multiple reasons. For example, if you're a paladin using the chivalric code and your party's APL is 8, defeating a CR 11 hezrou demon earns everyone in the party 1 honor point for the "party overcomes a challenging encounter" general event and you earn 2 honor points for the "defeat a challenging monster of the opposite alignment" chivalric event.

The tables of honor point adjustments for the various types of codes provide examples of events that would cause you to gain or lose honor points. The honor point values are guidelines; the GM should adjust them as appropriate to the situation and campaign.

SPENDING HONOR

You can spend honor points once per game session to gain a temporary advantage for yourself, such as a gift, loan, or introduction to an important person. Each expenditure reduces your honor score by an amount determined by the GM. If you try to spend honor points for an advantage that costs more points than you currently have, your honor score is reduced to 0 and you don't gain the advantage—by reaching too high, you lose honor and gain nothing. Examples of honor point expenditures include the following.

Favor: You call upon an allied NPC for a favor. Examples include access to private resources (such as a wizard's library), unhindered passage through enemy territory (such as getting an official to write you a letter of passage), or an audience with an important person (such as a high priest or city governor). *Cost:* 1d6 to 5d6 honor points, depending on the difficulty of the favor and the NPC's attitude toward you. If the GM is using the Contacts rules (page 148), the typical cost is 1d6 honor points per risk level of the task.

Gift or Loan: You ask an NPC ally to give or loan you something of value. The gift or loan must be in the form of wealth or a single item. The GM may rule that an NPC refuses to give away a particularly rare or expensive item. The item must be something the NPC can actually grant—you can't ask a peasant for a suit of armor or a ronin for the emperor's personal sword. A gift is permanent, but a loan lasts only for the game session in which it is granted. *Cost:* 1d6 honor points per 2,000 gp value of the gift. If the request is a loan instead of a gift, the honor point cost is halved, but if you do not return the item at the end of the session, you must pay this honor point cost at the start of each session until the item is returned. This counts as your one

opportunity to spend honor points that session; you can't spend honor on anything else until you return the item.

Skill Bonus: Choose Bluff, Diplomacy, or Intimidate. You gain a +5 circumstance bonus on checks for that skill for the rest of the game session. *Cost:* 1d6 honor points.

CONSEQUENCES OF LOSING HONOR

If your honor score reaches 0, you take a –2 penalty on Will saving throws and Charisma-based checks, representing your sense of shame. If you are part of an honor-bound institution, your lack of honor may bring shame upon the institution, and cause its leaders to punish you.

You may renounce your code of honor at any time. You lose all honor points and benefits from honor, but do not take the penalty for having 0 honor points (not having a code is not the same as flaunting your code). Any characters who believe in that code refuse to speak or deal with you any more than they must. Your NPC allies avoid you. Your honorable institution declares you an enemy. Even those who have no association with your former code may steer clear of you, fearing retribution from your honorable institution.

General Honor Events

These events are appropriate for most honor codes, including the individual codes listed below.

EVENT	HONOR POINTS
Complete a CR-appropriate Adventure Path	+10
Complete a noble task for an honorable NPC (50+ honor points) and tell no one	+2
Roll 30 or higher on a Craft check to create a work of art or masterwork item ¹	+2
Roll 30 or higher on a Diplomacy or Intimidate check ¹	+2
Roll 30 or higher on a Perform check ¹	+2
Complete a CR-appropriate adventure ²	+1
Craft a powerful magic item	+1 ³
Destroy an evil or dangerous magic item	+1 ⁴
Party overcomes a challenging encounter (CR 3 or more higher than APL)	+1
Willingly break one of the tenets of your code of honor	–2
Party flees an easy combat challenge (CR lower than APL)	–3
Slander a person with a higher honor score	–4
Party loses an easy combat challenge (CR lower than APL)	–5
Commit an act of treason or betray an honorable lord	–10
Be directly responsible for the death of an honorable ally or loved one under your protection	–20

¹ You can gain honor points this way once per month.

² About the length of a 32- or 48-page published adventure.

³ Per 40,000 gp of the item's price.

⁴ Per 40,000 gp of the item's price. Artifacts with no price grant 5 honor points for this purpose.

Chivalric Code

These events apply to a chivalric or Arthurian knight's code.

EVENT	HONOR POINTS
Become a lord or similar rank	+50
Defeat a noble lord in combat	+20
Agree to protect and be responsible for the protection of an honorable ally	+10
Redeem a dishonorable foe	+6
Acquire vassals	+4
Offer sanctuary and defend that offer	+3
Swear fealty to a lord	+3
Defeat a challenging monster of the opposite alignment (CR 2 or more higher than APL)	+2
Protect a site holy to your religion against attackers	+2
Protect an innocent against significant odds (CR 2 or more higher than APL)	+2
Swear a major oath and uphold it	+2
Win a tournament	+2
Accept an enemy's parole	+1
Participate in a tournament	+1
Accept an enemy's parole and refuse to honor the ransom	-2
Be betrayed by a "redeemed" foe	-2
Be convicted of a petty crime	-2
Offer sanctuary and betray it	-4
Swear a major oath and break it	-4
Win a tournament by cheating	-5

Criminal Code

These events apply to a criminal code such as that used by a thieves' guild or ninja clan.

EVENT	HONOR POINTS
Become a guildmaster (city population 25,000+) ¹	+50
Become a guildmaster (city population 10,000+) ¹	+25
Adopt a specific criminal code ²	+4
End a long-running feud (1+ years) with a criminal more honorable than you ³	+3
Party humiliates an honorable noble ⁴	+3
Corrupt a high-ranking public official ⁵	+2
Willingly take the fall for a higher-ranking criminal	+2
Minstrels willingly sing about your exploits ⁵	+1
Defeat a legal challenge, be acquitted, or avoid sentencing	+1
Party agrees to and then commits a significant crime	+1
Steal a powerful magic item or valuable treasure	+1 ⁶
Be convicted of a significant crime	+1
Pay minstrels to sing about your exploits	-2
Willingly work with the authorities to prevent or solve a crime	-2
Party agrees to commit a crime and then reneges	-3

Engage in a long-running feud (1+ years) with a criminal less honorable than you ³	-4
Refuse to punish an associate for becoming a turncoat	-4
Party cooperates with authorities in helping dismantle a criminal enterprise	-5
Violate your specific criminal code	-6
Be toppled as guildmaster	-30

¹ These events don't stack for the same city. If the city's population increases after you become guildmaster, you gain the difference in honor points between the two events.

² Such as "I commit only property crimes" or "I never steal, I only commit murder."

³ Your honor score and the other criminal's must differ by at least 20 points.

⁴ Non-criminal honor point score of 50 or more.

⁵ You can gain honor points this way once per month.

⁶ Per 40,000 gp of the item's price.

Political Code

These events apply to cultures favoring political intrigue, espionage, and diplomacy.

EVENT	HONOR POINTS
Become leader of a country	+50
Become a duke (or equivalent rank)	+20
Ascend the ranks of nobility	+15
Receive an important appointment	+10
Successfully negotiate a peace for a national dispute	+5
Prevent a war	+5
Successfully negotiate a peace for a familial dispute	+3
Act as an ambassador	+2
Gain the favor of an honorable NPC ¹	+2
Remove an enemy without bloodshed or death	+2
Start a popular war	+2
Write and deliver a treaty	+2
Aid a political ally of lower status ²	+1
Embarrass a rival	+1
Make allies in the bureaucracy	+1
Successfully negotiate a peace for a personal dispute	+1
Make well-placed enemies in the bureaucracy	-1
Refuse to use violence when negotiation fails	-2
Fail as an ambassador to a neutral country	-3
Refuse to aid someone who did you a favor	-3
Receive an embarrassing appointment	-4
Use violence to solve a problem when negotiation was an option	-5
Start an unpopular war	-8
Fail to keep a popular war popular	-10

¹ You can gain this reward once per NPC. The NPC must have at least 10 more honor points than you.

² You can gain this reward once per month. The NPC must have at least 10 fewer honor points than you.

Samurai Code

These events apply to a samurai code.

EVENT	HONOR POINTS
Become a daimyo or temple master	+80
Defeat an honorable daimyo or temple master in combat	+20
Commit seppuku	+10
Adopt a strict code of honor	+8
Help a disgraced ally perform seppuku	+4
Challenge and defeat in single combat someone who has publicly dishonored you	+3
Party defeats a challenging oni (CR higher than APL)	+3
Destroy a shrine that's dedicated to an opposing power	+2
Protect a shrine from marauders	+2
Roll 30 or higher on a Craft check to create a work of art or masterwork item ¹	+2
Roll 30 or higher on a Perform check ¹	+2
Perform an action against your alignment because of a sworn oath ²	+1
Trick a kami in a battle of wits	+1
Excessively brag of your accomplishments ³	-1
Be convicted of a petty crime	-2
Be drunk in public	-2
Slay an honorable opponent who has surrendered	-5

¹ You can gain honor points this way once per month. If this event recounts accomplishments of another PC or NPC, you and the subject gain 2 honor points each. If the event mocks the subject and the subject has fewer honor points than you, you gain 2 honor points and the subject loses 2. If the event mocks a target with more honor points than you, you risk the -4 slander penalty if the event can be associated with you. Each additional subject the event would praise or mock gives the skill check a -5 penalty.

² The oath must be to someone with more honor points than you.

³ Unless this is part of a class ability that requires you to brag about your accomplishments.

Tribal Code

These events apply to nomadic or tribal societies.

EVENT	HONOR POINTS
Become the leader of the clan	+50
Defeat the leader of your tribe in single combat and become leader	+20
Gain justice for a large slight to your family, tribe, or clan	+3
Defend your village or camp from a raid	+2
Develop a recognizable and feared persona	+2
Go far beyond the basics of hospitality	+2
Represent your tribe at a clan gathering	+2
Stand against 10 opponents (whether the conflict is physical, social, or artistic)	+2
Challenge the leader of your tribe to single combat for leadership	+1

Develop a new tribal tradition	+1
Enact tribal justice for a serious transgression	+1
Gain justice for a small insult to your family, tribe, or clan	+1
Party enforces the code of hospitality	+1
Break tribal behavioral code	-1
Speak ill of your clan outside your clan	-1
Speak ill of your tribe outside your tribe	-2
Back down from a one-on-one fight	-3
Ignore tribal command structure	-3
Party refuses hospitality to other travelers	-3
Speak out against a member of your family	-3
Party takes advantage of hospitality, then betrays the hosts	-5



INVESTMENT

From the lowly copper piece to treasure chests bulging with precious gemstones, the anchor of most parties is treasure. But what is the purpose of a PC collecting this money if not to better her life? Once she's acquired it, shouldn't she put it to work for her? After all, adventuring is not a certain prospect—investments are a much safer bet, and the return they offer on the money invested comes without all the dangers involved in adventuring.

But an investment is still a wager, and sometimes these wagers go bad. This section provides a sample of monetary investments a PC might make, and offers the GM suggestions for potential adventure hooks that utilize those investments in the broader campaign. If the PC makes an investment, it should be more interesting than calculating compound interest—give the PC the opportunity to interact with monetary decisions.

The rate of return shouldn't be more than 5% per year for low-risk investments, though particularly risky investments might see as much as 15–20%. This upper end should be incredibly rare, and situations where the investors' profit exceeds 25% are almost unheard of. A GM should ration out those high-yield investments carefully. Keep in mind that unscrupulous people are always

happy to get between the players and their investment income. Whether these people are legitimate (such as the tax collectors) or not (such as bandits, swindlers, or thugs wanting protection money), the net profit on an investment is frequently less than anticipated.

INVESTMENT MECHANICS

When a PC decides to invest, ask the player how much money the PC provides for the investment. This is the seed money, and has a direct effect on how much money the investment earns each year (see below).

A GM can use Table 3–4: Investment Rewards as a general guideline for how much an investment is likely to return. The GM can modify these percentages to reflect particulars of the campaign. Players and GMs should use this guide only for investments in a fantasy world, not reality.

To use this table, roll d% to check the investment's success or failure.

Failed Year: The investment does not provide a return this year. Three failed years in a row indicate that the investment is ruined, and the operation ends unless the character continues to invest at 2 to 3 times the amount of the original investment.

Normal Year: The investment is successful and earns its Normal Return \times the seed money. For example, if the seed money is 1,000 gp and the Normal Return is 3%, the investment earns the PC 30 gp as profit that year. She can choose to reinvest this profit (automatically increasing the seed money by this amount for the next year), pocket the Normal Return, or cash out the entire investment (seed money plus the Normal Return) as money or goods appropriate to the investment. For example, the PC could add the 30 gp to her 1,000 gp of seed money for next year's roll; pocket the 30 gp, and remain invested with 1,000 gp of seed money; or take the 1,030 gp (1,000 gp of seed money + 30 gp profit) and walk away from the investment.

Breakout Year: The investment has a good year and earns far more than expected. Make the die roll indicated in the Breakout Return column and multiply the result by the percentage listed in the Normal Return column. For example, if the PC invests in banking and has a breakout year, she multiplies the Breakout Return for banking (1d4+1) \times the Normal Return for banking (2%) to determine that year's return. If the roll results in a 5, that year's return is 10% of her investment. As with a normal year, the PC can reinvest this profit, pocket the Breakout Return, or cash out her seed money plus the Breakout Return.





If a PC needs money quickly or wants to end her association with a particular investment, she can withdraw her seed money from the investment at any time, which normally takes 1d6 days and requires direct contact with the person running the investment (such as the manager of an inn, master of a guild, or head of an exploratory group). The PC receives only half of the invested seed money; the rest is lost as the involved parties quickly sell off assets (generally at half their actual value) to refund the PC her seed money. This sort of behavior tends to sour relationships between the PC and the others, making future investments with that group unlikely.

EXAMPLE INVESTMENTS AND PROBLEMS

This list of investments is not meant to be exhaustive; NPC ingenuity could open up all sorts of investments. Some research on medieval and Renaissance technology reveals many ideas the people of those times used to make their lives easier, and some of those ideas can easily become an investment opportunity for the PCs. This section details how particular investments might serve as plot hooks for the PCs involved.

Arts: The entertainers are more volatile or political than the investor had imagined.

Banking: The investor's theoretically impenetrable vault is cracked and the valuables stolen.

Crafting: A labor strike, bandit activity, or an unscrupulous rival blocks access to needed materials.

Exploration: An explorer ends up being unreliable, greedy, or incautious, accidentally releasing ancient evils on an unsuspecting populace.

Granary/Mill: The building catches on fire, either from a simple accident or deliberate arson, and the aerosolized grain causes a massive explosion.

Guild: A rival guild targets the investor's employees, friends, family, or buildings.

Imports: Enemies of the client see a shipment as an opportunity to humiliate or kill the PC and acquire valuable goods.

Invention: The invention fails spectacularly and dangerously, putting the surrounding populace at risk.

Protection: A client you're protecting betrays an assassin's guild, is branded as a heretic by an influential church, or insults a prominent member of the ruling elite.

Quarry: Miners discover a strange hazard such as mutation-inducing crystals or a cave complex full of dangerous monsters.

Research: The research goes awry, or falls into the hands of blackmailers, criminals intent on using it for evil, or rival researchers.

Stable: Sabotage or a deadly accident occurs, or a rustler steals the most valuable mounts.

Tavern: Overheard plans for an ambush spark rumors and property damage.

TABLE 3-4: INVESTMENT REWARDS

INVESTMENT	NORMAL RETURN	FAILED YEAR	NORMAL YEAR	BREAKOUT YEAR	BREAKOUT RETURN
Arts					
Creative	4%	01-30	31-95	96-00	2d4+1
Performing	2%	01-35	36-95	96-00	2d6+1
Banking	2%	01-10	11-98	99-00	1d4+1
Crafting					
Common	1%	01-05	06-95	96-00	1d3+1
Magical	5%	01-30	31-95	96-00	1d8+1
Military	5%	01-15	16-90	91-00	1d6+1
Exploration	2%	01-40	41-85	86-00	2d8+1
Granary/Mill	3%	01-10	11-98	99-00	1d3+1
Guild					
Assassins'	5%	01-30	31-95	96-00	2d4+1
Crafting	2%	01-05	06-98	99-00	1d3+1
Merchant	3%	01-10	11-98	99-00	1d4+1
Thieves'	4%	01-15	16-90	91-00	1d8+1
Imports					
Exotic	5%	01-30	31-90	91-00	1d10+1
Ordinary	2%	01-15	16-95	96-00	1d4+1
Invention	3%	01-40	41-90	91-00	2d6+1
Protection	3%	01-30	31-95	96-00	1d8+1
Quarry	3%	01-20	21-90	91-00	1d6+1
Research					
Magical	5%	01-50	51-75	76-00	2d6+1
Mundane	3%	01-20	21-85	86-00	1d8+1
Stable	1%	01-05	06-98	99-00	1d3+1
Tavern	2%	01-10	11-98	99-00	1d4+1



LINEAGE

A hero doesn't just blink into existence the moment you fill out a character sheet; he came from somewhere. For most characters, that means he has or had a family: a mother and father, who in turn had mothers and fathers of their own, and so on, stretching back into the past in a chain of ancestry. This is the character's lineage, and it shapes and defines the character, whether he's consciously aware of it or not. Some lineages are more complex than others—adoption, sorcerer bloodlines, and reincarnation are a few examples—but the idea of family is still important beyond immediate blood ties. Whatever form this lineage takes, it has a profound effect on the character's life, story, and role in the campaign.

DEVELOPING YOUR FAMILY

The most obvious manifestation of your character's lineage is his still-living relatives. Many of these NPCs have been with the character since birth, and helped shape him into the person he is today. A character's family is an extension of that character's backstory, and so you should ultimately have the final say over its size and nature. The GM should only intervene when your desired family would disrupt the campaign in some way or give you an unfair advantage. For the same reason, the GM should avoid introducing new members to your character's family after the campaign begins, unless the circumstances of the story (such as marriage or pregnancy) demand it.

The first thing you need to do is to determine the size and composition of your character's family. This can be chosen arbitrarily, within reason, or can be generated randomly using the rules in Chapter 1 of this book. One character's family might consist solely of the single parent who raised him, while another character might be a part of a large clan or noble house. Once you determine the size of the family, you can use the guidelines in this book and Chapter 4 of the *GameMastery Guide* to further develop the personalities of these relatives. Every family is different, so it's hard to generalize a PC's relationship with his relatives. The following guidelines are a good place to start. This assumes a happy, functional family. For other family types of dynamics, see *Complicated and Dysfunctional Families*.

Immediate Family: This group includes anyone who played a direct role in raising the character, or anyone whom the character is raising (such as a child or younger sibling). Generally this includes the character's mother, father, surrogate parents, brothers, sisters, and any other live-in relatives. The character's spouse (if any) also belongs in this category, as do any children. The size of an immediate family varies by culture, but for most campaigns they shouldn't be too numerous. These family members are usually very loyal, and start the campaign with a helpful attitude toward the PC

(though in most campaigns they are low-level NPC-class characters and can't provide much support in terms of finances or gear). It should be difficult to permanently worsen their attitudes, barring exceptionally heinous actions. A character's greatest obligations are often to immediate family members, and when times get rough for the family, he may be expected to spend time or money helping them.

Extended Family: These family members had a less important role in the character's life growing up, but nonetheless played a part. This group often includes aunts, uncles, cousins, and grandparents. Married characters might also count their in-laws. A character's extended family is almost always larger and more diverse than her immediate family, but also less willing or able to help her in times of difficulty. Usually these relatives have a friendly attitude, though a few might be helpful, indifferent, or even hostile, depending on the family's circumstances. A character generally has fewer obligations to her extended family, though these relatives may still expect the occasional favor from the PC.

Distant Relatives: Any person who is only loosely related to your character and has no strong emotional bond to the PC is considered a distant relative. These characters have little connection to you beyond (possibly) a shared surname, or are extended family of someone in your character's extended family. They are the character's most numerous and diverse group of relatives, and so can come in handy in a wide variety of situations, though she can't rely on them for help too directly or too often. These NPCs generally start with an indifferent attitude, though a particularly family-oriented relative might be friendly instead. They also generally don't expect many favors from the PC in return. They can usually be counted on to take the PC's side when dealing with people outside the family.

COMPLICATED AND DYSFUNCTIONAL FAMILIES

Of course, not all families get along. Past trauma, such as abuse or neglect, can shatter bonds, poisoning what should be healthy relationships. Politics and religion also drive wedges between relatives, turning brother against brother and mother against daughter. Sometimes a simple clash of personalities is enough to turn one family member away. Because of reasons like these, some family members begin with a worse attitude toward your PC than the above guidelines suggest. Most such relatives will be unfriendly to the PC at worst, though hostile relatives are possible in extreme cases.

Whether or not your character initially gets along with his family is up to you. However, once the campaign begins, it's the GM's responsibility to control these relatives and determine how their attitudes change over the course of play. A character that acts against his family's interests, fails too often in familial obligations,

or behaves in a manner contrary to the family's beliefs or ethics should expect relationships to sour. This should be handled delicately, as turning a character's family against him seriously alters the character's place in the campaign. The GM should remember that most families are forgiving, and only the most egregious of acts should have a permanent effect on the character's relationships with his family.

In the event that a family member's attitude does shift, reconciliation should always be possible (likewise, relatives who started out as unfriendly or hostile can be brought around with enough hard work). If the character convinces his family that he is truly repentant or trying to make amends with the offended relative, and he works to redress any wrongs he may have done, things should return to normal over time. How the character must do this is up to the GM. It might be as simple as making a Diplomacy check, or complex enough to merit its own side quest or short adventure.

FAMILY VALUES

You can create and describe the individual members of your character's family using Chapter 4 of the *GameMastery Guide* and the guidelines earlier in this chapter, but a true family is more than a collection of NPCs with the same surname. Families have traditions, values, and a shared folklore that sets them apart, even from other groups in the same culture. When developing your character's family, you should consider what makes that family unique.

Does the family have any famous ancestors that they're proud or embarrassed of? What stories do the family elders tell about them? What stories do other family members tell? Does the family follow any special naming traditions, or worship a deity unusual for the region? What songs do they sing? Do any members have notorious reputations? Does the family have a motto? What values do they hold and what behaviors do they condemn? These are just a few examples of questions you can use to breathe life into the family and give its members a sense of cohesion.

INCLUDING FAMILIES IN THE GAME

While creating and developing a character's family is largely your responsibility, it's up to the GM to determine how large a role that family plays in the campaign. The family's role might be limited to that of a background element, serving only to flesh out your character concept, or it could play a pivotal role in the campaign's story, tying the character directly to the plot and motivating her from adventure to adventure.

Creating a family for your character helps establish an emotional connection with the campaign setting, and the GM should encourage this by giving your family some measure of in-game relevance. Yet placing too much emphasis on one character's family gives that player undue influence over the campaign, and unless the rest of the party is composed of playing members of the same family, the other players could feel underrepresented.

The GM also needs to make sure that your character doesn't receive too much help from her family. If you play a character with a large or influential family, or a character with ties to a notable or powerful NPC, the GM should be wary of placing too much power in the hands of NPCs related to your character, as this could mean your character steals the spotlight from the rest of the party or makes trivial an important encounter by calling in some favors. The GM is free to disallow any familial relationships that could disrupt the campaign, but it may be worthwhile for you to work with the GM to create the relationships you want in a way that fits the campaign. For example, perhaps your character is disliked by his powerful relative, and therefore you can't call on the



relative for assistance except in the most dire situation. Another option is for your character to have ties to a prominent family, but for the rest of the family to be far removed from where the adventure takes place, placing any help weeks or months away.

SUPPORT AND OBLIGATION

Unless your character's family is astonishingly poor, they should be able to provide the PC and her allies with simple, mundane aid. This might mean a decent meal, a clean set of clothes, a roof for the night, or a few extra hands for some manual labor. Beyond this, what sort of aid the family provides depends on the family's interests and skills. A family of artisans might offer to craft a nonmagical piece of equipment, or lend tools and equipment related to their trade. A family of musicians might help you make contact with an influential noble patron, or throw a party for your friends and allies after a great victory.

Family members should never fight your PC's battles for you, and probably shouldn't fight at all except in extreme circumstances—after all, your PC is likely the adventurous member of the family. However, if you take the Leadership feat and select a family member as a cohort, the normal cohort rules apply and you may turn a family member into a combat-ready NPC (though the rest of your family may never forgive you if you get your relative killed by a monster).

One easy way to handle the family's aid to your PC is to use the rules for NPC Boons (*GameMastery Guide* 88), mainly in the form of favor and skill boons. These boons usually come only from immediate family members, and even then only as often as the GM feels is appropriate. Unique boons (as defined in the *GameMastery Guide*) might make an excellent reward for a PC who does her family a great service.

These offers of help don't come for free. Your character is expected to help the family when problems arise. The family should primarily ask for small favors, things your character can take care of with a simple skill check or a little gold. For example, your niece might ask you to help her enroll in a prestigious academy, necessitating a Diplomacy check with the school's dean, or your character's brother might ask for a small loan to start a new business. These favors should play to your character's strengths, and come with tangible benefits for your adventuring career in order to prevent the family member from becoming a GM-controlled nuisance. For example, your niece can arrange to get you access to her school's magical library, and your brother can give you a discount on the goods or services his business sells. These activities should take place during downtime so as to not detract from adventuring. Family obligations are also a way to introduce short side quests into the game, although GMs should be sure to include plot hooks that interest the rest of the party.

INHERITANCE

The GM may decide that your character inherits something of value from a deceased relative. This may be as innocuous as a village farm or a house in the city, an adventurer's heirloom such as a masterwork rapier or *ring of protection* +1, or something cryptic and unnerving like a glowing frog idol or a skull that whispers secrets.

These items are often the source of adventure hooks: Perhaps squatters are living in your house, the rapier has an inscription in a lost language, or cultists are trying to steal the idol. Sometimes the inheritance creates family drama, such as a brother who is upset that you got the house instead of him, an impoverished uncle who'd like to sell the ring, or a religious cousin who shuns you because you own the blasphemous skull. Just like in real life, an inheritance can divide close family members or create alliances out of distant relatives.

These guidelines for inheritance don't apply if you are just using the idea as a way to provide roleplaying flavor for your character's starting equipment. For example, if your starting equipment at 1st level includes a normal longbow, you don't need GM approval to say that the bow once belonged to your grandmother, who was a ranger in her youth. However, if you wanted an heirloom masterwork longbow or +1 *longbow* for your character, you would need GM approval because the price of either of those items is beyond what a 1st-level character could afford.

FAMILY MEMBERS AS FOES

Villainous relatives are everywhere in popular fiction, and for good reason—confronting the “black sheep” of the family, whether over bad politics, stealing from the family business, or dangerous criminal acts carries a lot of dramatic tension, and the fallout from this sort of storyline can impact the entire family for generations. Having a friendly family member turn out to be the villain is just as effective as having a retired PC become a villain (see Retirement on page 186). The GM should use this as a plot device sparingly—turning relatives into villains is predictable, can negatively impact your perception of your character's family, and might focus the campaign too much on one player.

Instead of using a family member as a turncoat, you can plant the seeds for shady members of the family that the GM can use or ignore for the campaign. If your character's family owns a horse ranch, you may have a cousin who's fallen in with horse thieves. If the family owns a farm, a lazy uncle may have run off to join a cult or a gang of bandits. If the family matriarch is heavily involved with the local good temple, an eerie cousin may have sorcerer powers or leave to study necromancy. These NPCs may appear in the campaign later as obvious foes or as morally ambiguous characters you can recruit or ally with—after all, as an adventurer, you may be the black sheep in your family, an embarrassment that nobody decent talks about at family gatherings!

Having a relative as an antagonist brings additional complications. The family might deem harming your kin the ultimate sin, or maybe doing so would upset an influential relative, putting your character in a situation where you can't attack that opponent and can't allow allies to kill him. Alternatively, you could feel it is your personal mission to rid the family of the villain who stains its reputation, or bring that person to justice. If the problem family member is a dead ancestor of yours, it could fall to you to make amends for his evil deeds—or bear the burden of being the only one in the family who knows that a celebrated grandparent was secretly a cold-blooded murderer.

Long-lived monstrous races in your background can have interesting consequences for your character—though the ancestor's misdeeds happened decades ago, that relative may still be active in the campaign. For example, the shapechanging red dragon who polluted your bloodline may awaken after a century of rest, or the vampire queen of a nearby land may turn out to be your rebellious great-grandmother. Adversarial relationships like these provide a campaign villain and allow all the PCs to participate in your family's story, and can be the key to unlocking traits or other abilities for your character.

DEATH IN THE FAMILY

When a GM kills your PC's family members, it carries just as much risk as using your PC's family members as villains, and yields far fewer benefits. The death of a loved one at an enemy's hand can certainly provide an emotional kick to the campaign, and help characterize a villain as a truly loathsome individual. However, the unforeseen death of a beloved family member can just as easily prove jarring or traumatic if you are heavily invested in your character's family's well-being. If the GM believes it is necessary to place your character's family in peril, you should have a fair opportunity to defend or save them, or at least to distract the one responsible long enough for your family to get to safety.

FAMOUS LINEAGES

Your character's deceased family members can have just as strong an influence over the campaign as you do. Lineages vary widely; one character might be descended from an ancient line of kings, and another could be the child of an infamous thief. Rather than simply granting your character benefits or drawbacks based on her ancestors, your character's legacy should be used to provide hooks for further adventures and quests.

For example, a powerful evil NPC might owe your character's dead grandmother a favor and plot to discreetly eliminate your character before you learn of this debt and try to collect on it. If your character survives long enough to discover the NPC's motives, the favor may be of great benefit. Similarly, clues might surface implicating a dead

ancestor in a terrible crime, prompting the local governor to place your character on trial in his stead because of a law that allows punishing descendants for an ancestor's offenses. To survive, your character needs to delve into your family history in order to clear the ancestor's name (and save your life), perhaps recovering a forgotten title or long-lost heirloom as a reward.

By drawing both positive and negative consequences from your character's past, the GM can present a nuanced and realistic portrayal of your character's legacy, while simultaneously producing scenarios versatile enough to capture the interest of the other PCs.



MAGIC ITEM CREATION

If you have item creation feats (or access to those feats from cohorts or other NPCs), you might want to use time between adventures to craft magic items, either to create new items from scratch or add abilities to existing items. If the desired item is something out of the *Pathfinder RPG Core Rulebook* and you have the appropriate feats, the GM's role is mainly to approve or disapprove the creation of the item (for example, if the GM has decided that the desired item is rare, requires exotic ingredients, or is illegal or forbidden where the downtime takes place). If there is a chance for you to accidentally create a cursed item by failing the skill check by 5 or more, the GM should roll the check in secret so you don't know whether or not the item is cursed.

If you want to create an entirely new type of item (such as a ring that allows you to cast *acid arrow* three times per day) or add properties to an existing item (such as adding the *flaming* property to a *holy avenger*), the process is more complex and requires discussion and cooperation between you and the GM. The following sections address common concerns and problems about magic item creation.

Pricing New Items

The correct way to price an item is by comparing its abilities to similar items in the *Core Rulebook* (see Magic Item Gold Piece Values on page 549 of the *Core Rulebook*), and only if there are no similar items should you use the pricing formulas to determine an approximate price for the item. If you discover a loophole that allows an item to have an ability for a much lower price than is given for a comparable item in the *Core Rulebook*, the GM should require using the price of the *Core Rulebook* item, as that is the standard cost for such an effect. Most of these loopholes stem from trying to get unlimited uses per day of a spell effect from the "command word" or "use-activated or continuous" lines of Table 15–29 on page 550 of *Core Rulebook*.

Example: Rob's cleric wants to create a heavy mace with a continuous *true strike* ability, granting its wielder a +20 insight bonus on attack rolls. The formula for a continuous spell effect is spell level \times caster level \times 2,000 gp, for a total of 2,000 gp (spell level 1, caster level 1). Jessica, the GM, points out that a +5 enhancement bonus on a weapon costs 50,000 gp, and the +20 bonus from *true strike* is much better than the +5 bonus from standard weapon enhancement, and suggests a price of 200,000 gp for the mace. Rob agrees that using the formula in this way is unreasonable and decides to craft a +1 *heavy mace* using the standard weapon pricing rules instead.

Example: Patrick's wizard wants to create bracers with a continuous *mage armor* ability, granting the wearer a +4 armor bonus to AC. The formula indicates this would cost 2,000 gp (spell level 1, caster level 1). Jessica reminds

him that *bracers of armor +4* are priced at 16,000 gp and Patrick's bracers should have that price as well. Patrick agrees, and because he only has 2,000 gp to spend, he decides to spend 1,000 gp of that to craft *bracers of armor +1* using the standard bracer prices.

Some new items are really existing magic items with a different weapon or armor type, such as a *dagger of venom* that is a rapier instead of a dagger or a *lion's shield* that's a wooden shield instead of a metal shield. For these items, just replace the price of the nonmagical masterwork item with the cost of the new type of item. For example, a *rapier of venom* has a price of 8,320 gp instead of the *dagger of venom's* price of 8,302 gp.

Cooperative Crafting

If you need another character to supply one of an item's requirements (such as if you're a wizard creating an item with a divine spell), both you and the other character must be present for the entire duration of the crafting process. If the GM is using the downtime system from Chapter 2, both you and the other character must use downtime at the same time for this purpose. Only you make the skill check to complete the item—or, if there is a chance of creating a cursed item, the GM makes the check in secret.

If the second character is providing a spell effect, that character's spell is expended for the day, just as if you were using one of your own spells for a requirement. If the second character is a hired NPC, you must pay for the NPC's spellcasting service (*Core Rulebook* 163) for each day of the item creation.

Upgrading Items

Adding more magic to an existing item can be quite simple or very math-intensive. If the item's current and proposed abilities follow the normal pricing rules (particularly with weapons, armor, and shields), adding the new abilities is a matter of subtracting the old price from the new price and determining how many days of crafting it takes to make up the difference.

Example: Patrick's wizard decides to use his downtime to increase the armor bonus on his *bracers of armor +1* to +3. The price difference between the two types of bracers is 8,000 gp, so Patrick's wizard must spend 8 days and 4,000 gp (half the 8,000 gp price difference) upgrading his bracers' magic. If he has fewer than 8 days before the next adventure, he'll need to finish his crafting while traveling or use accelerated crafting in town to speed up the process.

For most other items, GMs should use the multiple different abilities rule (*Core Rulebook* 549) to determine the item's new price: increase the cost of the new ability by 50%, add that to the total price of the item to get the new price. Then subtract the old price from the new price to determine the difference, and determine how many days of crafting it takes to cover the difference.

Example: Lisa's paladin has *horseshoes of a zephyr* and wants to hire Patrick's wizard to add the powers of *horseshoes of speed* to her current horseshoes. Their GM, Jessica, decides that this is a suitable item and tells Lisa and Patrick they can proceed. The price of *horseshoes of speed* is 3,000 gp, increased by 50% for the multiple different abilities rule to 4,500 gp. Patrick's wizard must spend 5 days and Lisa's paladin must pay 2,250 gp (half the 4,500 gp price difference) to add the new property to the horseshoes, resulting in an item worth 10,500 gp (6,000 gp originally + 4,500 gp for the new property).

For specific magic armor and weapons, the price for the base item may be hard to determine, as some abilities may have been priced as plus-based properties and some as gp-based properties. Without knowing which is which, how to increase the price (using the plus-based table or flat gp addition) can't be determined. If this happens and nobody can agree on a fair price, it's best to not upgrade the item, or ask the GM for permission to pseudo-upgrade the item by swapping it for a different item with a price that can be calculated with the normal rules.

Example: Lisa's paladin has a *holy avenger* that she wants to upgrade with the *flaming* special ability. A *holy avenger* has a price of 120,630 gp, but when not in the hands of a paladin, it functions as a +5 *holy cold iron longsword*, which has a price of 100,630 gp. The 20,000 gp difference in the prices of these two possible base weapons includes the sword's spell resistance, *greater dispel magic* once per round, and the limitation that the extra powers don't work for non-paladins. Jessica and Lisa talk about pricing ideas for a while, but can't figure out a fair way to price the upgrade. Lisa decides to upgrade her character's armor instead.

The multiple similar abilities rule (*Core Rulebook* 549) is specifically for items that don't use a magic item slot (such as staves), and can't be used for items that do use a magic item slot. The existing staves in the *Core Rulebook* all use this rule for pricing the cost of their spells. When adding abilities to these items, remember that they're priced with the highest-level spell at 100% of the normal cost, the next-highest at 75%, and all others at 50%, which means that adding a new spell that's between the lowest and highest spell level can alter the cost of the other abilities in the item. Increasing the number of charges required for an ability also affects the cost of that ability (see *Creating Staves* on page 552 of the *Core Rulebook*). Because staff pricing is so complex, a GM might want to forbid adding new abilities to staves, or limit new abilities to the lowest-level spell already present in the item.

Recharging Charged Items

The *Core Rulebook* doesn't allow item creation feats to recharge charged items such as wands. This is because wands are the most cost-effective form of expendable spellcasting in the game (the minimum price is 15 gp per

charge, as compared to a minimum price of 25 gp per use for a scroll or 50 gp per use for a potion). Allowing wand recharging devalues scrolls and potions in the game, especially as using a wand does not provoke attacks of opportunity. A wand's lower price increment would also mean that partially recharging the wand is easily done with a short downtime period (10 charges per day for a 2nd-level wand, 4 per day for a 3rd-level wand, and 2 per day for a 4th-level wand), making the wand even more useful and cost-effective.

A GM who wants to allow wand recharging can require a minimum of 25 charges added to the item to help offset this advantage, as it forces you to



spend a larger amount of gold at once instead of smaller amounts more frequently.

Altering Existing Items

The *Core Rulebook* doesn't allow item creation feats to alter the physical nature of an item, its default size, its shape, or its magical properties. For example, there is no mechanism for using crafting feats to change a steel *+1 longsword* into an adamantite *+1 longsword*, a Large *+1 chain shirt* into a Medium *+1 chain shirt*, *boots of speed* into an *amulet of speed*, or a *+1 unholy longsword* into a *+1 flaming shock longsword*. Many GMs might decide that these kinds of transformations are impossible, beyond the scope of mortals, or not as cost-efficient as crafting a new item from scratch. Others might allow these sorts of transformations for free or a small surcharge. Keep in mind the following warnings.

Not All Item Slots Have Equal Value: This is true, even though it isn't expressed monetarily in the rules.

Some item slots are very common and are shared by many useful items (boots, belts, rings, and amulets in particular), while some slots are used by only a few items (such as body, chest, and eyes). Allowing a character to alter or craft an item for one of these underused slots is allowing the character to bypass built-in choices between popular items.

Some Abilities Are Assigned to Certain Slots: Some of the magic items in the *Core Rulebook* are deliberately assigned to specific magic item slots for balance purposes, so that you have to make hard choices about what items to wear. In particular, the magic belts and circlets that give enhancement bonuses to ability scores are in this category—characters who want to enhance multiple physical or mental ability scores must pay extra for combination items like a *belt of physical might* or *headband of mental prowess*.

If there is a trend of all *Core Rulebook* items of a particular type using a particular slot (such as items that grant physical ability score bonuses being belts or items that grant movement bonuses being boots), GMs should be hesitant to allow you to move those abilities to other slots; otherwise, they ignore these deliberate restrictions by cheaply spreading out these items over unused slots.

Classes Value Some Slots More Than Others: This is a combination of the two previous warnings. Because most belts enhance physical abilities, wizards rarely have need for standard belt items. This means a wizard can change an item that's useful to wizards into a belt and not have to worry about a future slot conflict by discovering a wizardly magic belt in a treasure hoard. Likewise, fighters have little use for most standard head items, so altering an existing fighter item to use the head slot means it has little risk of competition from found head slot items. GMs should consider carefully before allowing you to bypass these intentional, built-in item slot restrictions.

Respect Each Crafting Feat's Niche: You might be tempted to create rings that have charges like wands, or bracers with multiple charge-based effects like staves. A GM allowing this makes *Craft Wondrous Item* and *Forge Ring* even more versatile and powerful, and devalues *Craft Staff* and *Craft Wand* because those two feats can create only charged items.

Before allowing such an item, consider whether the reverse idea would be appropriate—if someone with *Craft Wand* can't make a *wand of protection +1* that grants a deflection bonus like a *ring of protection +1*, and if someone with *Craft Staff* can't make a *handy haversack* that stores items like a *handy haversack*, then *Craft Wondrous Item* and *Forge Ring* shouldn't be able to poach item types from the other feats.

GMs who wish to allow some of these sorts of alterations should consider using the original item as a talismanic component for the final item (see page 173).





Adjusting Character Wealth by Level

You can take advantage of the item creation rules to hand-craft most or all of your magic items. Because you've spent gp equal to only half the price of these items, you could end up with more gear than what the Character Wealth by Level table (*Core Rulebook* 399) suggests for you. This is especially the case if you're a new character starting above 1st level or one with the versatile Craft Wondrous Item feat. With these advantages, you can carefully craft optimized gear rather than acquiring GM-selected gear over the course of a campaign. For example, a newly created 4th-level character should have about 6,000 gp worth of gear, but you can craft up to 12,000 gp worth of gear with that much gold, all of it taking place before the character enters the campaign, making the time-cost of crafting irrelevant.

Some GMs might be tempted to reduce the amount or value of the treasure you acquire to offset this and keep your overall wealth in line with the Character Wealth by Level table. Unfortunately, that has the net result of negating the main benefit of crafting magic items—in effect negating your choice of a feat. However, game balance for the default campaign experience expects you and all other PCs to be close to the listed wealth values, so the GM shouldn't just let you craft double the normal amount of gear. As a guideline, allowing a crafting PC to exceed the Character Wealth by Level guidelines by about 25% is fair, or even up to 50% if the PC has multiple crafting feats.

If you are creating items for other characters in the party, the increased wealth for the other characters should come out of your increased allotment. Not only does this prevent you from skewing the wealth by level for everyone in the party, but it encourages other characters to learn item creation feats.

Example: The Character Wealth By Level table states that an 8th-level character should have about 33,000 gp worth of items. Using the above 25% rule, Patrick's 8th-level wizard with Craft Wondrous Item is allowed an additional 8,250 gp worth of crafted wondrous items. If he uses his feat to craft items for the rest of the party, any excess value the other PCs have because of those items should count toward Patrick's additional 8,250 gp worth of crafted items.

CREATING ITEMS FOR PROFIT

The expectation in a standard campaign is that the PCs go on quests to fighting monsters and collect treasure. In other words, you aren't supposed to stay at home, work at day jobs, and earn wages instead of adventuring. The game mechanics reinforce this by only allowing you to sell items for half their normal price because it assumes selling them to an NPC shopkeeper, so even if you craft a *bag of holding*, you can't sell it yourself for full price because you don't have your own store to sell it in. This prevents you from profiting by crafting an item (and

paying half the price to do so) and selling it for the full market price.

However, the downtime system (see Chapter 2) allows you to build a business such as a tavern or even a magic shop, and earn money from that business while you're away adventuring. You might want to use an appropriate business to sell crafted items for more than half price, but the downtime system already accounts for using a building to generate money, as well as spending personal time helping run the business (see Run a Business on page 87). A typical magic shop (see page 110) earns about 3 gp per day, or perhaps 4–5 gp per day if a skilled owner PC directly participates in running the business. Because magic items are very expensive (with the most common potions costing 50 gp or more, far higher than what most commoners can afford), this income represents many days where the business sells nothing, followed by selling one or two high-priced items, which averages out to a few gp of profit per day. In other words, just because you can craft one *+1 longsword* each day doesn't mean you're likely to sell one each day in your shop. The GM has two options for resolving this mercantile dilemma.

Use the Downtime System: This is the simplest solution, and assumes you are spending downtime running the business rather than crafting specific items.

Example: Patrick owns a magic shop and has 5 days free between adventures. Instead of crafting specific items for his own use, he uses that time on the run a business downtime activity (page 87), with the assumption that he is using his crafting feat to create minor magic items for customers to increase the money generated by his magic shop. Patrick doesn't have to specify what items he is creating, track inventory of completed items, or worry about interrupting his crafting—the details aren't important, just that he is using his skills to increase the profit of his business.

Alter Wealth By Level: Similar to using the item crafting rules to adjust wealth by level, this just applies a flat adjustment to your expected wealth. You don't even have to account for what specific items were crafted using this method.

Example: Rob's cleric has the Brew Potion feat and owns a magic shop. Jessica, the GM, allows him to exceed his wealth by level by 25%, and the extra doesn't all have to be in the form of potions—Rob's shop is selling potions, and he is using his profits to purchase other items for his character.

TALISMANIC COMPONENTS

Fantasy and myth are rife with exotic materials used to create magic items—meteoric iron, unicorn horn, dragon blood, vampire ichor, and so on. The item creation system in the *Core Rulebook* is very abstract, however, and most item creation is just a matter of spending gold in town for the necessary supplies that are never quantified or described. This section provides details on incorporating

talismanic components into a campaign, the effect they have on treasure hoards, examples of many talismanic components, and the sorts of items they are used for.

Enriching the Campaign

Using talismanic components is a fun way to provide more story flavor and local color to a campaign. They make magic items feel more unique and less mass-produced. A +1 *flaming longsword* is no longer an unremarkable magic item if giving a weapon a +1 enhancement bonus requires a sprinkle of dust from a dead star, and if crafting a *flaming* weapon requires a fragment of a fire elemental's spirit. That gives the weapon a sense of history and opens the door to many questions about who originally created the sword, where the creator got the materials for it, and who it was crafted for. Interactions with merchants and traders likewise take on a new flavor if caravans full of goods from distant lands carry a small selection of these obscure crafting components.

Using Components

You spend talismanic components exactly like gp for the purpose of crafting magic items, and they're destroyed as part of the item's creation or incorporated into the item. Once used, they're expended and can't be used again. Talismanic components don't change the crafting time, DC, or any other aspects of creating a magic item; they are just a substitute for the gp cost to craft it.

Example: Dragon heartblood is a talismanic component useful for all magic items. Patrick's wizard wants to create a *wand of burning hands*, which has a price of 750 gp. Crafting the wand requires him to spend 375 gp on magic supplies. The wizard has a vial of dragon heartblood worth 300 gp. He decides to use all 300 gp worth of his heartblood to craft the wand, and uses his actual gold to cover the remaining cost of crafting the wand.

Most components are only usable for crafting certain magic items, but some are usable for any kind of magic item. A component's description lists what kind of items it can be used for. Using an inappropriate component in crafting an item normally has no effect, but the GM might allow a desperate crafter to use an inappropriate component at a higher crafting DC, increasing the risk of failure or creating a cursed item.

Requiring Components

The GM might decide that some or all magic item creation requires talismanic components. These components could be available for purchase in civilized areas, or could be acquired only by hunting specific creatures or searching in remote locations. Some components might be illegal in some cities or countries and found only on the black market there. In this way, the GM can set different controls on item creation and create adventure opportunities for crafting-oriented PCs. For example, if crafting an *anarchic* weapon requires the blood of a

powerful demon, you can try to acquire some demon blood in town, arousing suspicion as to why you need such a foul substance, or you can travel to a location where demons are known to dwell and try to kill one—or maybe even bargain—for its blood.

Components as Commodities

These components are trade goods just like gems, wheat, spices, or cloth. Under normal circumstances, you can acquire these materials at the listed cost or sell what you find in a treasure hoard at the listed cost. For example, 500 gp worth of dragon heartblood costs 500 gp in a city, and if you take a flask of dragon heartblood worth 500 gp as your share of treasure, you can sell it in town for 500 gp. If there is a surplus or shortage of a particular component, the price could go up or down, or merchants might be more inclined to bargain over the price (see page 138) to try to get a better deal.

Components as Treasure

If the GM uses these rules for talismanic components, killing monsters shouldn't suddenly result in more treasure because you can loot suitable parts for components, in the same way that just because wyvern poison costs 3,000 gp doesn't mean that 3,000 gp worth of sellable poison can be obtained from every wyvern. The value of a talismanic component from a monster should be subtracted from the monster's total treasure award for the encounter, or later encounters should award a reduced amount of treasure to make up for the value of the talismanic component.

Acquiring a talismanic component from a monster or natural feature might not be easy or automatic. Plucking a rare herb without damaging its magical properties might require a Profession (herbalist) check. Harvesting an intact glowing crystal from a mithral vein might require a Knowledge (geology) check. Distilling heartblood from a dragon's corpse might require a Craft (alchemy) check. Gaining a tear of happiness from a lillend might require a Diplomacy or Perform check. The GM can use these kinds of skill checks to reward you for putting ranks in noncombat skills, and use similar checks for you to recognize that an object has value as a talismanic component.

Talismanic components might be viable for only a limited time, or spoil under certain circumstances. For example, dragon heartblood loses its power if it's exposed to air for more than a few minutes, necessitating transporting it in sealed vials (and limiting how much can be taken from a slain dragon). Vampire ichor spoils instantly in sunlight or on holy ground. These kinds of limitations also provide additional plot hooks for quests involving the acquisition and retrieval of talismanic components.

Example Components

This section lists conventional and commonly known talismanic components. GMs should invent many other strange and mythical components such as "the first scent

of the day” or “the sound of a cat’s footfall,” especially for very powerful items. Note that the substances don’t necessarily have identical values per unit; dragon heartblood might be worth 10 gp per drop, mithral crystals worth 10 gp per pound, and the hands of murderers worth 10 gp each.

Adamantine Ore: Used for metal armor, metal weapons, and items that manipulate or create earth or metal.

Arcane Residue: Salvaged from destroyed magic items, often in crystalline or powder form; used for any kind of magic item.

Astral Essence: Scraped from creatures that are located deep within the Astral Plane; used for plane-traveling, teleportation, and time-manipulating items.

Demon Blood: Taken from powerful demons (though weak demons might have minute quantities); used for chaotic, evil, demon-summoning, electricity-resistance, and good- or lawful-repelling items.

Devil Blood: Taken from powerful devils (though weak devils may have minute quantities); used for lawful, evil, devil-summoning, and fire-resistance items.

Dire Animal Brain: Used in animal-influencing and physical enhancement items.

Doppelganger Ichor: Used for disguise and polymorph items.

Dragon Bone: Flawless, smooth bones are suitable for rods, staves, wands, and dragon-controlling items. Dragon bones can also be used for items with abilities or energy types appropriate to the dragon’s breath weapon (copper dragons for *slow*, red dragons for fire, and so on).

Dragon Heartblood: The freshest blood from the dragon’s heart; used for any kind of magic item.

Elemental Spirit: Taken from the remains of powerful elementals; used for items appropriate to the source’s element or associated energy type.

Ethereal Essence: Dusted from creatures located deep within the Ethereal Plane; used for plane-traveling and dream items.

Giant Squid Ink: Used in scrolls and water items.

Hand of a Murderer: Must be taken shortly after the murderer’s demise; used for death, evil, and undead-creating items, as well as items that specifically involve a preserved hand (such as a *hand of glory*).

Heart of the Mountain: Mined from places deep underground or the Plane of Earth; used for metal armor, metal weapons, and items that manipulate or create earth or stone.

Holy/Unholy Symbol: Used for items that are appropriate to the religion associated with that symbol, items used to oppose enemies of that religion, or items especially suited for divine spellcasters of that religion (such as a *phylactery of faithfulness* or a *phylactery of positive channeling*).

Mithral Crystal: A rare crystallized form of mithral ore; used for defensive, light, and lycanthrope-repelling items.

Naga Brain: Used in metamagic and poison items.

Rare Herbs: A broad category with individual uses depending on the nature of the particular herb. Nox mushrooms are used for shadow items, bloodvine for bleeding and healing items, wolfsbane for lycanthrope-repelling items, and so on.

Stardust: Collected from long-dead stars, meteorites, and strange beasts native to the dark void; used for cold, darkness, light, and shadow items.

Troll Blood: Used in healing and regenerative items.

Unicorn Horn: Used intact for healing and poison-resisting wands and staves, or powdered for evil-repelling, healing, and teleportation items.

Vampire Dust/Ichor: Dust is taken from a destroyed vampire, ichor from an active one; used for blood, life-draining, mind-controlling, and necromantic items.

Virgin’s Blood: Typically acquired in quantities of a pint or more; used in blood, fiend-summoning, and purity items.

Wyvern Poison: Used in corruption and poison items.



RELATIONSHIPS

No villain ever seems to understand that when he threatens a hero's family, things go south for him. After all, nothing gives the beleaguered champion one last surge of strength like the sight of a loved one in peril. Relationships are the cornerstone of all that heroes are and can be.

This section helps you create dynamic and important relationships for player characters. Building a relationship between a PC and a key NPC can eventually grant that PC unique advantages and boons—whether the relationship is amiable or adversarial.

When your PC first meets a significant NPC (assuming the NPC isn't already part of your character's backstory), the GM may inform you that your PC can build a relationship with that NPC. If you are interested in doing

so, record the NPC's name on your character sheet, the current Relationship Score you have with that NPC, and whether the relationship is friendly or competitive. Normally, your Relationship Score for a new contact is equal to your Charisma modifier, but the GM may decide that a relationship with a character tied to your backstory starts with a higher Relationship Score.

A relationship with an NPC can be either friendly or competitive—you get to choose which kind to pursue. Various in-game events can spontaneously change a relationship from one type to the other.

RELATIONSHIP LEVELS

Your Relationship Level with an NPC is based on your Relationship Score, which can increase in play (see Growing Relationships). You gain new benefits when an NPC's relationship with you progresses to a new level.

RELATIONSHIP SCORE	RELATIONSHIP LEVEL
5 or lower	Association
6–11	Friendship/Competition
12–30	Fellowship/Rivalry
31 or higher	Devotion/Enmity

Association: You and the NPC know each other, but not well enough to have a significant bond.

Friendship/Competition: You are a good friend or known competitor of the NPC. Whenever you gain this Relationship Level with an NPC for the first time, your party gains 200 XP. The first time you gain this benefit in a campaign, your party gains an additional 200 XP. Most existing relationships from a backstory start at this level, and such a relationship does not grant you XP, as it predates the start of play.

Fellowship/Rivalry: You have strong ties to the NPC, either through deep mutual respect and admiration or through a strong sense of competition and conflict. As long as the other NPC is alive and active in the campaign, you gain a +1 morale bonus on all Charisma-based skill checks. Whenever you gain this Relationship Level with an NPC for the first time, your party gains 600 XP. The first time you gain this benefit in a campaign, your party gains an additional 600 XP.

Devotion/Enmity: You and the NPC are devoted to each other or actively opposed to one another. Whenever you gain this Relationship Level with an NPC for the first time, your party gains 1,600 XP. The first time you gain this benefit in a campaign, your party gains an additional 1,600 XP.

When a relationship with an NPC reaches this strength, it grants you a bonus trait (see page 51), whether your relationship is friendly or competitive and whether this is your first relationship to do so or the latest in a series of strong relationships. The nature of this trait is decided by the GM, and is specific to the NPC and the campaign (for example, the bonus trait from a notable NPC fighter is



probably about combat rather than improving spell DCs). You keep this trait for as long as the NPC is alive and active in the campaign; if the NPC dies, retires, or otherwise is no longer an active part of the campaign, you lose the trait.

The bonus XP from a relationship is divided among all PCs, just like other campaign-based XP awards. You can't gain XP bonuses from reaching a particular new Relationship Level with an individual NPC more than once (such as if you decrease your Relationship Level with an NPC or change its nature and bring it back up).

GROWING RELATIONSHIPS

You can change your Relationship Score with an NPC in the following ways.

Campaign Trait: If your GM is using campaign traits for this campaign (*Advanced Player's Guide* 330), and you have a campaign trait associated with a specific NPC, your Relationship Score with that NPC gains a one-time increase of 4 points.

Charisma: Since your base Relationship Score with any NPC is equal to your Charisma modifier, when your Charisma score changes permanently (such as from Charisma drain or a *headband of alluring Charisma*), your Relationship Scores with NPCs change with it. Temporary changes, such as from ability damage or bonuses from spells like *eagle's splendor*, do not alter Relationship Scores.

Companionship: Every time you gain a character level, you may increase your Relationship Score with one NPC still active in the campaign by 1 point.

Gifts and Insults: A special gift can increase a friendly Relationship Score with an NPC, and a perfectly crafted insult can increase a competitive Relationship Score. Gifts and insults can't be just anything—each NPC reacts strongly to different things. When you establish a relationship, the GM should suggest one kind of gift or insult appropriate to the NPC. You can learn other relevant gifts or insults by observing the NPC in play.

Every time you gain a character level, you may give one special gift to or craft one perfect insult for each NPC with whom you have a relationship. The gift can be an item you found, built, or purchased. In most cases, the cost of the item is irrelevant as long as it's an honest gift.

When you think you have the right kind of gift or the right insult, inform the GM of your intent, then make a Diplomacy check (for a gift) or an Intimidate check (for an insult). If you roleplay the gift or insult's delivery particularly well, the GM might award up to a +4 bonus on this check. If you roleplay the interaction poorly, or if you time things badly enough (attempting to give a gift in the middle of combat, for example), the GM might give up to a -4 penalty on the check. The DC for this check is equal to your current Relationship Score with the NPC. If you succeed, your Relationship Score with that NPC increases by 1 point. If you exceed the DC by 10 or more, it increases by 2 points instead. Failure means there's no change.

Special Events: Certain events in a campaign can alter your Relationship Score with an NPC, such as saving a

REVERSING RELATIONSHIPS

If you want to deliberately change a relationship from friendly to competitive, you can do so by insulting or rejecting the NPC. This also automatically reduces your Relationship Score with that NPC by half.

If you want to change a relationship from competitive to friendly, you must offer the NPC a gift and make a Diplomacy check at a DC 10 higher than the normal gift check. If you succeed, the relationship changes to friendly, but your Relationship Score with that NPC is reduced by half. If you fail by less than 10, the relationship remains competitive, but you may reduce your Relationship Score with that NPC by 1 (representing the weakening of your rivalry). If you fail by more than 10, the relationship's nature and Relationship Score don't change.

friend from execution or humiliating a competitor in public. The GM should inform you of these adjustments if and when they occur. These events generally increase your Relationship Score with that NPC by 1 to 5, but a particularly dramatic event can increase it by up to 10.

EXAMPLE RELATIONSHIPS

Listed below are some of the familial relationships likely to be significant to a character, as well as adventure hooks, roleplaying advice, and ways to make the relationship grow over time.

PARENT

Whether a progenitor or a parental figure (like a mentor or teacher), a parent often embodies the sense of debt and responsibility a character has for his origins and past.

Adventure Hooks: For younger characters, parents might represent an authority of some kind, with power to bring them back home or to any other place where the parent needs some kind of service or duty performed. For older characters, parents can represent the need to repay all the debts and kindnesses of being reared. Some adventure hooks include:

- Your father calls you back home from the frivolity of adventuring to mind the family lands or to take over for the family business.
- Your retired adventurer mother asks you to settle one last quest that she failed to complete.
- Your elderly grandfather is facing death (whether from a curse, disease, or natural causes), spurring you to quest for a cure or locate lore on extending life. This may be an altruistic choice or to spare you the burden of inheriting his responsibilities.

Roleplaying Advice: Most parents are driven to guide their children—even well into adulthood sometimes. If you learned magic by studying your father's spellbooks and have now surpassed his ability, he might still offer advice and "lessons" on the proper use of magic. If your

mother is knowledgeable about world events, she might withhold key information to prevent you from taking on a dangerous quest. A competitor parent might walk the line between maintaining the relationship and manipulating you for some ultimate goal.

Growing the Relationship: One of the easiest ways to show growth is for a parent to become less directly involved in your life. As you achieve higher levels and more prestige, your parents may come to accept that you're a competent adult. Her acknowledgment of your skill could lead to a mother shifting from guardian to mentor. Your parents could become well-meaning but exasperating antagonists who constantly test you. A competitor father whose talent is surpassed by yours might oppose you because he believes you're ungrateful, or even become a villain in the campaign.

SIBLING

Sibling relationships have been the basis of folklore and mythology for ages, and for good reason. Unlike a parent, a sibling is your direct peer, a living mirror who forces you to confront your past deeds and future potential.

Adventure Hooks: No matter how disparate a sibling's current social status, financial standing, or chosen profession might be from yours, the ties of blood and family often obligate you to aid him. Some adventure hooks include:

- Your brother is considering arranged marriages from several influential families. He asks you to investigate them to find which bride might be both a worthy match for the family and a good spouse for him.
- Your sister signed on to a dangerous expedition to harness rare material spell components and hasn't returned. It is your duty to find her—and if she is dead, complete her contracted service.
- Your brother has finally decided to impress your parents and asks for your help in tracking down and slaying a powerful monster in order to restore the family fortune. He won't survive if he goes on his own.
- Your foolhardy younger siblings were swindled into buying barren land with a monster-infested mine on it. They are now trapped and you must intervene before they are killed.
- Your long-lost sibling returns at the same time that a rash of mysterious crimes occurs. Your sibling could be responsible for the crimes or have information about their true cause.

Roleplaying Advice: The most important aspect to roleplaying a sibling relationship is to know his age in relation to yours. A younger sibling might be well-intentioned but desperate to prove himself to you. An older sibling might have difficulty letting go of an authority figure role, even if you've proven yourself in battles and quests. If you have lost a parent, an older sibling could take on the caregiver role. Middle siblings are often mediators or quietly overlooked by the rest of the family,

and could enjoy or resent this position, perhaps acting out to draw attention from other members of the family.

Growing the Relationship: This often relies on how the sibling reacted to your last endeavor. If your brother allows you to take the blame for his crimes, but returns to clear your name at the last minute, he may be trying to give up old habits. A sibling adventurer might attempt to gain understanding of your perspective by taking a level in a character class you have.

CHILDHOOD RIVAL

A childhood rival might be someone who used to bully you, an apprentice of the same mentor who competed against you for privileges, or a contemporary in your field who resented your opportunities or scoffed at your inferior birth status. This rival might openly hate you, pretend to like you while plotting your downfall, or respect you but have goals that conflict with yours. Backstabbing, cliques, peer pressure, and rumors are her weapons—the rival is someone who has known you for a long time and knows what buttons to push to annoy or distract you.

Adventure Hooks: Whether the rivalry is a slow boil or ragingly violent, this person is a strong tie to your past, and the core of many memories. Some adventure hooks include:

- An old mentor has fallen ill or passed away, and you and your rival have been called to put the mentor's affairs in order—and perhaps carry out an ambiguous will.
- A threat to your hometown sends you running to deal with it, only to find your old rival is there with different and dangerous ideas on how to remedy the problem.
- The rival unexpectedly reappears in your life and wishes to make amends. This could be a sincere change, a ploy for trust, or another attempt to humiliate you.
- Your rival is the leader of another adventuring group and issues a challenge to your party, such as a race to retrieve a legendary artifact or a public battle for a political prize.
- The rival wants to hire you to perform a quest, but the specifics are mysterious and she won't tell you what happened to the last group hired.

Roleplaying Advice: With this sort of relationship, you have to identify the original conflict with the rival. Perhaps you were an easy target because you were physically weaker. Perhaps you had a different religion, were of a different race or gender, or practiced a different kind of magic. Perhaps you were the instigator (knowingly or unknowingly) of this conflict, the rival is the original victim, and you are dealing with the consequences of your own bad behavior.

With this knowledge, find a way to justify the rival's behavior toward you—encouraging you to overcome your weakness, convert to a morally superior religion, see the benefits of a different magical school, and so on. You might not agree with these reasons, and they could make you angry, ashamed, or vengeful, but they drive the roleplaying for the conflict.



Growing the Relationship: Identifying the rival's main motivation could be the way to turn the tables on him. By beating the rival at his own game, you become the dominant one in the relationship. For bullying rivals, this might even convince his allies or neutral parties to rally to your side and turn against the instigator of the rivalry. If the problem stems from the rival's weakness or insecurity, challenging the source of the conflict or making sincere attempts to become friends might turn the rival into a staunch ally—many relationships start with two parties disliking each other, only to grow into friendship after conflict.

SPOUSE

Romantic entanglements can be the stuff of roleplaying dreams. They add drama, tension, and excitement, and can raise the campaign stakes to unprecedented levels. Perhaps the most important facet of your relationship with your spouse hinges on how the two of you met. Furthermore, your spouse's role in the campaign affects you and the other PCs. When your paladin falls in love with the party cleric, marriage might not adversely affect the group dynamic—but if you marry the innkeeper in your favorite town, it could lead to a sedentary lifestyle and a divided loyalty between your fellow adventurers and your spouse's community.

Adventure Hooks: Despite possibly grounding your PC to a specific area, a spouse can offer several strong adventure hooks. Possible hooks include:

- You and your spouse married in secret, without the approval of his influential family. You must prove yourself worthy to your new in-laws with quests that will improve their financial and social status (and thus their impression of you).
- Your merchant spouse must deliver a message or item to another merchant, but you realize it is a coded missive between members of the thieves' guild planning an assassination. You must stop the attack in such a way that it doesn't invite reprisals against your spouse.
- Your divine spellcaster spouse has accidentally and unknowingly violated an obscure tenet of faith by marrying you, and has lost all class abilities. Rather than abandon you for the church, your spouse insists on traveling to the high temple to beseech special dispensation for your marriage.

Roleplaying Advice: A spouse's main drive as a character is usually the well-being of the other half of the relationship. For adventuring couples, this might mean selecting feats or spells that uniquely complement each other's strengths. For conventional professions, this may mean developing useful connections and contacts. In an unhealthy marriage, the spouse is a competitor, and you might be the victim of tiny sabotages, like your partner secretly taking adventuring gear from you, or greater offenses such as your spouse feeding information to your rivals or enemies.

Growing the Relationship: Married adventurers must balance the need for income and glory against the desire for safety and stability. A well-meaning spouse can influence your adventuring habits by making demands on your time and resources. Even a loving marriage might develop friction in the face of your adventuring. Questions about responsibilities over raising children—particularly if both parents continue adventuring—can cause conflict and resentment. Local customs might place burdens on you or your spouse. You can't simply treat your marriage like a familiar, remembering it only when it's convenient and stuffing it in a metaphorical backpack when not.



REPUTATION AND FAME

Though some heroes content themselves with living off the spoils of their exploits or cloaking themselves in humility, others seek to live forever through the sagas and songs of their epic deeds. History measures a hero's success by tales of triumph and bravery that are retold down the ages. A hero with no one to tell her story quickly fades into obscurity along with her unsung accomplishments. How others tell of a hero's deeds becomes the weight by which she is measured, sculpting both her identity and reputation.

Reputation represents how the general public perceives you, whether positively or negatively. This perception precedes you, speaking on your behalf when you are absent and determining how you can expect to be treated by those who have heard of you. Reputation means different things to different types of characters, reflected in the social and cultural values of different regions. A character who embodies the qualities of a hero in one region may be perceived as villainous or disreputable in another. An icon widely revered and respected in her homeland may slip from fame into obscurity upon traveling to a neighboring kingdom.

TABLE 3-5: FAME EVENTS

EVENT	FAME MODIFIER
<i>Positive Events</i>	
Acquire a noteworthy treasure from a worthy foe ¹	+1
Confirm two successive critical hits in a CR-appropriate encounter	+1
Consecrate a temple to your deity	+1
Craft a powerful magic item	+1 ²
Gain a level in a PC class	+1
Locate and disarm three or more CR-appropriate traps in a row	+1
Make a noteworthy historical, scientific, or magical discovery ³	+1
Own a legendary item or artifact	+1 ⁴
Receive a medal or similar honor from a public figure	+1
Return a significant magic item or relic to its owner	+1
Sack the stronghold of a powerful noble	+1
Single-handedly defeat an opponent with a CR higher than your level	+1 ⁵
Win a combat encounter with a CR of your APL + 3 or more	+1
Defeat in combat a person who publicly defamed you	+2
Succeed at a DC 30 or higher Craft check to create a work of art or masterwork item ⁶	+2
Succeed at a DC 30 or higher public Diplomacy or Intimidate check ⁶	+2
Succeed at a DC 30 or higher public Perform check ⁶	+2
Complete an adventure with a CR appropriate for your APL ⁷	+3
Earn a formal title (lady, lord, knight, and so on)	+3
Defeat a key rival in combat	+5
<i>Negative Events</i>	
Be convicted of a petty crime	-1
Keep company with someone of disreputable character	-1 ⁸
Be convicted of a serious nonviolent crime	-2
Publicly flee an encounter of a CR lower than your APL	-3
Attack innocent people	-5
Be convicted of a serious violent crime	-5
Publicly lose an encounter of a CR equal to or lower than your APL	-5
Be convicted of murder	-8
Be convicted of treason	-10

¹ This includes claiming a treasure from a defeated monster or rival. A villainous character may include stealing such an item instead of obtaining it fairly.

² Per 40,000 gp of the item's price.

³ Such as finding the ruins of a lost city, recovering forgotten lore, or creating a useful new spell.

⁴ Per 40,000 gp of the item's price. Artifacts with no price count as 200,000 gp (5 PP) for this purpose.

⁵ Per CR the opponent is above your level.

⁶ You may increase your Fame in this way no more than once per month.

⁷ Approximately the length of a Pathfinder Module or Pathfinder Adventure Path adventure.

⁸ Per week of close association.

When using these reputation rules, the GM needs to establish what reputation means to the players and NPCs of the campaign. For instance, a viking-themed campaign might base reputation on pillaging. Regardless, the basic concept for how you earn a reputation remains the same: You gain reputation when word of your deeds spreads. The more fantastic or socially significant your deeds, the better tales they make. If you are able to establish a strong or noteworthy reputation, you may be extolled for your actions and afforded resources beyond those obtainable by lesser-known individuals. Similarly, you can use your reputation to influence people socially, politically, and financially.

Three factors determine your reputation: Fame, Sphere of Influence, and Prestige Points. Your Fame increases and decreases depending on your actions. Your current Fame determines your overall reputation and maximum potential for cashing in on your fame (for a heroic character) or infamy (for a villainous character). Sphere of Influence defines the places where you can apply the benefits of your reputation. You can reap the benefits of your reputation by spending Prestige Points on awards, including temporary bonuses and favors.

FAME

You begin play with a Fame equal to your character level + your Charisma modifier. Your Fame ranges from -100 to 100, with 0 representing a lack of any notoriety. Through the course of the campaign, your words and deeds help you build a reputation. Though an adventurer performs many deeds, not all are significant enough to warrant a change in Fame. If possible, the GM should stick to those deeds that directly affect the story or campaign and not reward points for minor victories. The significance of specific deeds should generally be left up to the GM, though Table 3-5 details some specific examples. If your Fame ever drops below 0, see Disrepute and Infamy on page 184.

SPHERE OF INFLUENCE

Your reputation travels only as far as the tales of your deeds. Even if you are a great hero in your homeland, when traveling elsewhere you will soon discover that your reputation diminishes until you eventually reach regions where you are completely unrecognized. The greater your reputation, the farther it travels and the broader your Sphere of Influence.

Your Fame determines the maximum range of your Sphere of Influence. Your Sphere of Influence has a radius of 100 miles, generally increasing by another 100 miles when your Fame reaches 10, 20, 30, 40, and 55. Increasing your Sphere of Influence isn't always automatic, and you are allowed some say as to where your reputation holds weight. For example, you could ask that your sphere extend more southward toward a major city and ignores the barbarian tribes to the east, or that it extend inward toward another country rather than out into the ocean.

Though your reputation may spread by happenstance, it usually spreads deliberately, whether by traveling bards embellishing stories of your accomplishments to make them more entertaining, your allies exaggerating your common achievements, your enemies repeating rumors about you to recruit others against you, or you telling your story to eager listeners. Where these tales get told determines where you become known and shapes your Sphere of Influence—a heroic sorcerer might hire bards to brag about her magic in a nearby kingdom she plans to visit, or a villainous barbarian might drive the maimed survivors of his raids southward to sow fear among his next victims.

Outside your Sphere of Influence, your Fame is 0. You can attempt to expand your Sphere of Influence into a new



settlement by attempting a DC 30 Charisma, Diplomacy, or Intimidate check. If you succeed, you treat the settlement as being within your Sphere of Influence for 1d4 days, though your Fame is effectively halved for that settlement. After this time, the settlement reverts to being outside your sphere.

The following actions and conditions alter your Charisma, Diplomacy, or Intimidate check modifier for the purpose of expanding your Sphere of Influence.

TABLE 3-6: SPHERE OF INFLUENCE MODIFIERS

ACTION	CHECK MODIFIER
Allies or minions spread tales of your deeds before you arrive	+5
A bard spreads tales or songs of your deeds before you arrive	+ 1/2 bard level
You have NPC contacts in the settlement	+1
You have enemies in the settlement	+1
Distance from your Sphere of Influence	-1 per 10 miles
Settlement's primary language is different from yours	-5

PRESTIGE POINTS

Prestige Points represent your ability to leverage your Fame. You earn Prestige Points (PP) by completing objectives during the course of play. The GM decides which deeds, goals, or story elements are most important and awards players for completing them accordingly. Each time your Fame increases, you also gain 1 Prestige Point. In a typical campaign, you should gain approximately 4 to 6 Prestige Points per character level. Your current Prestige Points can never exceed your Fame. You can't share Prestige Points with other characters; only the character who earned them can spend them. Most of the time, you spend points on rewards—titles, temporary abilities, or bonuses on tasks associated with your interests.

AWARDS

Spending Prestige Points earns you awards—temporary bonuses or favors. Each time you want to use an award, you must spend the Prestige Points for that award. Unless otherwise stated, bonuses from spending Prestige Points do not stack (for example, you can't combine the Hero's Luck award with the Lore of Ages award to gain a +9 bonus on a Knowledge check). Spending Prestige Points on a reward is not an action. You may only spend Prestige Points within your Sphere of Influence.

Titles are a special category of award that is permanent instead of temporary. Unless a title's description says otherwise, you can only select a particular title once.

The following are examples of awards and titles for various thresholds of Fame. You must have at least the listed Fame to select a reward from that category. For example, you must have a Fame of at least 10 to select the Wanderer title, even if you have the 5 Prestige Points to spend on it.

Fame 1

This is the starting Fame for a new 1st-level adventurer.

Hero's Luck (1 PP): You gain a +4 luck bonus on a single skill check. You must use this award before you attempt the check in question.

Palm Greaser (Title, 4 PP): In any settlement of at least 5,000 inhabitants, you may locate a corrupt official. If you're imprisoned or fined for crimes committed in the settlement's jurisdiction, you may take advantage of this contact. You pay no fines and escape sentencing if you can make a Diplomacy check (DC 15 for petty crimes, 20 for serious crimes, or 25 for capital crimes). You can use this ability once per game session. You may select this title once for each settlement in your Sphere of Influence; each time you select it, choose one settlement where you may use the award.

Planar Pact (5 PP): You gain the services of an imp, mephit, quasit, or similar extraplanar creature from the Improved Familiar list on page 127 of the *Core Rulebook*. You can choose a creature with an alignment up to 1 step away from yours on each alignment axis. The creature acts as your willing servant for a number of encounters equal to your Intelligence, Wisdom, or Charisma bonus (whichever is highest), but remains for no more than 24 hours. The creature is called outsider and automatically returns to its home plane at the end of this service.

Fame 10

This is the typical Fame of a character who has completed a couple of adventures.

Arcane Study I (1 or 2 PP): With the help of a wizard or magical ritual, you gain the ability to prepare and cast a few weak arcane spells. If you spend 1 PP, you can prepare 4 wizard cantrips or one 1st-level wizard spell. If you spend 2 PP, you can prepare 4 wizard cantrips and one 1st-level wizard spell. You cast these spells as a wizard, and must have the minimum Intelligence to prepare these spells. You can't select this award if you're a wizard. After 24 hours, you take 1d3 points of Intelligence damage and lose any prepared spells you didn't cast.

Character Witness (5 PP): If you happen to find yourself in trouble with authorities as a result of false accusations, an influential benefactor steps forth to vouch for your honor, absolving you of any wrongdoing. You can use this award without penalty up to three times, after which the available benefactors begin to question your reputation; any further uses cost you an additional 1d4 Prestige Points.

Lore of Ages (1 PP): You may secure the assistance of a dedicated sage, librarian, or other knowledgeable individual, granting you a +5 bonus on any single Knowledge check after 1 hour of research. You make this Knowledge check as if you were trained in that skill.

Wanderer (Title, 1 PP): The long time you've spent on the road with fellow travelers has enhanced your knack for picking up local customs. Knowledge (local) becomes a class skill for you as long as you have this title.

Fame 20

This is the typical Fame of an adventurer who has completed several adventures and whom the public is starting to take notice of.

Arcane Study II (3 PP): This award works like arcane study I, except you can prepare one 2nd-level wizard spell, and the Intelligence damage is 1d4 instead of 1d3. You can use this award and arcane study I at the same time. You can't select this award if you're a wizard.

Favored Territory (Title, 5 PP): Choose a 100-square-mile region within your Sphere of Influence. This is now your favored territory, and you gain a +2 bonus on Diplomacy checks within that territory. When your Fame reaches 30, you can select this title a second time, gaining a second favored territory and increasing the bonus in your first favored territory to +4. When your Fame reaches 55, you can select this title a third time, gaining a third favored territory and increasing the bonus in your first favored territory to +6 and in your second to +4.

Fence Friend (Title, 4 PP): Once per game session when selling any item, you may do so through an NPC fence, increasing the sale price of the item by 10%. This has no effect on items normally sold at full value (such as gems and trade goods).

Initiate (Title, 1 PP): A powerful organization accepts you into its ranks. This could be a knighthood, a sagacious cabal of mages, or an order of monks. One skill appropriate to that organization becomes a class skill for you. You may select this title multiple times; each time you select it, you choose an appropriate organization to join and another skill that becomes a class skill. The GM determines whether an organization is available and what skills are appropriate choices for it.

Intense Student (Title, 2 PP): You gain a +2 competence bonus on checks with one skill as long as you have this title. You can take this title again once your Fame reaches 30, 40, and 55, selecting a different skill each time.

Master of Trade (Title, 4 PP): Using influential contacts and mercantile experience, you can find a good deal. Once per game session, you gain a 10% discount when purchasing an item. This award cannot be used for spellcasting services, costly material components, items normally sold at full value (such as trade goods or gems), or magic item crafting.

Sacrifice (0 PP): Make a significant sacrifice to gain 1d3 Prestige Points. If you are a heroic character, you must spend 375 gp × your character level to use this award, representing a great feast in your name, charitable giving, or other expenses that improve your reputation. If you are a villainous character, you must kill or sacrifice allies and minions whose total Hit Dice equal your character level, representing callous evil toward your friends and underlings. You can use this award once per month.

Sage (Title, 5 PP): Select one Knowledge skill. You can make untrained checks with this skill up to a maximum of DC 20 instead of the normal

limit of DC 10. You may select this title multiple times, each time selecting a different Knowledge skill.

Temporary Cohort (1 PP): Gain a cohort as if you had the Leadership feat. This character remains in your service for 24 hours.

Vindicator (Title, 2 PP): Pick one rival organization as your hated enemy. You gain a +1 bonus on attack and damage rolls against members of that organization. This is a favored enemy bonus.

Fame 30

This is the Fame of a successful adventurer whose exploits have made her a local hero.

Arcane Study III (3 PP): This award works like arcane study II, except you can prepare one 3rd-level wizard spell, and the Intelligence damage is 1d6 instead of 1d4. You can use this award, arcane study I, and arcane study II at the same time. You can't select this award if you're a wizard.

Blood-Bound (Title, PP 2): Undergo a bloody ritual with an ally whose Fame is at least 30. Once per week when in the company of that ally, you may lend him up to 5 Prestige Points, which he can spend as he pleases. If he does not spend them within 24 hours, they return to you.

Escape Death (5 PP): If you are reduced to 0 hit points or fewer but are not dead, you automatically stabilize; on your next turn, you are healed 2d8+3 hit points. You can select this award only once per character level.

Officer (Title, PP 5): You can select this title only if you have selected the initiate title. Your rank within your chosen organization increases. You gain an appellation appropriate to the organization and a +4 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made to interact with anyone within the organization. If you belong to multiple organizations, you may select this title multiple times.

Warden (Title, 5 PP): Within your Sphere of Influence, you hold enough respect that you can arrest, detain, and confiscate possessions from any common citizen you suspect has committed or is committing a crime. This right does not apply when dealing with nobles, aristocrats, political figures, or those who have ranks or titles similar to or greater than your own.



Worldly Fame (2 PP): Word of your deeds has spread far and wide, even outside of your Sphere of Influence. For the next 24 hours, you may use your Fame as if you were within your Sphere of Influence without needing to make the appropriate check, though your Fame is effectively halved outside your Sphere of Influence. You may select this award even when outside your Sphere of Influence.

Fame 40

This is the Fame of an adventurer who has achieved celebrity status.

Commander (Title, 4 PP): You can select this title only if you have selected the officer title. Your rank within your chosen organization increases to a position of command. You can call upon low-ranking members of your organization to perform mundane personal tasks at your behest, including running messages, announcing your arrival, and making sure preparations are made to accommodate your needs. In addition, you gain a +4 bonus on Intimidate checks made to influence any members of your organization's greatest rival group (such as a competing guild or citizens of a hostile country). If you belong to multiple organizations, you may select this title multiple times.

Patriot (Title, 4 PP): Your reputation as an agent of your homeland's interests precedes you. When traveling outside your Sphere of Influence, you gain a +2 bonus on all Diplomacy and Sense Motive checks against citizens or natives of your homeland.

Privileged Meeting (2 PP): You use your reputation to gain a private audience with a powerful individual such as a queen, general, high priest, or guildmaster. You gain



a +2 circumstance on Diplomacy checks for the duration of that audience.

Fame 55+

At this Fame level and higher, the character is idolized and easily recognized for his or her achievements.

High Commander (Title, 4 PP): You can select this title only if you have selected the commander title. You become a senior member of your chosen organization. While serving the interests of that organization, you can call upon low-ranking soldiers to fight on your behalf. The soldiers are not magically summoned; you must speak to them as a group or send an officer to gather them for you (which may take anywhere from 1d4 rounds to 1d10 minutes). The number of soldiers at your command is equal to your Fame, plus one 3rd-level officer for every 20 soldiers and one 5th-level leader for every four officers. These soldiers are usually 1st-level fighters, but depending on the organization they may have some other appropriate class. These minions serve you for 1 day, but will not betray the interests of the organization or recklessly throw away their lives for you. If you belong to multiple organizations, you may select this title multiple times.

The Great (Title, 10 PP): You immediately increase your Sphere of Influence by 100 miles.

DISREPUTE AND INFAMY

If your Fame drops below 0, your reputation is based on infamy rather than fame. Treat your Fame as a positive number instead of a negative number for all rules relating to Fame, Sphere of Influence, and Prestige Points (for

TABLE 3-7: NEGATIVE FAME REACTIONS

FAME	REACTION
-5	Merchants, hirelings, and innkeepers overcharge you by 10% to discourage you from doing business in their community.
-8	Merchants, hirelings, and innkeepers refuse to accept your business. If you enter a business, you are immediately asked to leave. If you refuse, the owner calls for the authorities or locals to throw you out.
-10	When you approach, businesses shutter their windows and bar their doors. Most citizens refuse to speak with you. Others request that you leave immediately. If you remain for longer than 24 hours or act out against the citizens, your Fame decreases by 5 and the citizens form a mob to run you out of town.
-15	Incensed that you display the gall to enter their community, an angry mob gathers. If you do not leave within a few minutes, the mob starts pelting you with fruit, sticks, and rocks.
-20	An angry mob forms shortly after you enter town. Not willing to wait for a potentially corrupt trial, they attempt to capture you and execute you for your crimes.
-25	An authority figure has issued a warrant for your arrest, including a reward to anyone who captures you. This is well known and many are eager to collect it.
-30	An authority figure has issued a bounty for your head. This is well known and many are eager to collect it.

example, a villainous Fame of -20 is equivalent to a heroic Fame of 20 for the purpose of determining what awards you can buy).

If an event would increase your Fame, you may choose to increase your Fame (bringing it closer to 0) or decrease your Fame (making it a larger negative number). For example, if your Fame is -20 and you publicly roll a 30 on a Craft check to create a masterwork sword (normally worth $+2$), you may increase your Fame to -18 or decrease it to -22 . Negative events that decrease your Fame always count as negative (a villain attacking innocent people doesn't make the public like him more).

If you have a negative Fame, nonevil NPCs often have unfriendly or hostile reactions to you (see Table 3-7: Negative Fame Reactions). Note that if you have a reputation for being powerful and dangerous, NPCs might avoid you rather than confront you.

SHARED FAME

Sometimes situations should take into account the Fame values of multiple characters. This usually occurs when all the PCs continually operate as a single entity, such as King Arthur's Knights of the Round Table, Robin Hood's Merry Men, or Captain Kidd's pirate crew. Instead of the fame of individuals contributing to the fame of a group, the group's fame is independent of its members (a group may start in the first category and evolve into the second as it gains more members and the founders take a less direct role in its activities). A group like this develops its own Fame; if you are a member of that group, you use its Fame instead your own. If you and your allies are part of such a group, the Fame rules work the same, except the GM only tracks one Fame value for the entire group instead of individual values for each PC; each character's actions that would increase or decrease the Fame contribute to that score. You still gain and spend your own Prestige Points, but use the group's Fame for everything else.

ALTER EGOS, ALIASES, AND SECRET IDENTITIES

Throughout the course of your adventuring career, your public persona and your true personality might drift begin to drift apart or become notably disparate. When this occurs, you may change your name and adopt an alter ego or alias in order to rid yourself of your prior reputation. In this case, your Fame and Prestige Points remain with your former name, allowing you to shed your former life and start a new one.

With an alter ego, you create an artificial persona to show the public. You wear a mask or costume to hide your true identity. When performing deeds as your alter ego, you develop its Fame instead of your own. Only when presenting yourself as the alter ego can you use its Fame and Prestige Points to your advantage. In this way, a

seemingly weak or unassuming character can adopt the identity of a famous masked vigilante, relying on her fame to persuade commoners and strike fear into villains while remaining unknown in her secret identity.

If it's revealed that your two identities are actually the same person, your Fame and Prestige Points may change when dealing with those who have found out. For example, a notorious bandit changes her name and becomes a humble village healer. If her former life is made public, the villagers react to her according to her (larger, negative) Fame as a bandit, but she also loses face with bandits, who don't respect her choice to live peacefully and react according to her (lower, positive) Fame as a village healer.



RETIREMENT

Every hero's journey comes to an end. Ideally this happens at the conclusion of the campaign, but not every hero makes it that far. Some are crippled in battle, killed without the possibility of resurrection, or altered beyond recognition by foul magic. Others lose the will to adventure or their motives for adventuring become irrelevant. Characters can also fall by the wayside for out-of-game reasons, such as a player's schedule changing and preventing participation or the player losing interest in playing the character or the game.

When this happens, you have an opportunity beyond the character walking off into the sunset—you can work with the GM to turn her into an NPC. If you choose this, you're left with questions to answer. Where does she go? What does she do when not adventuring? Similarly, the GMs is presented with an intriguing dilemma: should the retired character be involved in the campaign as an NPC, and if so, how?

Using ex-PCs to develop the world and advance the story is an easy way to establish a personal connection between the players and the setting, yet overusing them can steal the focus of the campaign away from the active PCs. The GM must also take the desires of the character's player into account, as few enjoy seeing a favorite PC portrayed poorly.

The decision to include ex-PCs is not one to make lightly, but the benefits typically far outweigh the risks. Continuing to use ex-PCs reinforces the idea that characters' actions have real and vital consequences for the game world, even after the last battle.

THE SIMPLE LIFE

When most people think of retired adventurers, they think of the explorer-turned-tavern owner or the seasoned veteran who now patrols the streets as sheriff. These are characters who turned away from excitement and danger to live simpler, safer lives within the confines of civilization. This is an excellent option for PCs who have strong ties to a particular settlement or who possess skills or abilities that would be of use in the world outside the dungeon. If you're interested in having your PC retire this way, work with the GM to determine what sort of occupation your character can pursue and what location in the campaign world is best for that role.

The GM should consider what impact the ex-PC has on the region. If a 3rd-level wizard moves to a thorp or hamlet he will make waves, but he would have hardly any effect on a large town or city. On the other hand, a newly arrived 15th-level cleric radically alters the social and political structures of just about any region unless the character takes great pains to be unobtrusive. The GM should discuss with you what the character's goals for retirement are and how he plans to accomplish them. For example, does he want to build or buy a home or business? Will he build it himself or hire local workers? Does the PC plan to

marry? Have or adopt children? What relationship does he want to have with the local NPCs? Will he participate in politics? Answering these questions helps ensure the character becomes a part of the setting rather than forgotten or a tacked-on addition.

RELATIONSHIP TO THE PCS

You need to consider your retired PC's relationship with the remaining PCs, including your new character if you have one. If your PC left on good terms, the party members now have a friendly contact to call upon for advice or assistance. The retired PC can also serve as a convenient mouthpiece when the GM needs to relay plot-relevant information to the players. However, the GM should take care not to let your retired PC have too much of an active role in the campaign—the point of retiring is to retire, and if your old character is involved almost as much as your current character that means you're getting twice as much time in the spotlight as the other players.

Your retired PC isn't automatically best friends with your new character and shouldn't be the source of free gold, magic items, or spellcasting (but see the Lineage section for information about handling inheritance from earlier PCs). You should think of your retired PC as an allied NPC—to keep things fair, you need to make Diplomacy checks to gain significant favors, and the GM is the final arbiter of how much assistance your old PC is willing to offer based on the needs of the campaign.

TAKING A DIFFERENT PATH

A character that stops being a PC doesn't have to quit adventuring; that PC just isn't part of the main adventuring party anymore. A devout mystic might leave the group to undertake a sacred pilgrimage for her church, or a savage warrior may return to her homeland to defend her tribe from foreign invaders. This type of retirement works best for an individualistic character or one whose adventuring motives are independent of the group's overall goals. The ex-PC may not have a direct role to play in the group's future efforts, but that doesn't mean she can't continue to influence the campaign.

An easy way for the GM to keep the departed character relevant is to make sure the other PCs are informed about her activities. She might send letters or magical messages (such as from *sending*) to the other PCs, or the PCs may hear news and rumors about her from bards and through town gossip (especially when they're in the retired PC's territory). These tales could be realistic or bombastic, depending on the personality of the retired PC. As a general rule, they shouldn't overshadow the accomplishments of the active PCs—the goal should always be to inform or entertain the PCs rather than have the retired PC steal the spotlight.

This approach gives the GM an excellent avenue to foreshadow future developments in the campaign, or to steer the party into further adventures. For example, the PCs might hear that their old ally sold several sets of Large

weapons and armor in a nearby town, and when the PCs reach that area they are attacked by a gang of hill giants. Using retired PCs to flesh out the local history and legends also gives the campaign a stronger sense of continuity.

Whether the news is true or just a fabrication is of course up to the GM and the player who created the ex-PC. The retiree might leave to deal with some issue from her past or to battle some threats she is particularly suited to confront. Alternatively, she might choose to aid the group in a less direct way, such as by tracking down leads about campaign villains on behalf of the active PCs or tying up loose ends they leave behind (such as chasing down the last few cultists fleeing a temple the PCs destroyed). The retired character might even be fighting a second front against a common foe with or without the PCs being aware.

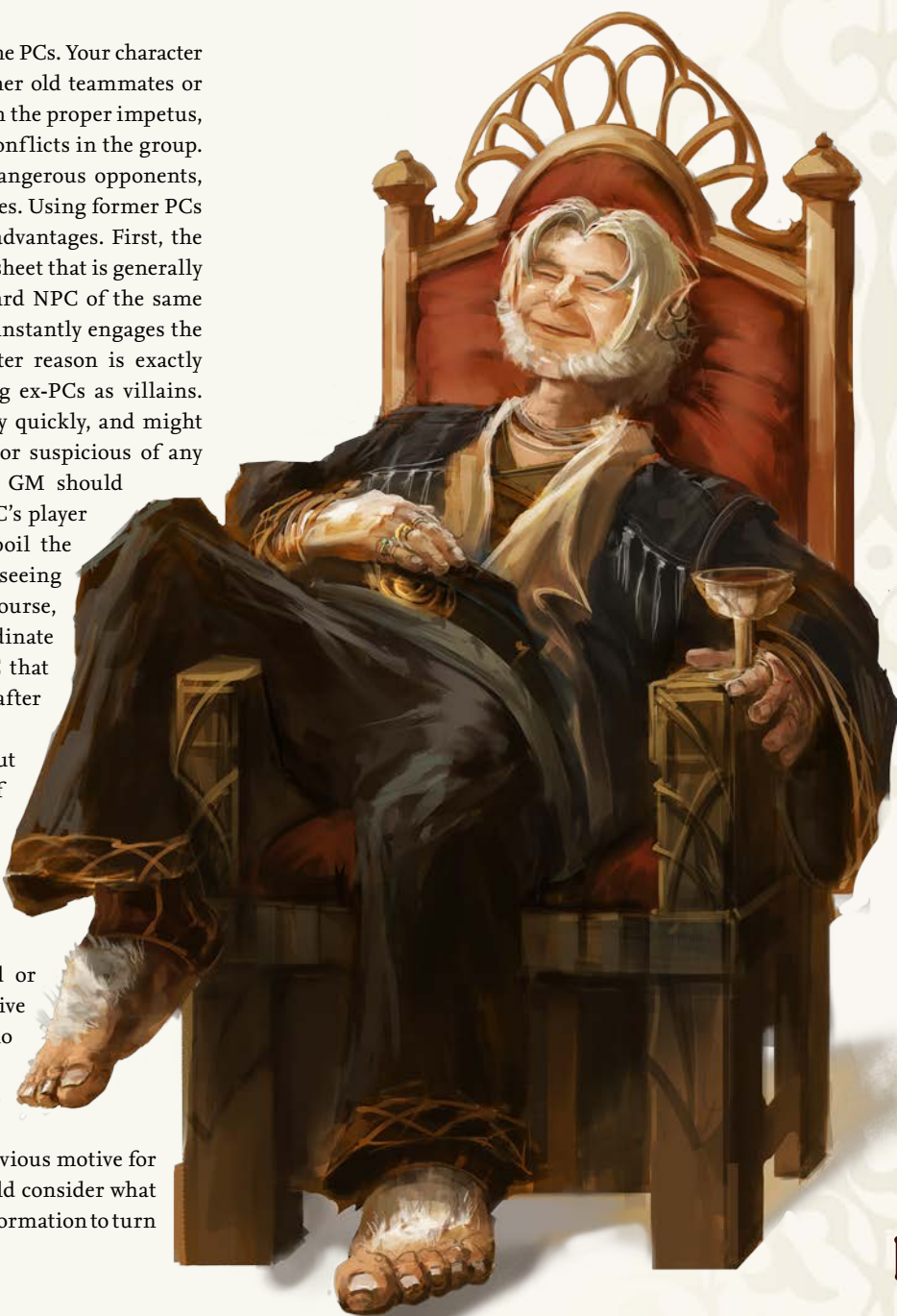
BETRAYAL

Not all retired characters work to aid the PCs. Your character might harbor some grudge against her old teammates or even outright turn against them given the proper impetus, especially if there were personality conflicts in the group. Foes who were once friends make dangerous opponents, since they know the party's weaknesses. Using former PCs as campaign villains has two great advantages. First, the GM saves time by having a character sheet that is generally a little more powerful than a standard NPC of the same level. Second, the PC-turned-villain instantly engages the players' emotions. However, the latter reason is exactly why the GM should be careful using ex-PCs as villains. Repeated betrayals lose their potency quickly, and might leave players feeling jaded, cynical, or suspicious of any new PC who joins the group. The GM should have the permission of the retired PC's player (obtained discreetly, so as to not spoil the surprise), as many players won't like seeing their heroes turned into villains. Of course, it is also possible for the GM to coordinate with a player to introduce a new PC that they both want to turn into a villain after he spends a stint in the party.

A good betrayal is unexpected but believable in hindsight. This form of retirement works well for a character the party would not immediately suspect, so long as the GM and player can construct a rational motive. Sometimes the circumstances make this easy. A character left for dead or believed killed in battle might survive and swear revenge on the friends who abandoned him. He could return as an undead creature to (quite literally) haunt the PCs, or return in a different form, such as a flesh golem. If no obvious motive for betrayal presents itself, the GM should consider what the ex-PC values most, and use that information to turn

the character against the party. Even the most righteous characters may turn against former friends under the right circumstances. Perhaps the villains are holding the character's family hostage to force compliance, or perhaps it's something as simple as a well-placed *suggestion* effect, a *dominate person* spell, or demonic possession.

The key to making the most of a retired character's betrayal is for the GM to tie it in with the campaign story. A former PC that acts alone is good for one fight or a tense roleplaying scene, but not much more than that. One who becomes a recurring villain, however, gives the PCs another hook to get involved with the story and lets the players act on their feelings of betrayal. It also gives them the opportunity to bring the former PC to justice—or offer redemption.



RETRAINING

If you are unsatisfied with a feat, skill, archetype, or class ability you chose, you may spend time in intense training to trade the old ability for a new one. Though it is time-consuming and expensive, this allows you to alter aspects of your character without extreme magic or a traumatic event.

Retraining takes all your attention for 8 hours per day for a number of days based on what you're retraining. You can't perform any other strenuous activities while retraining, such as marching, adventuring, or crafting magic items. You can retrain only one thing at a time; you must complete or abandon a particular training goal before starting another one. Abandoning unfinished training means you lose all progress toward that training's goal and all costs associated with that training.



Unless stated otherwise, retraining costs gp equal to $10 \times$ your level \times the number of days required to retrain. This is normally paid in full at the start of the retraining period, but the GM might allow you to divide these payments over multiple days. At the GM's discretion, this training cost could be up to 50% higher or lower, depending on situational factors within the settlement—availability of trainers, local economy, cost of materials, and so on.

Some retraining options require you to work with a trainer. If no suitable trainer is available, the GM might allow you to retrain yourself by spending twice the normal time. Even if you train yourself, you must still pay the cost for training (though you don't double the cost as you do the time). Any option that requires a trainer also requires some kind of training facility for that activity (such as a Dojo—see Rooms starting on page 94 of Chapter 2).

When you use retraining to replace some aspect of your character, you must meet all prerequisites, requirements, and considerations for whatever you're trying to acquire. For example, a 6th-level rogue can't use retraining to learn the Weapon Specialization feat because only fighters can choose that feat. When retraining multiple character options (class features, feats, classes, etc.) in one continuous period, all of the new selections are made at the end of that period in an order decided by the player. If this period is interrupted for any reason all choices must be made immediately. In this way players can retrain class features and their prerequisites at the same time.

Unless otherwise specified, there is no limit to how many times you can use retraining. Options that specify "one" of something refer to once per retraining session, not a campaign-wide limitation. For example, a barbarian can retrain one rage power per training session, and when she finishes a session she can start another retraining session to retrain that rage power or another one.

Some of the options listed below involve retraining features of your character that are essentially permanent parts of your heritage, such as a sorcerer's bloodline. The cost of retraining these things presumably includes magical or alchemical alterations to your body. The GM might rule that these changes are unavailable in the campaign, are only available under rare circumstances, take longer, are temporary, require some sort of quest, or are more expensive than the listed cost.

The following are the many types of training available.

ABILITY SCORE INCREASE

You may retrain an ability score increase gained at level 4, 8, 12, 16, or 20. This takes 5 days. At the end of the training period, remove the +1 bonus from the original ability score and add it to a different ability score. If this retraining means you no longer qualify for a feat, prestige class, or other ability you have, you can't use that feat, prestige class, or ability until you meet the qualifications again. (You can retrain that feat, prestige class, or other ability separately.)



ARCHETYPE

You can use the retraining rules to acquire an archetype for your class or abandon an archetype you have.

To gain an archetype that replaces standard class abilities you already have, you must spend 5 days for every alternate class feature you would add, subtract, or replace by taking that archetype. At the end of the training period, you lose the standard class features and replace them with the archetype's alternate class features (if any).

To abandon an archetype, you must spend 5 days for every alternate class feature you already have from that archetype. At the end of the retraining, you lose the archetype's class features and gain the standard class features for the class.

Swapping one archetype for another requires two retraining sessions: one to abandon the archetype, and then one to gain the new one.

Note that you don't have to use the retraining rules to take an archetype if your class level is low enough that the archetype doesn't modify any of your current class abilities. For example, if you're a 1st-level fighter who wants the archer archetype (*Advanced Player's Guide* 104), that archetype doesn't replace any class abilities until fighter level 2, so you don't need to use the retraining rules at all—once you reach 2nd level, you can just decide to take the archer archetype.

Example: Logan's 4th-level fighter has the archer archetype (*Advanced Player's Guide* 104). Because he is 4th level, he has two alternative class features from his archetype (hawkeye at 2nd level and trick shot at 3rd level), so he must spend 10 days and 400 gp retraining to abandon this archetype. If he were 5th level, he would also have the expert archer alternative class feature, which would increase his retraining to 15 days and 750 gp.

CLASS FEATURE

Many choices you make about your class features can be retrained. It takes 5 days to retrain one class feature. Training requires spending time with a character of your class whose class level is at least 1 higher than yours and who has the class feature you want. For example, if you are a 5th-level illusionist wizard and want to become a necromancer, you must train with a necromancer of at least 6th level.

Retraining a class feature means you lose the old class feature and gain a new one that you could otherwise qualify for at that point in your level advancement. For example, if you want to retrain your paladin's fatigued mercy (which she gained at 3rd level), you can replace it only with another mercy from the 3rd-level list. If at 6th level you learned the sickened mercy (which is on the 3rd-level list), you may replace it with a mercy from the 3rd- or 6th-level list (because you are replacing a 6th-level mercy slot which you spent on a 3rd-level mercy).

The class feature you wish to retrain can't be one that you used as a prerequisite for a feat, class feature, archetype, prestige class, or other ability. You must retrain those elements separately before you can retrain this class feature.

If an archetype or variant class feature replaces the listed class feature, at the GM's discretion you may retrain that alternative class feature for an equivalent variant class feature. For example, *Ultimate Magic* presents rules for inquisitions, which inquisitors can select in place of a domain, and the inquisitor entry below allows you to retrain your chosen domain, so you are allowed to instead retrain an inquisition, swapping it for a domain or another inquisition.

Class features you can retrain are as follows (some entries also call out other retraining options that are significant for the class in question, such as retraining feats for fighters, skill ranks for rogues, or spells known for sorcerers).

Alchemist: Retrain one discovery.

Antipaladin: Retrain one cruelty, or retrain your fiendish bond, replacing your bonded weapon for a fiendish servant or vice versa.

Barbarian: Retrain one rage power.

Bard: Retrain one type of Perform skill associated with your versatile performance class feature. See also retraining skill ranks and retraining spells known.

Cavalier: You can change your order; the rules for this are found in page 33 of the *Advanced Player's Guide*. See also retraining feats.

Cleric: Retrain one domain; the new domain must be one granted by your deity. Doing so replaces your list of domain spells and your domain granted powers. If you are a neutral cleric of a neutral deity, you can instead retrain whether you channel positive or negative energy, which also changes whether you spontaneously cast *cure* spells or *inflict* spells.

Druid: Retrain your nature's bond, replacing your domain with an animal companion or vice versa. You can instead retrain one domain; the new domain must be available to your class or archetype. Doing so replaces your list of domain spells and your domain granted powers.

Fighter: Retrain one fighter weapon group you chose for your weapon training class feature. See also retraining feats.

Gunslinger: Retrain one firearm type you selected for gun training, or retrain one deed you selected for true grit. See also retraining feats.

Inquisitor: Retrain one domain; the new domain must be one granted by your deity or ethos. Doing so replaces your domain granted powers. See also retraining feats and retraining spells known.

Magus: Retrain one magus arcana.

Monk: See retraining feats.

Ninja: Retrain one ninja trick or master trick.

Oracle: Retrain one revelation. You can instead retrain whether you add all *cure* spells or all *inflict* spells to your spell list. See also retraining spells known.

Paladin: Retrain one mercy, or retrain your divine bond, replacing your bonded weapon with a bonded mount or vice versa.

Ranger: Retrain one favored enemy. This takes 5 days for each +2 bonus you have against the favored enemy you are replacing.

You can instead retrain your combat style. This replaces all your current combat style bonus feats. This training takes 5 days for every combat style feat you are replacing.

You can instead retrain one favored terrain. This training takes 5 days for each +2 bonus you have in the favored terrain you are replacing.

You can instead retrain your hunter's bond, replacing your companions bond with an animal companion or vice versa.

See also retraining feats.

Rogue: Retrain one rogue talent or advanced rogue talent.

Samurai: Retrain the weapon you chose for your weapon expertise class ability. You can change your samurai order; the rules for this are on page 18 of *Ultimate Combat*. See also retraining feats.

Sorcerer: Retrain your bloodline. Doing so replaces your bonus spells, bloodline arcana, bloodline feats, and bloodline powers. This training takes 5 days for every bonus feat, bloodline arcana, and bloodline power you lose from changing bloodlines. See also retraining feats and retraining spells known.

Summoner: Retrain one eidolon evolution. You can instead retrain your eidolon's base form, but if the eidolon has an evolution that requires its original base form, you must first retrain that evolution in exchange for one without that requirement. See also retraining spells known.

Witch: Retrain one hex, major hex, or grand hex.

Wizard: Retrain your arcane bond by replacing one bonded item with another, replacing your bonded item with a familiar, or replacing your familiar with a bonded item. See also retraining feats.

You can instead retrain your arcane school (including changing to or from a universalist). Doing so replaces your school's bonus spell slots and school powers. This training takes 5 days for every school power you lose from changing schools.

CLASS LEVEL

One of the most critical choices you can make about your character is what class to choose when you gain a level.

In general, it takes 7 days to retrain one level in a class into one level in another class. Some classes are more suited for this kind of retraining, as they have a similar focus or purpose—this is called retraining synergy. If your old class has retraining synergy with your new class, retraining that class level takes only 5 days instead of 7 days. Determine class retraining synergies according to Table 3–8: Retraining Synergies.

Most prestige classes have retraining synergy with base classes that share their common class features. For example, the arcane trickster prestige class requires and advances arcane spellcasting, so it has retraining synergy with all arcane spellcasting classes. It also requires and

advances sneak attack, so it has retraining synergy with classes that grant sneak attack. The GM is the final arbiter of whether or not a prestige class has retraining synergy with a base class, but should err on the side of generosity—if you would rather spend time retraining levels over and over again instead of adventuring, that is your choice.

TABLE 3-8: RETRAINING SYNERGIES

OLD CLASS	NEW CLASS
Alchemist	Magus, rogue, witch, wizard
Barbarian	Cavalier, fighter, ranger
Bard	Oracle, rogue, sorcerer
Cavalier	Barbarian, fighter
Cleric	Druid, inquisitor, oracle, paladin
Druid	Cleric, oracle, ranger
Fighter	Barbarian, cavalier, gunslinger, magus, monk, paladin, ranger, rogue
Gunslinger	Fighter, ranger
Inquisitor	Cleric, paladin, ranger
Magus	Alchemist, fighter, wizard
Monk	Fighter, rogue
Oracle	Bard, cleric, druid, paladin, sorcerer
Paladin	Cleric, fighter, inquisitor, oracle
Ranger	Barbarian, druid, fighter, gunslinger, inquisitor
Rogue	Alchemist, bard, fighter, monk
Sorcerer	Bard, oracle, summoner, witch, wizard
Summoner	Sorcerer, witch, wizard
Witch	Alchemist, sorcerer, summoner, wizard
Wizard	Alchemist, magus, sorcerer, summoner, witch

Training requires spending time with a character who has at least 1 more level in the class you're retraining than your current level in that class. If no trainer is available (such as if you are at the highest level for that class), you still have the option to retrain without a trainer by spending double the time.

When you retrain a class level, you lose all the benefits of the highest level you have in that class. You immediately select a different class, add a level in that class, and gain all the benefits of that new class level.

This retraining does not allow you to reselect the feats your character gains at odd levels or the ability score increases your character gains every four levels (though you can retrain those options separately). If retraining a class level means you no longer qualify for a feat, prestige class, or other ability you have, you can't use that feat, prestige class, or ability until you meet the qualifications again. (You can still retrain that feat, prestige class, or other ability.)

Example: Mark is playing a ranger 5/rogue 2, and has decided he'd like to retrain one of his ranger levels into a rogue level (so he has to find a 3rd-level rogue). When he completes the training, he immediately loses all benefits



from taking ranger level 5 (base attack bonus, saving throw bonuses, Hit Dice, hit points, skill ranks, and class features), then gains 1 level in rogue, immediately gaining all the benefits of rogue level 3. Mark's character is now a ranger 4/rogue 3. This retraining did not change Mark's 7th-level feat.

If you are retraining a level in an NPC class (adept, aristocrat, commoner, or expert) to a level in any other class, the training takes only 3 days. This allows an NPC soldier to begin her career as a warrior and eventually become an officer who is a single-classed fighter, and for a younger character to start out with one commoner or expert level and become a 1st-level adventurer with a PC class when he reaches adulthood (see *Young Characters* on page 194).

FEAT

You may change one feat to another through retraining. Retraining a feat takes 5 days with a character who has the feat you want. The old feat can't be one you used as a prerequisite for a feat, class feature, archetype, prestige class, or other ability. If the old feat is a bonus feat granted by a class feature, you must replace it with a feat that you could choose using that class feature.

Note that this retraining is unrelated to the fighter ability to learn a new bonus feat in place of an old one at certain class levels. That class ability is free, happens instantly when the character gains an appropriate fighter level, doesn't require a trainer, and can happen only once for any appropriate fighter level. Retraining a feat requires you to spend gp, takes time, requires a trainer, and can happen as often as you want.

HIT POINTS

Sometimes the dice aren't in your favor when you gain a level and the hit points you roll are especially low. Unlike retraining other character abilities, retraining hit points doesn't involve replacing an existing ability with a new one, it just increases your maximum hit points.

Retraining hit points takes 3 days and requires you to spend time at a martial academy, monk monastery, or with some kind of master of combat who is at least one level higher than you. At the end of the training period, increase your hit points by 1. You can retrain hit points only if your maximum hit point total is less than the maximum possible hit point total for your character.

Example: If you are a fighter 5 with Constitution 14 and you haven't allocated any of your favored class bonus to hit points, your maximum possible hit point total is 60: $(d10 \text{ HD} + 2 \text{ from Constitution}) \times 5 \text{ levels}$. If your maximum hit point total is already 60, you can't retrain hit points because you are already at the limit. If you took the Toughness feat, you would gain 5 hit points and your maximum possible hit point total would also increase by 5, which means your ability to retrain hit points would be the same as without the feat.

NEW LANGUAGE

You can spend time to learn an additional language. It takes 20 days of training to gain a bonus language, and these days 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.

The new language does not count toward your maximum number of languages (racial languages + bonus languages from Intelligence + Linguistics ranks). You can train this way only a number of times equal to 1 + your Intelligence bonus.

RACIAL TRAIT

If your campaign uses alternate racial traits (such as from the *Advanced Player's Guide*), you can retrain a racial trait. This takes 20 nonconsecutive days and requires a trainer with the racial trait you want. The replacement trait must be an appropriate one from your racial list. The old and new racial traits must replace the same standard racial trait. For example, the magic resistant and stubborn alternate dwarven traits replace the hardy standard trait, so you can retrain one of those for the other.

SKILL RANKS

You can retrain skill ranks you have assigned to skills. Retraining skill ranks takes 5 days. When the training period ends, reassign a number of skill ranks up to your Intelligence bonus (minimum 1), removing them from your existing skill (or skills) and adding them to a different skill (or skills).

If retraining skill ranks means you no longer qualify for a feat or other ability you have, you can't use that feat or ability until you meet the qualifications again. (Or you can retrain that feat or other ability.)

SPELLS KNOWN

If you are a spontaneous spellcaster (such as a bard, oracle, sorcerer, or summoner), you can retrain a spell known. This retraining takes 2 days per spell level of the new spell (or 1 day in the case of a cantrip or orison) and requires a trainer who can cast the spell you want. The trainer must cast the same kind of spells as you do (arcane or divine).

The spell with which you're replacing the previous spell must be another from your class spell list. The new spell must be one you could place in the old spell's spell slot. Note that this retraining is unrelated to the ability of sorcerers (or other spontaneous spellcasters) to learn a new spell in place of an old one at certain class levels. That class ability is free, happens instantly when the character gains an appropriate level in the spellcasting class, doesn't require a trainer, and can happen only once for any appropriate class level. Retraining a spell known requires you to spend gp, takes time, requires a trainer, and can happen as often as you want.

TAXATION

Even a moderately successful adventurer commands wealth and personal power beyond the means of most normal people in the world. While the common folk adore their heroes and the small-minded envy them, the authorities take a more pragmatic view: How can they and their jurisdictions financially benefit from these adventurers? In the greater campaign, as the PCs advance in stature, they gain the notice of such authorities, who seek a share of the PCs' rewards in the form of taxes. They claim material goods, utilize the PCs' talents in day-to-day life, or even enlist the PCs' services as adventurers. These people see this attention and service as their due for giving adventurers safe haven between quests and, at least in theory, protecting the PCs from the depredations of robbers and swindlers.

Taxes manifest in many ways and from many sources, and go by different names: dues, fees, surcharges, tariffs, tithes, and even requests for charity or donations. The person or organization levying the taxes, known as the collector, varies as well. A collector might be a civil leader (such as a noble or mayor), a professional (such as a dean or guild master), or a religious authority (such as an archbishop or parish priest).

When and how much to tax varies based on the nature of the campaign. Generally, paying taxes should happen between adventures, such as when the PCs enter a new city or return to their regular base of operations. A good rule is for the GM to tax the party once per character level for an amount roughly equal to a single encounter's total treasure value at their APL (*Core Rulebook* 399). The GM could also split this amount into multiple taxes or fees over the course of that character level.

For example, a party of 3rd-level PCs on the Medium track should be taxed about 800 gp. If the party's wealth is higher than the normal wealth by level guidelines and the PCs don't show discretion about this excess, authorities notice this and actively work to separate the PCs from more of their treasure. The GM should shower the PCs with flattery and promises of favors in the future so they don't feel punished for success.

This section also gives advice on using alternatives to taxation as adventure hooks. Instead of forcing the PCs to pay taxes, the local authorities can request that the PCs complete appropriate services or quests.

TYPES OF TAXES

Though many taxes come in the form of financial transactions, some collectors are willing to substitute material goods, favors, or services for coin.

Direct Taxation: Claiming a share of all proceeds is the simplest way collectors benefit from adventurers. This might be a coinage fee for converting foreign or excessive currency, a duty imposed on treasure and enforced by customs inspectors, or even a tithe paid by religious characters. Though such policies are straightforward to

implement, clever PCs can avoid them by concealing their wealth—a typical tax collector lacks the wherewithal to ferret out treasure masked by illusion or cached in an extradimensional space. However, bragging about evading taxes can backfire, and could lead to divination-based inspections or interrogation under magical means.

Monetary Favors: When a collector needs funds, the PCs present a ready and often untapped source of money. Experienced adventures routinely throw around amounts of gold that could equip an army or feed a town for months. Canny collectors avoid drawing from the well too often, saving their requests for dire circumstances. When they do call, they appeal to the PCs' compassion, patriotism, or sense of duty. Technically, it's not tax evasion to decline such a request, but collectors have long memories.

Service: In some countries, particularly ones with the feudal system, subjects swear fealty to their lord in a system of intertwined obligation. In return for the lord's protection, subjects agree to give service. When called upon by a lord, a PC must report to duty, offer up a suitable person to serve instead, or refuse the call and risk imprisonment or worse. Churches similarly expect service from their congregations, and guilds expect service from their members. Willing and eager service on the part of the PCs may be repaid by a favor from their collector in a time of need. If the service is especially suited to adventurers, such as clearing out monsters from the city sewer, the PCs should receive less than the normal treasure award—they shouldn't earn more gold for performing a service than they would have to pay in taxes to avoid that service.

TYPES OF SERVICE

PCs are more useful for the deeds they can accomplish than for any material wealth they might possess. Even low-level adventurers possess talents in excess of the typical populace, and high-level adventures can shake the pillars of the world.

Assassination: Though not always the most discreet of hired killers, adventurers can be effective. Assassination requires catching a normally well-protected enemy in a vulnerable moment, and killing him without leaving any evidence behind. Even in failure, PCs bring one last valuable asset to the table: deniability. If the PCs are caught, the collector can claim ignorance of their activities, leaving the PCs to face justice on their own.

Celebrity: PCs, particularly the more charismatic sort, get invited (often just a euphemism for a demand) to attend social functions in order to impress the collector's other guests. PCs with only minor fame might just be a part of the throng at a grand ball or wedding, but more storied adventurers attend feasts and parades with a collector, elevating her status among peers and subtly deterring rivals. These social events also give other collectors the opportunity to approach the PCs for favors or material support, ideally after wining and dining has left the PCs in a relaxed and unguarded mood.

Espionage: In many cases, espionage missions are given to an appropriate PC, such as a bard, enchanter, or rogue. As with assassination, collectors use PCs as spies so they have the advantage of deniability. Requests for espionage might be tied to a region the PCs already plan on visiting, or might require that they arrange their travel to suit the request.

Magic Item Creation: A PC with an item creation feat could find herself called on to use her talents, either as a personal favor or for the common good. A PC wizard could be asked to enhance the blades of the city guard, or a PC cleric could be asked to provide *cure light wounds* potions for her temple. Depending on who makes the request, the cost of creating the magic item might be borne by the PC, paid for by the collector, or split between them.

Military Service: Usually only low-level PCs get called on for rank-and-file service. More capable adventurers might instead find themselves pressed into service in the role of elite commandos, sent to deal with the opposing force's most dangerous troops and monsters. PCs with appropriate expertise may be called up to train others in their skills—a tedious but valuable service that can be accomplished during downtime between adventures.

Monster Hunting: Few things better suit adventurers than being sent out to kill menacing beasts and monsters. Unfortunately, collectors often lack judgment as to what sort of opponents lie within a party's grasp. Novice adventurers aren't likely to be sent chasing dragons, but great heroes might be sent to dispatch a "demon pig" that turns out to be a mere dire boar, or mid-level ones sent to handle a "wandering giant" that turns out to be a storm giant or titan. Fleeing such conflicts may have long-lasting repercussions.

Spellcasting: Even middling spellcasters still have impressive magic at their disposal. Between adventures, many PCs leave their magical talents almost untapped. Asking a few hours of spellcasting service for the public each month seems like a trivial request to a collector. Besides prosaic tasks like constructing fortifications, lighting the city with permanent lights, tending to the sick, or entertaining guests with elaborate illusions, PC spellcasters might be asked for greater favors like contacting the dead, divining the will of the gods, or weaving defensive wards. The cost of these services might be the responsibility of the PC, subsidized by the collector, or split between the two, though non-spellcaster collectors have a tendency to greatly underestimate the costs of certain powerful spells and base their terms on these false assumptions.

Other Services: Beyond these examples, collectors may ask for almost anything within or even just beyond the PCs' abilities. The PCs might be tasked to find a stolen soul, loot a newly discovered dungeon and share the proceeds, intervene in a dispute between great wizards, or deliver tribute to a dragon. Often, these services serve as hooks for full adventures.

COMPLIANCE

Forcing taxes on adventurers carries a certain amount of risk. Low-level PCs who avoid paying taxes likely face arrest, heavy fines, and possibly imprisonment if caught. Of course, they might be able to perform a suitable service in lieu of punishment. For mid-level PCs, indirect consequences are more effective than attempts to arrest them (unless the authorities have enough resources and ability that they stand a reasonable chance of capturing and holding the PCs)—local businesses may refuse to serve them, the thieves' guild might be given permission to rob them, city guards may ignore their calls for help, and so on. High-level PCs outmatch anyone trying to arrest them, and in many cases the worst consequences of their actions are cheers from other lawbreakers and snubs by nobles who rely on taxation for income. In the cases of dues and tithes, PCs who shirk their responsibilities can expect no help from their churches or guilds while indebted, and have to pay a considerable surcharge even after they make good on their debts. Of course, the proper service or favor might convince a church or guild to forgive the PCs for their transgressions.



YOUNG CHARACTERS

Not all fantasy characters have the luxury of waiting until adulthood to begin their adventuring careers—take Arya Stark, Sabriel the Abhorsen, the Pevensie siblings, and Harry Potter, for example. The dangers of fantasy worlds don't discriminate between the ages of those they threaten. Even the infant Hercules had to strangle the serpents Hera sent to kill him in his crib. But though they're often underestimated, such youths are rarely the ready victims they're often treated as. By default, newly made characters are adults, their ages randomly assigned or at least influenced by Table 7–1: Random Starting Ages, presented on page 169 of the *Core Rulebook*. However, should you wish to play a young prodigy getting an early start on her legend, the rules here detail how to bring such a character to life.

CREATING YOUNG CHARACTERS

Young characters are essentially normal characters with an age category younger than any presented in the *Core Rulebook*. Characters of this age category are able and intelligent, curious and talented, but not yet experienced or worldly. They are on the threshold of great things, but still a step away. This youthfulness is represented in three ways: ability score adjustments, restrictions to available classes, and slower trait acquisition.

Ability Score Adjustments: In the same way an adult character gains adjustments to her ability scores as she reaches middle, old, and venerable age, a young character occupies a new pre-adulthood age category, and therefore has altered physical ability scores, though the vigor of youth does grant some benefit. A young character has a +2 bonus to Dexterity and a –2 penalty to Strength, Constitution, and Wisdom. (A young character's potential inexperience and awkwardness are represented by having only the skill ranks of a 1st-level character rather than taking a penalty to Intelligence or Charisma.)

When a young character reaches adulthood (see Table 3–9: Random Young Starting Ages), she loses these ability score adjustments.

Available Classes: A young character does not have access to the same classes as adult characters. Not yet trained in the advanced techniques of war, arcana, faith, and varied other pursuits, a young character is a squire, apprentice, acolyte, or student on the path to expertise. As such, you can select only NPC classes while in this age category, beginning play and advancing in level as an adept, aristocrat, commoner, expert, or warrior, according to your interests and social background. As soon as you reach adulthood, though, you may retrain those NPC class levels as levels in any base classes of your choosing (see Retraining on page 188).

Traits: Because character traits (see page 51) represent your character's background before becoming an adventurer, the GM might limit you to selecting only one trait at 1st level instead of the normal two traits

allowed. When your character reaches adulthood, you select your second trait. Note that normally you can select a new trait after 1st level only if your character takes the Additional Traits feat, so this option allows you more flexibility in choosing your second trait, as recent events in the campaign might make some of your trait options more valuable than they originally appeared when the campaign started.

TABLE 3-9: RANDOM YOUNG STARTING AGES

RACE	YOUTH ¹	ARISTOCRAT, COMMONER,		ADEPT, WARRIOR	ADULTHOOD ²
		EXPERT			
Human	8 years	+1d6		+2d3	15 years
Dwarf	20 years	+2d6		+4d4	40 years
Elf	55 years	+4d6		+6d6	110 years
Gnome	20 years	+4d4		+3d6	40 years
Half-elf	10 years	+1d4		+1d6	20 years
Half-orc	7 years	+1d6		+2d3	14 years
Halfling	10 years	+1d6		+2d4	20 years

¹ During youth, +2 Dex; –2 to Str, Con, and Wis.

² At adulthood, ability score adjustments for young age are lost.

LEAVING YOUTH BEHIND

Unlike higher age categories, there are two common ways a young character might advance into adulthood.

Age: The simplest way for a young character to reach adulthood is by aging into new age thresholds. Table 3–9 includes the age when members of the core races reach adulthood. Once a character reaches that age, she loses the ability score adjustments related to youth and may retrain NPC classes. If you aren't playing one of the races from the *Core Rulebook*, find a race with the lifespan that most closely approximates that of your character's race and work with your GM to create reasonable age benchmarks for youth, adulthood, middle age, and beyond.

Reward: The pace at which characters gain experience varies widely from campaign to campaign. In one campaign, a character might gain multiple levels in a single month of in-game time, while in another a character might spend years at the same level. If adulthood were purely tied to the passage of time in a campaign, a young character might gain extensive adventuring experience but still be restricted to selecting only NPC classes.

A GM may grant a young character the option of passing into the adult age category early after achieving some noteworthy goal. Potential accomplishments include surpassing your instructor's skill, defeating a powerful adult foe, overcoming a threat to your home, or completing a lengthy journey. The completion of a published module or adventure of similar length might warrant a youth advancing to adulthood, or perhaps attaining a certain level in an NPC class (perhaps at 3rd or 5th level). If your GM grants your young character the



ability to advance into adulthood early, you may choose when to take advantage of that benefit. Your ability scores do not change to reflect your new age category until you retrain an NPC class level.

CONSIDERATIONS OF YOUTH

You might choose to play a young character to gain insight into your PC's life or indulge a character concept you haven't tried. A GM might start your campaign at a young age to mimic adventures common in young adult fiction, video games, superhero teams from comics, and various other media. If you are thinking about playing a young character, consider the following points. The GM planning for this should be aware of and have methods of addressing each topic.

Roleplaying: Unlike modern society, which tends to treat even very competent youths like children, medieval societies usually treated children like adults as soon as they proved they were able to handle adult tasks and responsibilities. This means NPCs might treat a group of young PC adventurers just like they would treat adult adventurers, though any physical shortcomings could be a source of jokes or disdain.

Uneven Parties: NPC classes are not as powerful as PC classes. Therefore, if some players have young characters and others have adult characters, the adults in the

group will be more powerful and have other advantages. Even if you are fine with playing an underpowered character, the other players in the group might not be okay with a weaker character tagging along, especially if your character's relative weakness potentially jeopardizes the group. Before you create a young character, make sure that all players are willing to accept a young character into the party.

Child Endangerment: It's one thing to throw traps, monsters, and deadly magic into the path of willing adults, but another thing to threaten young people with such dangers. Although fantasy fiction is filled with instances of peril giving juvenile characters the opportunity to be heroic and prove their potential, not all players are going to be comfortable with putting young characters in danger. Before including them in a game, the GM should discuss with the group whether or not this might negatively impact any players' enjoyment of the campaign.

Weakness: Young PCs are weaker than standard PCs. Published adventures are designed assuming PCs have the abilities, skills, flexibility, and full potential of base classes, making them too lethal for young characters. As a quick rule, the Average Party Level (APL) of a party of NPC-classed characters is approximately 2 character levels lower than that of a party of PC-classed characters of the same level.



4 KINGDOMS AND WAR



A home.” Feiya sighed. “Finally, someplace that’s truly ours.”

“Bah!” Harsk spat, then went back to watching the distant artisans work on the new bridge. “You people get so worked up about your big fool houses. A soft bit o’ moss and a tree to keep off the rain is enough for anyone.”

“Oh?” The witch arched an eyebrow. “And that heated bath you put in your quarters—what about that?”

“Medicinal,” Harsk grunted. “Keeps m’ joints loose and m’ beard supple.”

Feiya laughed, then quickly sobered. “Seriously, Harsk—do you think we can defend it? The bandit lord...”

Harsk fingered his axe. “Don’t rightly know, missy. But I do know that if we fail, a whole lot of those people are going to die...”

INTRODUCTION

Some heroes found kingdoms, driving out hostile monsters to make room for peaceful settlers. Others lead soldiers into battle, waging great and terrible wars. This chapter presents rules for building a kingdom and waging war that focus on the larger tactics of city planning and troop strategy rather than managing details of individual settlers and soldiers.

This chapter uses “kingdom” as a universal term to represent all kinds of domains, regardless of size, form of government, and gender of the ruler. Most of the decisions are in the hands of the players, and these rules are written with that assumption, using terms like “your kingdom” and “your army.” However, the GM is still in charge of the campaign, and is expected to make judgments about the repercussions of player decisions. While players running a kingdom should be allowed to read these rules (having them do so makes much of the kingdom building easier for the GM), the players shouldn’t think they can abuse these rules to exploit weird corner cases. For example, players may decide to construct a city full of graveyards because of the bonuses they provide to the city, but if the GM believes that is unreasonable, he could decide that the city is prone to frequent undead attacks. Likewise, a settlement with more magic shops than houses and businesses may slowly become a ghost town as all the normal citizens move elsewhere out of superstitious fear. As with a normal campaign, the GM is the final arbiter of the rules, and can make adjustments to events as necessary for the campaign.

KINGDOM BUILDING

Ruling a kingdom is a complex and difficult task, one undertaken only by the very ambitious. Many PCs are content to live as mercenaries or treasure hunters, no interest in being responsible for the health and well-being of subjects; for these characters, a kingdom is simply a place they pass through on the way to the next adventure. However, characters who are keen to spread their wings and forge a place of power and influence in the world can use this chapter to create a different sort of campaign. If the PCs are interested in ruling only a single town or castle and the small region around it, kingdom building can focus primarily on the settlement and the PCs’ personal demesne. If the PCs have larger goals, such as carving out a new, independent kingdom, these rules allow them to build cities and engage in trade, diplomacy, and war.

These rules assume that all of the kingdom’s leaders are focused on making the kingdom prosperous and stable, rather than oppressing the citizens and stealing from the treasury. Likewise, the rules assume that the leaders are working together, not competing with each other or working at odds. If the campaign begins to step into those areas, the GM is free to introduce new rules to deal with these activities.

Like the exploration system (see page 154), the kingdom-building rules measure terrain in hexes. Each hex is 12 miles from corner to corner, representing an area of just less than 95 square miles. The hex measurement is an abstraction; the hexes are easy to quantify and allow the GM to categorize a large area as one terrain type without having to worry about precise borders of forests and other terrain features.

Overview

The key parts of the kingdom-building rules that you’ll be referencing are as follows:

- Explanation of the kingdom terminology used throughout this chapter (see below).
- Step-by-step instructions for founding a kingdom (page 200).
- The turn sequence for an established kingdom (page 205).
- The game statistics for terrain improvements (page 210).
- Step-by-step instructions on how to found your first settlement (page 212).
- The game statistics for the types of buildings (page 213).
- The settlement District Grid (page 226).
- The kingdom sheet (page 227).

Following the main rules and the types of buildings are several optional rules for kingdom building, such as modifying the effect of religious buildings based on alignment or deity portfolio, tracking Fame and Infamy scores for your kingdom, rules for different types of government, and special edicts you can declare during the turn sequence.

KINGDOM TERMINOLOGY

Kingdoms have attributes that describe and define them. These are tracked on a kingdom sheet (see page 227), like a character’s statistics are on a character sheet.

Alignment: Like a PC, your kingdom has an alignment, which you decide when you form the kingdom. The kingdom’s alignment represents the majority outlook and behavior of the people within that kingdom when they’re considered as a group. (Individual citizens and even some leaders may be of different alignments.)

When you decide on your kingdom’s alignment, apply the following adjustments to the kingdom’s statistics: *Chaotic*: +2 Loyalty; *Evil*: +2 Economy; *Good*: +2 Loyalty; *Lawful*: +2 Economy; *Neutral*: Stability +2 (apply this twice if the kingdom’s alignment is simply Neutral, not Chaotic Neutral or Lawful Neutral).

A kingdom’s alignment rarely changes, though at the GM’s option, it can shift through the actions of its rulers or its people.

Build Points: Build points (or BP for short) are the measure of your kingdom’s resources—equipment, labor, money, and so on. They’re used to acquire new hexes and develop additional buildings, settlements, and terrain improvements. Your kingdom also consumes BP to maintain itself (see Consumption on page 199).



Consumption: Consumption indicates how many BP are required to keep the kingdom functioning each month. Your kingdom's Consumption is equal to its Size, modified by settlements and terrain improvements (such as Farms and Fisheries). Consumption can never go below 0.

Control DC: Some kingdom actions require a check (1d20 + modifiers) to succeed—this is known as a control check. The base DC for a control check is equal to 20 + the kingdom's Size in hexes + the total number of districts in all your settlements + any other modifiers from special circumstances or effects. Unless otherwise stated, the DC of a kingdom check is the Control DC.

Economy: This attribute measures the productivity of your kingdom's workers and the vibrancy of its trade, both in terms of money and in terms of information, innovation, and technology. Your kingdom's initial Economy is 0 plus your kingdom's alignment and leadership modifiers.

Kingdom Check: A kingdom has three attributes: Economy, Loyalty, and Stability. Your kingdom's initial scores in each of these attributes is 0, plus modifiers for kingdom alignment, bonuses provided by the leaders, and any other modifiers.

Many kingdom actions and events require you to attempt a kingdom check, either using your Economy, Loyalty, or Stability attribute (1d20 + the appropriate attribute + other modifiers). You cannot take 10 or take 20 on a kingdom check. Kingdom checks automatically fail on a natural 1 and automatically succeed on a natural 20.

Loyalty: Loyalty refers to the sense of goodwill among your people, their ability to live peaceably together even in times of crisis, and to fight for one another when needed. Your kingdom's initial Loyalty is 0 plus your kingdom's alignment and any modifiers from your kingdom's leadership role.

Population: Actual population numbers don't factor into your kingdom's statistics, but can be fun to track anyway. The population of each settlement is described in Settlements and Districts on page 211.

Size: This is how many hexes the kingdom claims. A new kingdom's Size is 1.

Stability: Stability refers to the physical and social well-being of the kingdom, from the health and security of its citizenry to the vitality of its natural resources and its ability to maximize their use. Your kingdom's initial Stability is 0 plus your kingdom's alignment and leadership modifiers.

Treasury: The Treasury is the amount of BP your kingdom has saved and can spend on activities (much in the same way that your character has gold and other valuables you can spend on gear). Your Treasury can fall below 0 (meaning your kingdom's costs exceed its savings and it is operating in debt), but this increases Unrest (see Upkeep Phase on page 205).

Turn: A kingdom turn spans 1 month of game time. You make your kingdom checks and other decisions about running your kingdom at the end of each month.

KINGDOM BUILDING QUICK REFERENCE

With building a kingdom, you begin by founding a small settlement—such as a village or town—and expand your territory outward, claiming nearby hexes, founding additional settlements, and constructing buildings within those settlements. What you build in a hex or a settlement affects the economy of your kingdom, the loyalty of your citizens, the stability of the government, and the likeliness that kingdom will fall into chaos when citizens worry about monster attacks and other threats.

Use the kingdom sheet (see page 227) to track the statistics of your kingdom, just as you use a character sheet to track the statistics of your character. The terms on the kingdom sheet are described on pages 198–199.

You and the other PCs take specific roles in leading your kingdom, such as Ruler, High Priest, General, and so on (see pages 200–204). The leaders provide bonuses on rolls you make to manage the kingdom's economy and other important issues. For example, having a High Priest makes your kingdom more stable and your citizens more loyal, and having a Treasurer makes your kingdom more profitable.

Instead of using gold pieces, a kingdom uses a type of currency called build points (BP), which represent actual cash, labor, expertise, and raw materials (see page 204). While it is possible to convert gp into BP and back again, for the most part you'll just be spending BP to run your kingdom.

Running a kingdom takes place over a series of turns, similar to how combat takes place over a series of rounds. A kingdom turn (see page 205) takes 1 month of game time. Each turn has four phases which you resolve in order: the Upkeep phase, where you pay the kingdom's bills; the Edict phase, where you levy taxes and build improvements; the Income phase, where you collect taxes; and the Events phase, where you see if something especially good or bad happens to your kingdom.

If this is your first time reading these rules, start with the section on Founding a Settlement (see page 212) and read the rest of the kingdom-building rules in order. If you find a term you're not familiar with, check the Kingdom Terminology section (see pages 198–199) or refer to the Overview on page 198 for a better idea of where you can find that information.

Unrest: Your kingdom's Unrest indicates how rebellious your citizens are. Your kingdom's initial Unrest is 0. Unrest can never fall below 0 (anything that would modify it to less than 0 is wasted). Subtract your kingdom's Unrest from all Economy, Loyalty, and Stability checks.

If your kingdom's Unrest is 11 or higher, the kingdom begins to lose control of hexes it has claimed.

If your kingdom's Unrest ever reaches 20, the kingdom falls into anarchy (see Upkeep Phase on page 205).

FOUNDING A KINGDOM

Once you have your first settlement, you have the start of a kingdom. You'll need to make some initial decisions that affect your kingdom's statistics, and record them on the kingdom sheet (see page 227).

Choose Your Kingdom's Alignment. Your kingdom's alignment helps determine how loyal, prosperous, and stable your kingdom is (see page 198). Your kingdom may be a lawful good bastion against a nearby land of devil worshippers, or a chaotic neutral territory of cutthroat traders whose government does very little to interfere with the rights of its citizens.

Choose Leadership Roles. Assign the leadership roles for all PCs and NPCs involved in running the kingdom, such as Ruler, General, and High Priest (see pages 200–204). The leadership roles provide bonuses on checks made to collect taxes, deal with rioting citizens, and resolve similar issues.

Start Your Treasury. The build points you have left over from starting your first settlement make up your initial Treasury.

Determine Your Kingdom's Attributes. Your initial Economy, Loyalty, and Stability scores are based on the kingdom's alignment and the buildings your settlement has. (If you start with more than one settlement, include all the settlements in this reckoning.)

Once you've completed these steps, move on to Kingdom Turn Sequence (see page 205).

LEADERSHIP ROLES

A stable kingdom has leaders that fill different roles—tending to the economy, defense, and health of its citizens. PCs and NPCs can fill these roles; your fighter may be the kingdom's Warden, the party cleric its High Priest, and so on. Each role grants the kingdom different benefits.

A character can only fill one leadership role at a time.

For example, your character can't be both the Ruler and the High Priest. Even if you want the Ruler to be the head of the kingdom's religion, she's too busy ruling to also do the work of a High Priest; she'll have to appoint someone else to do that work.

The kingdom must have someone in the Ruler role to function; without a Ruler, the kingdom cannot perform basic actions and gains Unrest every turn. All other roles are optional, though leaving certain roles vacant gives your kingdom penalties.

These leadership roles can be a part of any form of government; in some kingdoms they take the form of a formal ruling council, while in others they may be advisors, ministers, relatives of the leader, or simply powerful nobles, merchants, or bureaucrats with access to the seat of power. The names of these roles are game terms and need not correspond to the titles of those roles in the kingdom—the Ruler of your kingdom may be called king, queen, chosen one, padishah, overlord, sultan, and so on.

Responsibilities of Leadership: In order to gain the benefits of leadership, you must spend at least 7 days per month attending to your duties; these days need not be consecutive. This can be roleplayed or can be assumed to run in the background without needing to be defined or actively played out. Time spent ruling cannot be used for adventuring, crafting magic items, or completing other downtime activities (see Chapter 2) that require your full attention and participation. Failure to complete your duties during a turn means treating the role as though it's vacant.

For most campaigns, it's best to have the PCs pick the same days of the month for these administrative duties, so everyone is available for adventuring at the same time.

PCs and NPCs as Leaders: These rules include enough important leadership roles that a small group of PCs can't fill them all. You may have to recruit NPCs to fill out the remaining necessary roles for your kingdom. Cohorts, followers, and even intelligent familiars or similar companions can fill leadership roles, and you may want to consider inviting allied NPCs to become rulers, such as asking a friendly ranger you rescued to become the kingdom's Marshal.





Abdicating a Role: If you want to step down from a leadership position, you must find a replacement to avoid incurring the appropriate vacancy penalty for your position. Abdicating a position increases Unrest by 1 and requires a Loyalty check; if the check fails, the vacancy penalty applies for 1 turn while the new leader transitions into that role. If you are the Ruler, abdicating increases Unrest by 2 instead of 1, and you take a -4 penalty on the Loyalty check to avoid the vacancy penalty.

If you are not the Ruler and are leaving one leadership role to take a different one in the kingdom, the Unrest increase does not occur and you gain a +4 bonus on the Loyalty check to avoid the vacancy penalty.

Leader Statistics: The statistics for the different roles are presented as follows.

Benefit: This explains the benefit to your kingdom if you have a character in this role. If you have the Leadership feat, increase this benefit by 1. If this section gives you a choice of two ability scores, use whichever is highest.

Most benefits are constant and last as long as there is a character in that role, but don't stack with themselves. For example, a General increases Loyalty by 2, so the General provides a constant +2 to the kingdom's Loyalty (not a stacking +2 increase every turn), which goes away if she dies or resigns. If a benefit mentions a particular phase in kingdom building, that benefit applies every turn during that phase. For example, the Royal Enforcer decreases Unrest by 1 at every Upkeep phase.

Vacancy Penalty: This line explains the penalty to your kingdom if no character fills this role, or if the leader fails to spend the necessary time fulfilling his responsibilities. Some roles have no vacancy penalty. If a character in a role is killed or permanently incapacitated during a turn and not restored to health by the start of the next kingdom turn, that role counts as vacant for that next turn, after which a replacement can be appointed to the role.

Like benefits, most vacancy penalties are constant, last as long as that role is vacant, and don't stack with themselves. If a vacant role lists an increase to Unrest, however, that increase does not go away when the role is filled. For example, if the kingdom doesn't have a ruler for a turn, Unrest increases by 4 and doesn't automatically return to its previous level when you eventually fill the vacant Ruler role.

Ruler

The Ruler is the highest-ranking person in the kingdom, above even the other kingdom leaders, and is expected to embody the values of the kingdom. The Ruler performs the kingdom's most important ceremonies (such as knighting royals and signing treaties), is the kingdom's chief diplomatic officer (though most of these duties are handled by the Grand Diplomat), is the signatory for all laws affecting the entire kingdom, pardons criminals when appropriate, and is responsible for appointing characters to all other high positions in the government (such as other leadership roles, mayors of settlements, and judges).

Benefit: Choose one kingdom attribute (Economy, Loyalty, or Stability). Add your Charisma modifier to this attribute. If your kingdom's Size is 26–100, choose a second kingdom attribute and add your Charisma modifier to it as well. If your kingdom's Size is 101 or more, choose a third kingdom attribute and add your Charisma modifier to it too.

If you have the Leadership feat, the bonus from the feat applies to all kingdom attributes you affect (one, two, or three attributes, depending on the kingdom's Size).

If you marry someone of equal station, you both can act as Ruler. You both add your Charisma modifiers to the kingdom attribute (or attributes, if the kingdom is large enough). As long as one of you is present for 1 week per month, you avoid the vacancy penalty.

In a typical campaign where the kingdom leaders have no ties to actual nobility, "someone of equal station" is irrelevant and your marriage is between two Rulers. In a campaign where the leaders are nobles or royals, marrying someone of lesser station means the spouse becomes a Consort rather than a Ruler.

Vacancy Penalty: A kingdom without a ruler cannot claim new hexes, create Farms, build Roads, or purchase settlement districts. Unrest increases by 4 during the kingdom's Upkeep phase.

Consort

The Consort is usually the spouse of the Ruler, and spends time attending court, speaking with and advising nobles, touring the kingdom to lift the spirits of the people, and so on. In most kingdoms, you cannot have two married Rulers and a Consort at the same time.

The Consort represents the Ruler when the Ruler is occupied or otherwise unable to act. With the Ruler's permission, the Consort may perform any of the Ruler's duties, allowing the Ruler to effectively act in two places at once. If the Ruler dies, the Consort may act as Ruler until the Heir comes of age and can take over as Ruler.

Benefit: Add half your Charisma modifier to Loyalty. If the ruler is unavailable during a turn, you may act as the Ruler for that turn, negating the vacancy penalty for having no Ruler, though you do not gain the Ruler benefit. If you act as the Ruler for the turn, you must succeed at a Loyalty check during the kingdom's Upkeep phase or Unrest increases by 1.

Vacancy Penalty: None.

Councilor

The Councilor acts as a liaison between the citizenry and the other kingdom leaders, parsing requests from the commonwealth and presenting the leaders' proclamations to the people in understandable ways. It is the Councilor's responsibility to make sure the Ruler is making decisions that benefit the kingdom's communities and its citizens.

Benefit: Add your Charisma modifier or Wisdom modifier to Loyalty.

WHO ROLLS THE KINGDOM CHECK?

Running a kingdom is more fun if all the players are involved and each is responsible for making some of the kingdom checks. Who makes each roll depends on the players in your group and what roles they want to play. Some players may not want to make any of these rolls. You may want to start with the following die roll responsibilities and modify them to suit your kingdom and the other players. Anything marked as an optional rule is described in the optional kingdom-building rules beginning on page 228.

Ruler: Loyalty checks, any checks or edicts not covered by other rulers

Consort: As Ruler when Ruler is unavailable

Councilor: Holiday edicts

General: Kingdom checks for events requiring combat

Grand Diplomat: Diplomatic edicts (optional rule)

Heir: Kingdom event rolls

High Priest: Holiday edicts, rolls to generate magic items from Cathedrals, Shrines, and Temples

Magister: Rolls to generate magic items not rolled by the High Priest

Marshal: Exploration edicts (optional rule)

Royal Enforcer: Loyalty checks to reduce Unrest or prevent Unrest increases

Spymaster: Kingdom checks involving crime and foreigners

Treasurer: Economy checks, Taxation edicts, Trade edicts (optional rule)

Viceroy: Vassalage edicts (optional rule)

Warden: Stability checks

Vacancy Penalty: Loyalty decreases by 2. The kingdom gains no benefits from the Holiday edict (see page 208). During the Upkeep phase, Unrest increases by 1.

General

The General is the highest-ranking member of the kingdom's military. If the kingdom has an army and a navy, the heads of those organizations report to the kingdom's General. The General is responsible for looking after the needs of the military and directing the kingdom's armies in times of war. Most citizens see the General as a protector and patriot.

Benefit: Add your Charisma modifier or Strength modifier to Stability.

Vacancy Penalty: Loyalty decreases by 4.

Grand Diplomat

The Grand Diplomat is in charge of the kingdom's foreign policy—how it interacts with other kingdoms and similar political organizations such as tribes of intelligent monsters. The Grand Diplomat is the head of

all of the kingdom's diplomats, envoys, and ambassadors. It is the Grand Diplomat's responsibility to represent and protect the interests of the kingdom with regard to foreign powers.

Benefit: Add your Charisma modifier or Intelligence modifier to Stability.

Vacancy Penalty: Stability decreases by 2. The kingdom cannot issue Diplomatic (see page 228) or Exploration edicts (see page 230).

Heir

The Heir is usually the Ruler's eldest son or daughter, though some kingdoms may designate a significant advisor (such as a seneschal) as Heir. The Heir's time is mostly spent learning to become a ruler—pursuing academic and martial training, touring the kingdom to get to know the land and its people, experiencing the intrigues of courtly life, and so on.

Because the Heir carries the potential of being the next Ruler, the Heir's role is similar to the Consort in that the Heir may act on behalf of the Ruler.

Benefit: Add half your Charisma modifier to Loyalty.

You may act as the Ruler for a turn, negating the vacancy penalty for the kingdom having no Ruler, though you do not gain the Ruler benefit. Whenever you act as the Ruler for the turn, you must succeed at a Loyalty check during the kingdom's Upkeep phase or Unrest increases by 1.

Vacancy Penalty: None.

High Priest

The High Priest tends to the kingdom's religious needs and guides its growth. If the kingdom has an official religion, the High Priest may also be the highest-ranking member of that religion in the kingdom, and has similar responsibilities over the lesser

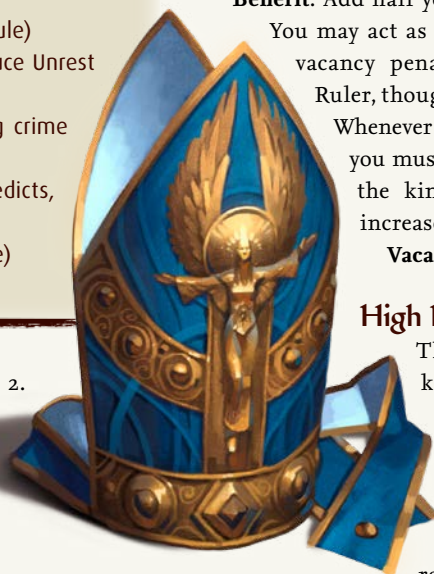
priests of that faith to those the Grand Diplomat has over the kingdom's ambassadors and diplomats. If the kingdom has no official religion, the High Priest may be a representative of the most popular religion in the kingdom or a neutral party representing the interests of all religions allowed by the kingdom.

Benefit: Add your Charisma modifier or Wisdom modifier to Stability.

Vacancy Penalty: Stability and Loyalty decrease by 2. During the Upkeep phase, Unrest increases by 1.

Magister

The Magister guides the kingdom's higher learning and magic, promoting education and knowledge among the citizens and representing the interests of magic, science, and academia. In most kingdoms, the Magister is a sage,



a wizard, or a priest of a deity of knowledge, and oversees the governmental bureaucracy except regarding finance.

Benefit: Add your Charisma modifier or Intelligence modifier to Economy.

Vacancy Penalty: Economy decreases by 4.

Marshal

The Marshal ensures that the kingdom's laws are being enforced in the remote parts of the kingdom as well as in the vicinity of the capital. The Marshal is also responsible for securing the kingdom's borders. He organizes regular patrols and works with the General to respond to threats that militias and adventurers can't deal with alone.

Benefit: Add your Dexterity modifier or Wisdom modifier to Economy.

Vacancy Penalty: Economy decreases by 4.

Royal Enforcer

The Royal Enforcer deals with punishing criminals, working with the Councilor to make sure the citizens feel the government is adequately dealing with wrongdoers, and working with the Marshal to capture fugitives from the law. The Royal Enforcer may grant civilians the authority to kill in the name of the law.

Benefit: Add your Dexterity modifier or Strength modifier to Loyalty. During the Upkeep phase, you may decrease Unrest by 1 (this is not affected by having the Leadership feat); if you do so, you must succeed at a Loyalty check or Loyalty decreases by 1.

Vacancy Penalty: None.

Spymaster

The Spymaster observes the kingdom's criminal elements and underworld and spies on other kingdoms. The Spymaster always has a finger on the pulse of the kingdom's underbelly, and uses acquired information to protect the interests of the kingdom at home and elsewhere through a network of spies and informants.

Benefit: During the Edict phase, choose one kingdom attribute (Economy, Loyalty or Stability). Add your Dexterity modifier or Intelligence modifier to this attribute.

Vacancy Penalty: Economy decreases by 4. During the Upkeep phase, Unrest increases by 1.

Treasurer

The Treasurer monitors the state of the kingdom's Treasury and citizens' confidence in the value of their money and investigates whether any businesses are taking unfair advantage of the system. The Treasurer is

in charge of the tax collectors and tracks debts and credits with guilds and other governments.

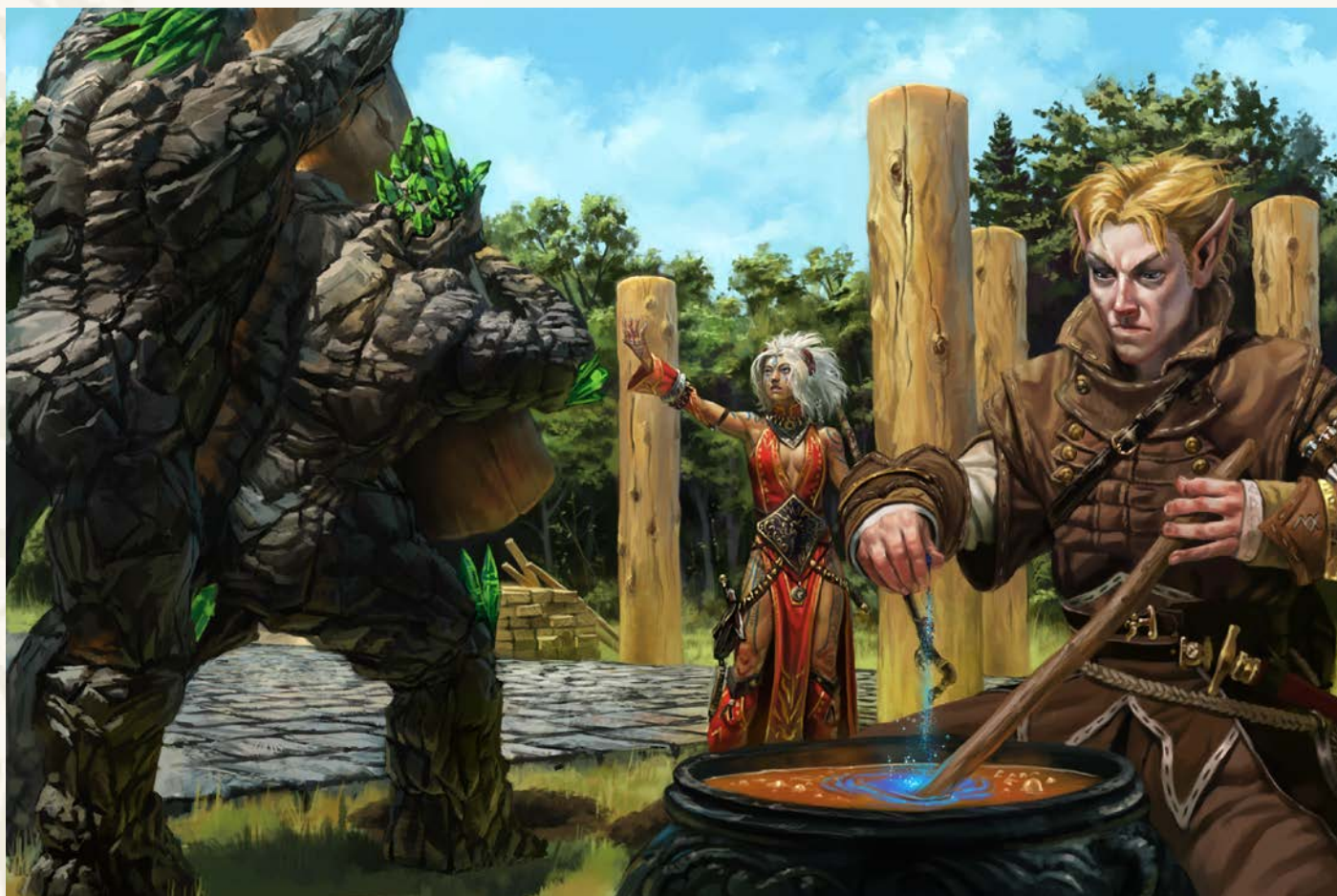
Benefit: Add your Intelligence modifier or Wisdom modifier to Economy.

Vacancy Penalty: Economy decreases by 4. The kingdom cannot collect taxes—during the Edict phase, when you would normally collect taxes, the kingdom does not collect taxes at all and the taxation level is considered “none.”

Viceroy

The Viceroy represents the Ruler's interests on an ongoing basis in a specific location such as a colony or vassal state (see the optional Vassalage edict on page 233). The Viceroy is in effect the Ruler for that territory; her orders are superseded only by direct commands from the Ruler.





Benefit: Add half your Intelligence or Wisdom modifier to Economy. You may assume any leadership role (including Ruler) for your colony or vassal state, but any benefit you provide in this role is 1 less than normal; if you do so, you must spend 7 days that month performing duties appropriate to that leadership role in addition to the 7 days spent for Viceroy duties.

Vacancy Penalty: If you have no Viceroy for your vassal state, treat it as if it had the Ruler vacancy penalty.

Warden

The Warden is responsible for enforcing laws in larger settlements, as well as ensuring the safety of the kingdom leaders. The Warden also works with the General to deploy forces to protect settlements and react to internal threats.

Benefit: Add your Constitution modifier or Strength modifier to Loyalty.

Vacancy Penalty: Loyalty and Stability decrease by 2.

BUILD POINTS

The units of a kingdom's wealth and productivity are build points (BP). Build points are an abstraction representing the kingdom's expendable assets, not just gold in the treasury. Build points include raw materials (such as livestock, lumber, land, seed, and ore), tangible goods (such as wagons, weapons, and candles), and people (artisans,

laborers, and colonists). Together, these assets represent the labor and productive output of your citizens.

You spend BP on tasks necessary to develop and protect your kingdom—planting farms, creating roads, constructing buildings, raising armies, and so on. These things are made at your command, but they are not *yours*. The cities, roads, farms, and buildings belong to the citizens who build them and use them to live and work every day, and those acts of living and working create more BP for the kingdom. As the leaders, you use your power and influence to direct the economic and constructive activity of your kingdom, deciding what gets built, when, and where.

Build points don't have a precise exchange rate to gold pieces because they don't represent exact amounts of specific resources. For example, you can't really equate the productivity of a blacksmith with that of a stable, as their goods are used for different things and aren't produced at the same rate, but both of them contribute to a kingdom's overall economy. In general, 1 BP is worth approximately 4,000 gp; use this value to get a sense of how costly various kingdom expenditures are. In practice, it is not a simple matter to convert one currency to the other, but there are certain ways for your PC to spend gp to increase the kingdom's BP or withdraw BP and turn them into gold for your character to spend.



Providing a seed amount of BP at the start of kingdom building means your kingdom isn't starving for resources in the initial months. Whether you acquire these funds on your own or with the help of an influential NPC is decided by the GM, and sets the tone for much of the campaign.

Wealthy Sponsor

In many cases, a kingdom's initial BP come from a source outside your party. A wealthy queen may want to tame some of the wilderness on her kingdom's borders, or a merchant's guild may want to construct a trading post to increase trade with distant lands. Regardless of the intent, the work involved to create a new settlement costs thousands of gold pieces—more than most adventurers would want to spend on mundane things like jails, mills, and piers.

It is an easy matter for the GM to provide these funds in the form of a quest reward. A wealthy queen may grant you minor titles and BP for your treasury if you kill a notorious bandit and turn his ruined castle into a town, or a guild may provide you with a ship full of goods and workers and enough BP to start a small colony on a newly discovered, resource-rich continent. In exchange for this investment, the sponsor expects you to be a vassal or close ally; in some cases, you may be required to pay back these BP (such as at a rate of 1 BP per turn) or provide tribute to the patron on an ongoing basis (such as at a rate of 10% of your income per turn, minimum 1 BP).

An appropriate starting amount is 50 BP. This amount is enough to keep a new kingdom active for a few turns while it establishes its own economy, but it is still at risk of collapse from mismanagement or bad luck.

As the initial citizens represented by this BP investment are probably loyal to the sponsor, taking action against the sponsor may anger those people and cause trouble. For example, if you rebuff the queen's envoy, your citizens may see this as a snub against the queen and rebel.

Your responsibility to the sponsor usually falls into one of the following categories, based on the loan arrangement.

Charter: The sponsor expects you to explore, clear, and settle a wilderness area along the sponsor's border—an area where the sponsor has some territorial claims. You may have to fend off other challengers for the land.

Conquest: The sponsor's soldiers clashed with the army of an existing kingdom and the kingdom's old leaders have fled, surrendered, or been killed. The sponsor has placed you in command of this territory and the soldiers.

Fief: The sponsor places you in charge of an existing domain within his own already-settled lands. If it includes already improved terrain and cities, you're expected to govern and further improve them. (While you'll start with land and settlements, you'll still need around 50 BP to handle your kingdom's Consumption and development needs.)

Grant: The sponsor places you in charge of settling and improving an area already claimed by the liege but not significantly touched by civilization. You may have to expand the borders of the land or defend it against hostile creatures.

Starting from Scratch

It's not easy to start a kingdom—probably the reason everyone doesn't have one. If you are founding a kingdom on your own, without an external sponsor or a fantastic windfall of resources, the initial financial costs can be crippling to PCs. Even building a new town with just a House and an Inn costs 13 BP—worth over 50,000 gp in terms of stone, timber, labor, food, and so on. To compensate for this (and encourage you to adventure in search of more gold that you can convert into BP), if you're running a small, self-starting kingdom, the GM may allow you to turn your gold into BP at a better rate. You may only take advantage of this if you don't have a sponsor; it represents your people seeing the hard work you're directly putting in and being inspired to do the same to get the kingdom off the ground.

This improved rate depends on the Size of your kingdom, as shown in the following table.

KINGDOM SIZE	PRICE OF 1 BP	WITHDRAWAL RATE*
01–25	1,000 gp	500 gp
26–50	2,000 gp	1,000 gp
51–100	3,000 gp	1,500 gp
101+	4,000 gp	2,000 gp

* If you make a withdrawal from the Treasury during the Income phase (see page 207), use this withdrawal rate to determine how much gp you gain per BP withdrawn.

The GM may also allow you to discover a cache of goods worth BP (instead of gp) as a reward for adventuring, giving you the seed money to found or support your kingdom.

KINGDOM TURN SEQUENCE

A kingdom's growth occurs during four phases, which together make up 1 kingdom turn (1 month of game time). The four phases are as follows:

Phase 1—Upkeep: Check your kingdom's stability, pay costs, and deal with Unrest (see below).

If your kingdom controls 0 hexes, skip the Upkeep phase and proceed to the Edict phase.

Phase 2—Edict: Declare official proclamations about taxes, diplomacy, and other kingdom-wide decisions (see page 206).

Phase 3—Income: Add to your Treasury by collecting taxes and converting gp into BP, or withdraw BP from your kingdom for your personal use (see page 207).

Phase 4—Event: Check whether any unusual events occur that require attention. Some are beneficial, such as an economic boom, good weather, or the discovery of remarkable treasure. Others are detrimental, such as foul weather, a plague, or a rampaging monster (see page 208).

These phases are always undertaken in the above order. Many steps allow you to perform an action once per kingdom turn; this means once for the entire kingdom, not once per leader.

Upkeep Phase

During the Upkeep phase, you adjust your kingdom's scores based on what's happened in the past month, how happy the people are, how much they've consumed and are taxed, and so on.

Step 1—Determine Kingdom Stability: Attempt a Stability check. If you succeed, Unrest decreases by 1 (if this would reduce Unrest below 0, add 1 BP to your Treasury instead). If you fail by 4 or less, Unrest increases by 1; if you fail by 5 or more, Unrest increases by 1d4.

Step 2—Pay Consumption: Subtract your kingdom's Consumption from the kingdom's Treasury. If your Treasury is negative after paying Consumption, Unrest increases by 2.

Step 3—Fill Vacant Magic Item Slots: If any of your settlement districts have buildings that produce magic items (such as a Caster's Tower or Herbalist) with vacant magic item slots, there is a chance of those slots filling with new items (see the Magic Items in Settlements section on page 213).

Step 4—Modify Unrest: Unrest increases by 1 for each kingdom attribute (Economy, Loyalty, or Stability) that is a negative number.

The Royal Enforcer may attempt to reduce Unrest during this step.

If the kingdom's Unrest is 11 or higher, it loses 1 hex (the leaders choose which hex). See Losing Hexes on page 209 for more information.

If your kingdom's Unrest ever reaches 20, the kingdom falls into anarchy. While in anarchy, your kingdom can take no action and treats all Economy, Loyalty, and Stability check results as 0. Restoring order once a kingdom falls into anarchy typically requires a number of quests and lengthy adventures by you and the other would-be leaders to restore the people's faith in you.

Example: Jessica is the Ruler of a kingdom with a Size of 30 and a Control DC of 60. Based on leadership role bonuses, kingdom alignment bonuses, and buildings in her settlements, the kingdom's Economy is 52, its Loyalty is 45, and its Stability is 56. Its Unrest is currently 5, its Consumption is 5, and the Treasury has 12 BP. In Step 1 of the Upkeep phase, Adam, the Warden, attempts a Stability check to determine the kingdom's stability. Adam rolls a 19, adds the kingdom's Stability (56), and subtracts its Unrest (5), for a total of 70; that's a success, so Unrest decreases by 1. In Step 2, the kingdom pays 5 BP for Consumption. None of the kingdom's magic item slots are empty, so they skip Step 3. In Step 4, none of the attributes are negative, so Unrest doesn't increase. Mark, the Royal Enforcer, doesn't want to risk reducing the kingdom's Loyalty, so he doesn't use his leadership role to reduce Unrest. At the end of this phase, the kingdom has Economy 52, Loyalty 45, Stability 56, Unrest 4, Consumption 5, and Treasury 7 BP.

Edict Phase

The Edict phase is when you make proclamations on expansion, improvements, taxation, holidays, and so on.

Step 1—Assign Leadership: Assign PCs or NPCs to any vacant leadership roles or change the roles being filled by particular PCs or closely allied NPCs (see Leadership Roles, starting on page 200).

Step 2—Claim and Abandon Hexes: For your kingdom to grow, you must claim additional hexes. You can only claim a hex that is adjacent to at least 1 other hex in your kingdom. Before you can claim it, the hex must first be explored, then cleared of monsters and dangerous hazards (see Steps 2 and 3 of Founding a Settlement on page 212 for more details). Then, to claim the hex, spend 1 BP; this establishes the hex as part of your kingdom and increases your kingdom's Size by 1. Table 4-4: Improvement Edicts (see page 209) tells you the maximum number of hexes you can claim per turn.

You may abandon any number of hexes to reduce your kingdom's Size (which you may wish to do to manage Consumption). Doing so increases Unrest by 1 for each hex abandoned (or by 4 if the hex contained a settlement). This otherwise functions like losing a hex due to unrest (see Step 4 of the Upkeep phase).

Step 4—Build Terrain Improvements: You may spend BP to build terrain



improvements like Farms, Forts, Roads, Mines, and Quarries (see Terrain Improvements, starting on page 210).

You may also prepare a hex for constructing a settlement. Depending on the site, this may involve clearing trees, moving boulders, digging sanitation trenches, and so on. See the Preparation Cost column on Table 4-6: Terrain and Terrain Improvements on page 214 to determine how many BP this requires.

Table 4-4: Improvement Edicts tells you the maximum number of terrain improvements you can make per turn.

Step 5—Create and Improve Settlements: You may create a settlement in a claimed hex (see Founding a Settlement on page 212). Table 4-4: Improvement Edicts tells you the maximum number of settlements you can establish per turn.

You may construct a building in any settlement in your kingdom. The list of available building types begins on page 215. When a building is completed, apply its modifiers to your kingdom sheet. Table 4-4: Improvement Edicts tells you the maximum number of buildings you can construct in your kingdom per turn. The first House, Mansion, Noble Villa, or Tenement your kingdom builds each turn does not count against that limit.

Step 6—Create Army Units: You may create, expand, equip, or repair army units (see Mass Combat on page 234).

Step 7—Issue Edicts: Select or adjust your edict levels (see Edicts on page 208).

Example: Jessica's kingdom has no vacant leadership roles, so nothing happens in Step 1. The leaders don't want to spend BP and increase Size right now, so in Step 2 they don't claim any hexes. In Step 3, the leaders construct a Farm in one of the kingdom's prepared hexes (Consumption -2, Treasury -2 BP). In Steps 5 and 6, the leaders continue to be frugal and do not construct settlement improvements or create armies. In Step 7, the leaders issue a Holiday edict of one national holiday (Loyalty +1, Consumption +1) and set the Promotion edict level to "none" (Stability -1, Consumption +0). Looking ahead to the Income phase, Jessica realizes that an average roll for her Economy check would be a failure (10 on the 1d20 + 52 Economy - 4 Unrest = 58, less than the Control DC of 60), which means there's a good chance the kingdom won't generate any BP this turn. She decides to set the Taxation edict to "heavy" (Economy +3, Loyalty -4). At the end of this phase, the kingdom has Economy 55, Loyalty 42, Stability 55, Unrest 4, Consumption 4, and Treasury 5 BP.

Income Phase

During the Income phase, you may add to or withdraw from the Treasury as well as collect taxes.

Step 1—Make Withdrawals from the Treasury: The kingdom-building rules allow you to expend BP on things related to running the kingdom. If you want to spend some of the kingdom's resources on something for your own personal benefit (such as a new magic item), you may withdraw BP from the Treasury and convert it into gp once per turn, but there is a penalty for doing so.

CAPITAL CITY

A kingdom should have a capital city—the seat of your power. Your first settlement is your capital. If you want to designate a different settlement as the capital, you may do so in Step 7 of the Edict phase. Your capital city primarily comes into play if your kingdom loses hexes (see page 209). If you change the capital city, attempt a Stability check. Success means Unrest increases by 1; failure means Unrest increases by 1d6.

Each time you withdraw BP for your personal use, Unrest increases by the number of BP withdrawn. Each BP you withdraw this way converts to 2,000 gp of personal funds.

Step 2—Make Deposits to the Treasury: You can add funds to a kingdom's Treasury by donating your personal wealth to the kingdom—coins, gems, jewelry, weapons, armor, magic items, and other valuables you find while adventuring, as long as they are individually worth 4,000 gp or less. For every full 4,000 gp in value of the deposit, increase your kingdom's BP by 1.

If you want to donate an item that is worth more than 4,000 gp, refer to Step 3 instead.

Step 3—Sell Expensive Items for BP: You can attempt to sell expensive personal items (that is, items worth more than 4,000 gp each) through your kingdom's markets to add to your Treasury. You may sell one item per settlement district per turn. You must choose the settlement where you want to sell the item, and the item cannot be worth more than the base value of that settlement (see page 212).

To sell an item, divide its price by half (as if selling it to an NPC for gp), divide the result by 4,000 (rounded down), and add that many BP to your Treasury.

You cannot use this step to sell magic items held or created by buildings in your settlements; those items are the property of the owners of those businesses. (See Magic Items in Settlements on page 312 for more information on this topic.)

Step 4—Collect Taxes: Attempt an Economy check, divide the result by 3 (round down), and add a number of BP to your Treasury equal to the result.

Example: Jessica and the other leaders need to keep BP in the kingdom for future plans, so they skip Step 1 of the Income phase. They are worried that they won't collect enough taxes this turn, so just in case, in Step 2 they deposit 8,000 gp worth of coins, gems, and small magic items (Treasury +2 BP). The leaders aren't selling any expensive items, so nothing happens in Step 3. In Step 4, Rob, the Treasurer, rolls the Economy check to collect taxes. Rob rolls a 9 on the 1d20, adds the kingdom's Economy score (55), and subtracts Unrest (4) for a total of 60, which means the kingdom adds 20 BP (the Economy check result of 60, divided by 3) to the Treasury. At the end of this phase, the kingdom has Economy 55, Loyalty 42, Stability 55, Unrest 4, Consumption 4, and Treasury 27 BP.

Event Phase

In the Event phase, a random event may affect your kingdom as a whole or a single settlement or hex.

There is a 25% chance of an event occurring (see Events, starting on page 220). If no event occurred during the last turn, this chance increases to 75%. Some events can be negated, ended, or compensated for with some kind of kingdom check. Others, such as a rampaging monster, require you to complete an adventure or deal with a problem in a way not covered by the kingdom-building rules.

In addition, the GM may have an adventure- or campaign-specific event take place. Other events may also happen during this phase, such as independence or unification (see page 231).

Example: The GM rolls on one of the event tables and determines that a monster is attacking one of the kingdom's hexes. Instead of attempting a Stability check to deal with the monster (risking increasing Unrest if it

fails), Jessica and the other leaders go on a quest to deal with the monster personally. They defeat the monster, so the event does not generate any Unrest. At the end of this phase, the kingdom's scores are unchanged: Economy 55, Loyalty 42, Stability 55, Unrest 4, Consumption 4, and Treasury 27 BP.

EDICTS

Edicts are the official pronouncements by your government about how you are running the kingdom that turn. For example, you may decide to have low or high taxes, to have more or fewer holidays, and how much effort to put into improving the kingdom's infrastructure. Edicts fall into four types: Holiday, Improvement, Promotion, and Taxation.

In the Edict phase of the kingdom turn, you may set the Holiday, Promotion, and Taxation edict categories to whatever level you want, as well as decide how much of your allowed improvement from the Improvement edict you'll use. For example, you may decide that this turn holidays are quarterly, promotions are aggressive, taxation is minimal, and you won't build any improvements.

Holiday Edicts

Holidays are general celebrations or observances that take place across the kingdom. The BP expenditure includes lost revenue from citizens not working during the holidays, preparations and logistical arrangements that occur year-round, and the cost of the actual celebrations (these annual costs are averaged over the year and included in the listed Consumption modifier that you pay each turn).

The number of holidays per year is the number you promise to uphold and the number that the common folk expect to enjoy over the next months. The Loyalty and Consumption modifiers change as soon as you change the number of holidays per year. The listed number assumes that you are fulfilling your promise—if you announce 12 holidays in the coming year but don't actually hold and pay for them, the GM should increase your kingdom's Unrest to reflect public disappointment and outrage.

Example: Logan is the Ruler of a kingdom with some Loyalty issues. He issues a Holiday edict that there will be 24 kingdom-wide official holidays in the next year (Loyalty +4, Consumption +8). In the second turn, he worries about the increased Consumption's effect on the Treasury, so he issues a new Holiday edict decreeing that until further notice, there will be no kingdom-wide holidays. He loses the previous +4 Loyalty bonus and incurs a -1 Loyalty penalty for the new Holiday edict, but no longer has to pay the 8 Consumption each turn for his previous edict. If he frequently changes Holiday edicts from high to low levels, the GM may decide that his citizens no longer believe such promises and he won't gain any benefits from having a high level of Holiday edict until he becomes consistent.

Improvement Edicts

Improvements are physical improvements you can make to your kingdom: founding new settlements, adding





buildings to a settlement, building roads, creating facilities such as mines to tap natural resources, and claiming more hexes for your kingdom. Your kingdom's Size limits how many improvements you can make each turn; see Table 4-4: Improvement Edicts below. You can make all of the improvements listed on the appropriate row of the table. For example, if your kingdom's Size is 5, on each turn you can create 1 new settlement, 1 new building, 2 terrain improvements, and claim 1 more hex.

Promotion Edicts

Promotion edicts are events and actions the kingdom uses to attract new citizens and increase the well-being of the kingdom, such as recruitment campaigns, advertisements about services and goods, and propaganda to improve the perception of your kingdom at home and abroad. Promotions increase Consumption, but also increase Stability.

Taxation Edicts

Setting the tax level determines how much revenue you collect from taxes in the Income phase. Higher taxes increase your kingdom's Economy (making it easier for you to succeed at Economy checks to generate revenue) but make your citizens unhappy (reducing Loyalty).

LOSING HEXES

If you lose control of a hex—whether because of Unrest, monster attacks, assaults from a hostile kingdom, and so on—you lose all the benefits of any terrain improvements in that hex (such as Farms and Roads). All settlements in that hex become free cities with no loyalty to you or any other kingdom (see Free City on page 211). At the GM's discretion, monsters may move into the abandoned hex, requiring you to clear it again if you want to claim it later, and terrain improvements may decay over time.

Losing a hex may break your connection to other kingdom hexes. For example, losing the only hex that bridges two sides of a mountain range creates two separate territories. If this happens, the primary territory is the part of the kingdom with your capital city (see the sidebar on page 207), and the rest of the kingdom is the secondary territory. If none of the kingdom's leaders are in the secondary territory when this split happens, you lose control of all hexes (as described above) in the secondary territory.

If at least one kingdom leader is in the secondary territory when the split occurs, you retain control of the secondary territory, but kingdom checks regarding its hexes treat Unrest as 1 higher, increasing by 1 each turn after the split. This modifier goes away if you claim a hex that reconnects the secondary territory to the primary territory.

If you claim a hex that reestablishes a connection to a leaderless secondary territory, you regain the benefits of the territory's terrain improvements. You must succeed at a Stability check to reclaim each of your former settlements in the secondary territory. You initially have a +5 bonus on these checks because the cities want to return to your kingdom, but this bonus decreases by 1 (to a minimum bonus of +0) for each subsequent turn since you lost control of the secondary territory.

If your kingdom is reduced to 0 hexes—whether through Unrest, a natural disaster, an attack by another kingdom, or other circumstances—you are at risk of losing the kingdom. On your next turn, you must claim a new hex and found or claim a new settlement, or your kingdom is destroyed and you must start over if you want to found a new kingdom. At the GM's discretion, you may be able to keep some BP from your destroyed kingdom's Treasury for a time; otherwise, those assets are lost.

TABLE 4-1: HOLIDAY EDICTS

PER YEAR	LOYALTY	CONSUMPTION
None	-1	+0
1	+1	+1
6	+2	+2
12	+3	+4
24	+4	+8

TABLE 4-2: PROMOTION EDICTS

PROMOTION LEVEL	STABILITY	CONSUMPTION
None	-1	+0
Token	+1	+1
Standard	+2	+2
Aggressive	+3	+4
Expansionist	+4	+8

TABLE 4-3: TAXATION EDICTS

TAX LEVEL	ECONOMY	LOYALTY
None	+0	+1
Light	+1	-1
Normal	+2	-2
Heavy	+3	-4
Overwhelming	+4	-8

TABLE 4-4: IMPROVEMENT EDICTS

KINGDOM SIZE	NEW SETTLEMENTS ¹	NEW BUILDINGS ²	TERRAIN IMPROVEMENTS	HEX CLAIMS
01-10	1	1	2	1
11-25	1	2	3	2
26-50	1	5	5	3
51-100	2	10	7	4
101-200	3	20	9	8
201+	4	No limit	12	12

¹ Instead of creating a new settlement, your kingdom may create a new army unit (see Mass Combat, starting on page 234), expand or equip an existing army unit, or bring an existing army unit back to full strength.

² Upgrading a building (for example, from a Shrine to a Temple) or destroying a building counts toward this limit. The first House, Mansion, Noble Villa, or Tenement your kingdom builds each turn does not count against this number.

TERRAIN IMPROVEMENTS

Terrain improvements are changes to a hex that improve the land for your kingdom's use, such as cultivating fields, digging mines, and clearing forests for lumber. The following list describes common improvements. An improvement marked with an asterisk (*) can share the same hex as other improvements.

Some terrain improvements affect a settlement's Defense, which is used in the mass combat rules (see page 237).

Terrain: This indicates what kind of hex you can build this terrain improvement in.

Effect: This line states the effect the terrain improvement has on that hex (or in some cases, your entire kingdom).

If an improvement says you can upgrade it into another improvement, you can do so by paying the cost difference between the two improvements. When the upgrade is complete, you lose the benefit of the old improvement but gain the benefit of the new improvement.

Cost: This line gives the cost in BP to build the terrain improvement.

Aqueduct*

An Aqueduct brings water from alpine lakes and rivers to lowland cities where water is scarce or insufficient for the local populace. A finished series of Aqueduct hexes must connect to a hill or mountain hex (with a river or lake) on one end and a settlement on the other end; otherwise, you do not gain its benefit.

Terrain: One end must be hill or mountain hex; can pass through any type of hex.

Effect: Loyalty +1, Stability +1, allows settlement to build water-dependent buildings.

Cost: As a Road, except the cost is not doubled for hexes with rivers (see Table 4–6: Terrain and Terrain Improvements on page 214).

Bridge*

A Bridge allows your Road hexes to cross rivers.

Cost: When you build a Road in a hex that contains a river, the doubled cost of the Road includes the cost of bridges needed to cross the river. You don't need to build a Bridge as a separate unit; it's listed here for reference only.

Canal*

A Canal is an artificial waterway that allows barge traffic to haul heavy commodities.

Terrain: Desert, hill, or plain.

Effect: Settlements in a hex with a Canal treat the hex as if it had a river.

Cost: Twice the cost of a Road (see Table 4–6: Terrain and Terrain Improvements on page 214).

Farm*

A Farm helps feed your kingdom.

Terrain: Desert (requires canal, coastline, or river), hill, or plain.

Effect: Consumption decreases by 2 BP.

Cost: See Table 4–6: Terrain and Terrain Improvements on page 214.

Fishery*

A Fishery is like a Farm, except it provides abundant fish rather than planted crops.

Terrain: Coastline, water, river, or marsh.

Effect: Consumption decreases by 1 BP.

Cost: 4 BP.

Fort*

A Fort is a walled encampment for military forces outside a settlement. You can upgrade a Watchtower to a Fort (Unrest decreases when you do so, just as if you had built the Fort from scratch).

Terrain: Any land.

Effect: Stability +2, Defense +4, increase Consumption by 1 BP; Unrest decreases by 1 when completed. If this hex becomes a settlement, this improvement counts as one Barracks and one Stables building.

Cost: 24 BP.

Highway*

A highway is a paved and well-maintained version of a Road. You may upgrade a Road into a Highway. You must have a kingdom of Size 26 or greater to build a Highway.





Terrain: Any hex with a Road.

Effect: Economy +1 for every 4 hexes of Highway, Stability +1 for every 8 hexes of Highway; improves overland travel speed (*Pathfinder RPG Core Rulebook* 172).

Cost: Twice the cost of a Road (see Table 4–6: Terrain and Terrain Improvements on page 214).

Mine

A Mine extracts metal, coal, salt, or other useful materials from the earth.

Terrain: Cavern, desert, hill, or mountain.

Effect: Economy +1, earn +1 BP per turn when collecting taxes during the Income phase.

Cost: 6 BP.

Quarry

A Quarry extracts workable stone from the ground.

Terrain: Cavern, hill, or mountain.

Effect: Stability +1, earn +1 BP per turn when collecting taxes during the Income phase.

Cost: 6 BP.

Road*

A Road speeds travel through your kingdom and promotes trade. You can upgrade a Road to a Highway.

Terrain: Any land.

Effect: Economy +1 for every 4 hexes of Road, Stability +1 for every 8 hexes of Road; improves overland travel speed (*Core Rulebook* 172).

Cost: See the Road column of Table 4–6: Terrain and Terrain Improvements.

Sawmill

A sawmill centralizes the activities of loggers and turns trees into lumber for use in building and crafting.

Terrain: Forest or jungle.

Effect: Stability +1, earn +1 BP per turn when collecting taxes during the Income phase.

Cost: 3 BP.

Watchtower*

A Watchtower flies your flag, is a safe place for your patrols, and establishes your power on the frontier. A Watchtower cannot share a hex with a Fort or another Watchtower.

Terrain: Any land.

Effect: Stability +1, Defense +2; Unrest decreases by 1 when completed. If this hex becomes a settlement, this improvement counts as a Watchtower building.

Cost: 12 BP.

Special Terrain

Some hexes contain features or resources that impact a kingdom's Economy, Loyalty, Stability, and other game statistics. These terrain resources are placed by the GM—not by player characters—for you to discover while exploring or adventuring, and may modify terrain improvements or cities.

Bridge: The hex contains an existing Bridge over a waterway. If you build a Road in this hex, you do not have to double the cost of the Road.

Building: The hex contains an abandoned building in good repair (type determined by the GM). If you establish a settlement at the building's location in the hex, you can incorporate the building into the settlement at no cost (this does not count toward your building limit for that turn).

Free City: A Free City is a settlement that is not part of any established kingdom. Claiming a hex with a Free City is an excellent way to add a fully functional settlement to your kingdom. In order to claim a Free City hex peacefully, you must succeed at a Stability check. Failure indicates radicals and upstarts in the settlement and Unrest increases by 1d4.

Lair: A Lair is usually a cave or defensible shelter that can be used as a defensive fallback point, a storage location, or even a guardpost or prison. If you claim a hex with a Lair, Stability increases by 1. If you construct a Fort or Watchtower over a Lair, its Defense increases by 1. At the GM's option, a Lair may allow access to an underground cavern hex (see Table 4–6: Terrain and Terrain Improvements).

Landmark: A Landmark is a site of great pride, mystery, and wonder, such as an outcropping in the shape of a human face, a smoking volcano, or a lake with an unusual color or unique properties. The Landmark bolsters your kingdom's morale. If you claim a hex with a Landmark, Loyalty increases by 1. If the hex also has a Road or Highway, Loyalty increases by an additional 1.

Resource: A Resource is a ready supply of some kind of valuable commodity that offers a great economic boon to your kingdom, such as exotic lumber, precious metal, gems, rare herbs, incense, silk, ivory, furs, salt, dyes, and the like. If you claim a hex with a Resource, Economy increases by 1. If you construct a Mine, Quarry, or Sawmill in a hex with a Resource, all of its benefits increase by 1. If you construct a Farm or Fishery in a hex with a Resource, those improvements decrease Consumption by an additional 1 BP.

River: A River allows water travel through your kingdom (*Core Rulebook* 172), facilitating trade and allowing irrigation. Economy increases by 1 for every 4 River hexes claimed, and Stability increases by 1 for every 8 such hexes claimed.

Ruin: A Ruin is a partially destroyed building. If you claim a hex containing a Ruin and build a settlement at the Ruin's location, you can use the Ruin as the basis of an appropriate type of building (as determined by the GM), reducing the cost of that building by half. Alternatively, you can salvage building materials from the Ruin, reducing the cost of 1 building in that hex by 1d4 BP.

SETTLEMENTS AND DISTRICTS

The greatest assets of your kingdom are its settlements. Most settlements start as simple villages, and some grow over time into bustling cities. You can use the District Grid on page 226 to create the initial design for your settlement and decide where to place additional buildings as it grows. You may want

to photocopy the District Grid so you can build multiple settlements in your kingdom.

The District Grid is divided into 9 large blocks separated by streets. Each block consists of 4 smaller lots separated by alleys. Treat each lot as approximately 750 feet per side, so overall the district takes up about 1 square mile. On each lot you may construct a building, and each building affects your kingdom's Economy, Loyalty, and so on. Descriptions of these buildings, as well as the bonuses they provide once they're added to a settlement, begin on page 214.

Most settlements only have 1 district. If your District Grid is full and you want to add another district (for example, if you run out of available lots in that settlement and want to construct additional buildings), you can create an additional district for that settlement by paying the preparation cost for the settlement's terrain as listed on Table 4-6: Terrain and Terrain Improvements (see page 214). Remember that your kingdom's Control DC is based on the number of districts in your settlement.

Icons representing each of the building types are shown on pages 224 and 225; you may want to print multiple copies of the icons so you can cut them out and attach them to your District Grid as your settlement grows.

The placement of buildings in your district is up to you—you can start in the center of the district and build outward, or start at the edge and build toward the center. Some buildings (such as the Guildhall) take up more than 1 lot on the grid. You can't divide up these larger structures, though you can place them so they cover a street. (Streets do not count as lots.)

Construction: Construction is completed in the same turn you spend BP for the building, no matter what its size is. A building's benefits apply to your kingdom immediately. At the GM's discretion, construction magic (such as *lyre of building*, *fabricate*, or *wall of stone*) can reduce a single building's BP cost by 2 (minimum 0). This is a one-time reduction per turn, regardless of the amount of magic used.

Population: A settlement's population is approximately equal to the number of completed lots within its districts × 250. A grid that has all 36 lots filled with buildings has a population of approximately 9,000.

Base Value: The base value of a settlement is used to determine what magic items may easily be purchased there. There is a 75% chance that any item of that value or lower can be found for sale in the settlement with little effort. The base value of a new settlement is 0 gp. Certain buildings (such as a Market or Tavern) increase a settlement's base value. A settlement's base value can never increase above the values listed in Table 4-5: Settlement Size and Base Value (except under special circumstances decided by the GM).

Defense: A settlement's Defense is used with the mass combat rules presented in this chapter (see page 237). It otherwise has no effect unless the settlement is attacked.

You can increase a settlement's Defense by building certain structures (such as City Walls).

TABLE 4-5: SETTLEMENT SIZE AND BASE VALUE

POPULATION	SETTLEMENT SIZE	BASE VALUE
Fewer than 21	Thorp	50 gp
21-60	Hamlet	200 gp
61-200	Village	500 gp
201-2,000	Small town	1,000 gp
2,001-5,000	Large town	2,000 gp
5,001-10,000	Small city	4,000 gp
10,001-25,000	Large city	8,000 gp
More than 25,000	Metropolis	16,000 gp

FOUNDING A SETTLEMENT

Before you can start your own kingdom, you first need a base of operations—a fort, village, or other settlement—where you can rest between adventures and where your citizens know they can find you if they need help or want to pay their taxes. Once you have a kingdom, you'll want to create more settlements in order for the kingdom to grow and prosper. To found a settlement, you must perform the following steps. (These steps assume you're building a new settlement from scratch; if you're attempting to incorporate

an existing settlement into your kingdom, see Free City on page 211.)

Step 1—Acquire funds. You'll need money and resources in the form of build points (see page 198).

Step 2—Explore and clear a hex. You'll need to explore the hex where you want to put the settlement. See the Exploration Time column on Table 4-6: Terrain and Terrain Improvements to see how long this takes. Once you have explored the hex, clear it of monsters and dangerous hazards. The time needed to clear it depends on the nature of the threats; this step is usually handled by you completing adventures there to kill or drive out monsters.

Step 3—Claim the hex as yours. Once you have BP and have explored and cleared the hex, you can claim it. Spend 1 BP to do so; this represents setting up very basic infrastructure such as clearing paths, hiring patrols, setting up a tent city, and so on. This establishes the hex as part of your kingdom (or the beginning of your kingdom).

Step 4—Prepare the site for construction. To put a settlement on a claimed hex, you'll need to prepare it. Depending on the site, this process may involve clearing trees, moving boulders, digging sanitation trenches, and so on. See the Preparation Cost column on Table 4-6: Terrain and Terrain Improvements for the BP cost.

If your settlement is in a hex containing a canal, lake, ocean, river, or similar large body of water, you must decide which of your settlement's borders are water (riverbanks, lakeshores, or seashores) or land. Some types of buildings, such as Mills, Piers, and Waterfronts, must be adjacent to water.





A new settlement consists of 1 district, represented by the District Grid map on page 226. Mark the four borders on the District Grid as land or water, as appropriate.

Step 5—Construct your first buildings. Construct 1 building in your settlement and pay its BP cost. See pages 215–220 for building types. If this is your kingdom's first settlement, you should start with an Inn, Shrine, Monastery, or Watchtower. In addition, you may also purchase and construct 1 House, Mansion, Noble Villa, or Tenement. If your first building is an Inn, you must construct a House or Tenement next to it, as building an Inn requires an adjacent House or Tenement.

When you complete these steps, you've founded your settlement! If this is your first settlement, it's considered your kingdom's capital city (see page 207).

Magic Items in Settlements

In addition to the commonly available items in a settlement as determined by its base value (see page 212), some buildings increase the likelihood of having specific or unusual magic items available for purchase.

Gaining Item Slots: When you construct one of these buildings, mark the appropriate boxes in the Magic Items section of the settlement's District Grid; this indicates that the settlement has gained a slot for an item of that type.

Filling Item Slots: In Step 3 of the Upkeep phase, you roll to fill vacant magic item slots in each district. Roll d% once for each district that has an open magic item slot (if the district has more than one, select one randomly). There is a 50% chance (51–100) that an appropriate magic item becomes available in that slot. This item's price cannot exceed the base value for the settlement (reroll if the item's price exceeds the settlement's base value).

Example: Jessica's settlement has a base value of 200 gp. She built an Herbalist last turn, giving the settlement 1 minor potion slot. In the Upkeep phase this turn, she rolls d% and gets a result of 62, meaning she can roll a random minor potion to fill the settlement's empty slot. She rolls on Table 15–12: Potions (*Core Rulebook* 478) and gets a result of 45, indicating a potion of a 1st-level spell. If she had rolled anything more valuable than the 200 gp base value for her settlement, she would have to reroll until she got an acceptable result. Once a magic item is rolled for a settlement in this way, it remains on the market until someone purchases it.

Pathfinder RPG Ultimate Equipment includes extensive random magic item tables for specific slots and price increments. These tables may be more convenient than using the magic item tables in the *Core Rulebook*.

Emptying Item Slots: If you are unsatisfied with a magic item generated by a settlement, there are three ways to purge an undesirable item and make its slot vacant. The first is to purchase it with your own gp, which makes it your personal property and means you may do with it what you please (use it, sell it at half price for gold, deposit it in the kingdom's Treasury during the next Income phase, use it as a reward for a local general, and so on).

CLAIMING WATER AND ISLANDS

When you claim a hex that contains part of an ocean or lake, your claim includes the water portion of that hex. In effect, your kingdom automatically controls a small portion of the waters adjacent to its coastline. Because any new hex you claim must be adjacent to an existing hex in your kingdom, if you want to claim land beyond that water (such as an island), you must first explore and claim the intervening deep water hexes. Your exploration only applies to the water's surface—you are searching for uncharted islands, dangerous reefs, and so on. The GM may want to treat the underwater portion of a hex as a separate hex, much like a network of large caves under a hex may count as its own hex, allowing a village of merfolk or sahuagin to thrive in your kingdom without your knowledge.

The second method is to manipulate your kingdom's economy to encourage an NPC to purchase the item (such as a random adventurer passing through the settlement). During Step 3 of the Income phase, you may attempt one Economy check for each filled slot you want to empty. For every such check after the first one in a turn, your Economy decreases by 1, since these manipulations are harmful to your kingdom's economy and typically only serve to get rid of an item you consider undesirable. If the check fails, nothing happens. If the check succeeds, erase the item from that slot; you may attempt to fill the empty slot as normal in the next Upkeep phase. You do not gain any gp or BP from this sale; the money goes to the building's owner, who uses it to acquire or craft the next item.

The third way is to spend BP (1 BP = 2,000 gp) to purchase the item. If you take the item for your own use, this counts as withdrawing BP from the Treasury for your personal use (see *Make Withdrawals from the Treasury* on page 207). If you use the item in a way that doesn't directly benefit you or the other PCs (such as giving it to a hero of your army or donating it to a settlement as a religious or historical artifact), then purchasing it is essentially like other kingdom expenditures and does not increase Unrest or decrease Loyalty.

BUILDINGS

You improve settlements by constructing buildings, which provide bonuses to the kingdom in general and the settlement in particular. Pages 224 and 225 present icons for these buildings, and the building descriptions and effects begin on page 214. Some buildings also intersect with the mass combat rules, notably with fortifications (page 237) and reserve armies (page 246).

Demolition: If a lot has a building, you can clear it for new construction. Doing so costs 1 BP. You may construct a building on a lot the same turn you demolish the old building there. You do not regain BP for a demolished building (but see *Rebuilding*, below).

Destroyed Lots: If an event or a pillaging army destroys 1 or more lots, the devastation causes Unrest to increase by 1 per lot destroyed.

Rebuilding: If you rebuild the same type of building on a destroyed lot, the cost is halved, as you can reuse some of the materials for the same purpose. If you rebuild a different type of building on that lot, reduce the cost of the new building by 1/4 the cost of the old building (minimum 1 BP). If you build smaller buildings on top of a site that held a multi-lot building, split the discount evenly over the new buildings. For example, if you demolish an Academy and construct a Mansion and a Luxury Store on top of those lots, each building gets a 6 BP discount (1/4 of 52 BP is 13, divided evenly between the two).

Building Descriptions

Buildings are described in the following format.

Building Name: The type of buildings contained in this lot. In most cases, each lot represents numerous buildings of that type, rather than a single edifice.

Cost: The cost in BP to construct the building.

Lots: How many lots the building fills.

Kingdom: Building modifiers to Economy, Loyalty, and Stability stack, affect your entire kingdom, and are ongoing from turn to turn. Modifiers to Unrest occur once when the building is completed. This category also lists any bonuses to Fame (see Fame and Infamy on page 230) from having the building.

Discount: Some buildings halve the cost of constructing a related type of building in the same settlement. This cost reduction applies only to the first constructed building of the types listed in this line. For example, an Academy halves the cost of your next Library in that settlement; if you build a second Library in that settlement, you pay the normal cost for it. If 2 buildings give the same discount, only one discount applies per new building, but you may construct 2 buildings at the discounted cost. For example, Market and Theater both halve the cost of an Inn; if your settlement has a Market and a Theater, you may construct 2 Inns at half cost (the Market discounts one, and the Theater discounts the other).

Limit: This lists limitations on the number of buildings of this type, special requirements for adjacent buildings, or prohibitions against certain buildings being adjacent.

For most buildings, you can construct as many of them as you want in a settlement, but some are limited in the number that can be built per settlement or district. For example, you can only construct 1 Arena per settlement.

Some buildings require that you construct them adjacent to at least 1 or 2 of a specific kind of building or feature of the settlement. For example, a Shop or Tavern must be adjacent to a House or Mansion. The required adjacent building can only count toward 1 building that requires it. For example, if you have a House and a Shop, that House can't be used to meet the requirement for another Shop or a Tavern; you have to construct a new House and use it to meet the requirement of the new Shop or Tavern.

TABLE 4-6: TERRAIN AND TERRAIN IMPROVEMENTS

TERRAIN	EXPLORATION TIME ¹	PREPARATION TIME ²	PREPARATION COST ³	FARM COST ⁴	ROAD COST ^{5,6}
Cavern ⁷	3 days	3 months	8 BP	—	4 BP
Coastline ⁸	Special	Special	Special	Special	Special
Desert	2 days	1 month	4 BP	8 BP	4 BP
Forest	2 days	2 months	4 BP	—	2 BP
Hills	1 day	1 month	2 BP	4 BP	3 BP
Jungle	2 days	4 months	12 BP	—	4 BP
Marsh	3 days	3 months	8 BP	—	4 BP
Mountains	3 days	4 months	12 BP	—	4 BP
Plains	1 day	Immediate	1 BP	2 BP	1 BP
Water	2 days	—	—	—	—

¹ Exploration time represents how many days a typical scouting party requires to explore a hex of this type. These times assume a party speed of 30 feet. For parties with different speeds, see Table 3-3: Exploration Time (1 Hex) on page 154. Treat Cavern as Mountain and Jungle as Marsh for exploration time. Do not adjust the speed for Water hexes; it's assumed that the party is already using a boat or other watercraft to explore.

² Preparation time represents the months of labor (beginning with the current turn) required to prepare the hex for settlement. Construction of buildings can begin in the current month for settlements built on plains.

³ Preparation cost represents the BP cost to clear a hex of this type in preparation for founding a settlement.

⁴ Farm cost represents the BP cost to cultivate a hex for farming. A Farm must be within or adjacent to a hex containing a river, lake, swamp, or Canal, or adjacent to at least 2 hexes that already contain Farms.

⁵ Road cost represents the BP cost to establish a Road that crosses a hex and connects to all adjacent hexes. The cost to build a Road doubles if the hex contains rivers. A kingdom with a Size of 26 or greater can build a Highway (or upgrade a Road to a Highway).

⁶ If the hex contains any rivers, double the listed cost to reflect the need to build bridges.

⁷ This is a large system of caves and underground passages and can be found in any terrain type except Marsh. It functions as an additional hex that exists underground, below the surface hex.

⁸ Treat this as the adjacent land terrain type for all purposes.



Some buildings cannot be adjacent to certain buildings. For example, you can't construct a Tannery next to a House, Mansion, Noble Villa, or Tenement. If you want to use a lot for this type of building, you must demolish all prohibited adjacent structures first (see Demolition on page 214).

If you get overzealous in constructing a particular type of building in a settlement, the GM should feel free to add events to discourage this practice. For example, a settlement with too many Dumps is prone to otyugh and wererat attacks, and a settlement with too many Graveyards tends to have frequent undead attacks. This should not occur, however, if you build too many Houses, Parks, Tenements, or Waterways.

Upgrade To/From: Some buildings can be converted into a more advanced form of the existing building, such as converting a Shrine into a Temple. To upgrade a building, pay the BP cost difference between the current building and the new building. Remove the modifiers from the old building and apply the modifiers from the new building. Upgrading counts as constructing a building for the purpose of the maximum number of buildings you can construct on your turn. You can't upgrade a building to a larger one if there isn't space in the District Grid for the building's new size. **Special:** This lists any other effect the building has, such as increasing Defense, the settlement's base value (see page 212), or the output of a nearby Mine.

Magic Items: This lists any magic item slot the building creates, which may be filled in the Upkeep phase (see Magic Items in Settlements on page 213). If a building lists multiple options within a category (such as "1 minor potion or wondrous item"), it has an equal chance for each option.

Settlement: This lists settlement modifiers from page 205 of the *Pathfinder RPG GameMastery Guide* that affect specific skills within the settlement. These modifiers are ongoing from turn to turn, but apply only to skill checks within that settlement (not other settlements in the hex or anywhere else in your kingdom). Note that the *GameMastery Guide* also uses a settlement statistic called Economy; to avoid confusion with the Economy kingdom score, this book renames the Economy settlement statistic "Productivity."

ACADEMY 52 BP, 2 LOTS

Kingdom Economy +2, Loyalty +2

Discount Caster's Tower, Library, Magic Shop

Upgrade From Library; **Upgrade To** University

Magic Items 3 minor scrolls or wondrous items, 2 medium scrolls or wondrous items

Settlement Lore +2, Productivity +1, Society +2; increase Lore bonus by 2 for questions relating to one Knowledge or Profession skill

An institution of higher learning.

ALCHEMIST 18 BP, 1 LOT

Kingdom Economy +1

Limit Adjacent to 1 House

Special Base value +1,000 gp

Magic Items 1 minor potion or wondrous item

GAINING EXPERIENCE FOR LEADERSHIP

As the kingdom grows, the party gains experience points the first time it reaches each of the following milestones.

Found a Kingdom: 2,400 XP

Establish a Capital City: 1,200 XP

Reach a Kingdom Size of 11: 2,400 XP

Reach a Kingdom Size of 26: 4,800 XP

Reach a Kingdom Size of 51: 9,600 XP

Reach a Kingdom Size of 101: 12,800 XP

Reach a Kingdom Size of 151: 25,600 XP

Reach a Kingdom Size of 201: 76,800 XP

Fill a Settlement with 4 Lots of Buildings: 1,600 XP

Fill a Settlement with 16 Lots of Buildings: 4,800 XP

Fill a Settlement with 36 Lots of Buildings: 12,800 XP

The laboratory and home of a crafter of poisons, potions, or alchemical items.

ARENA 40 BP, 4 LOTS

Kingdom Stability +4; Fame +1

Discount Brothel, Garrison, Inn, Stable, Theater

Limit 1 per settlement

Upgrade From Theater

Settlement Crime +1

A large public structure for competitions and team sports.

BANK 28 BP, 1 LOT

Kingdom Economy +4

Special Base value +2,000 gp

A secure building for storing valuables and granting loans.

BARDIC COLLEGE 40 BP, 2 LOTS

Kingdom Economy +1, Loyalty +3, Stability +1; Fame +1

Discount Library, Museum, Theater

Magic Items 2 minor scrolls or wondrous items

A center for artistic learning. Education in a Bardic College also includes research into a wide-range of historical topics.

BARRACKS 6 BP, 1 LOT

Kingdom Unrest -1

Upgrade To Garrison

Special Defense +2

Settlement Law +1

A building to house conscripts, guards, militia, soldiers, or similar military forces.

BLACK MARKET 50 BP, 1 LOT

Kingdom Economy +2, Stability +1, Unrest +1

Discount Brothel

Limit Adjacent to 2 Houses

Special Base value +2,000 gp

Magic Items 2 minor items, 1 medium item, 1 major item

Settlement Corruption +2, Crime +2

A number of shops with secret and usually illegal wares.

BREWERY 6 BP, 1 LOT

Kingdom Loyalty +1, Stability +1

A building for beer brewing, winemaking, or some similar use.

BRIDGE 6 BP, 1 LOT

Kingdom Economy +1

Special Shares the space with a river or Waterway lot

Allows travel across a river or Waterway, easing transportation.

BUREAU 10 BP, 2 LOTS

Kingdom Economy +1, Loyalty +1, Stability +1

Settlement Corruption +1, Law +1

A large warren of offices for clerks and record-keepers working for a guild or government.

CASTER'S TOWER 30 BP, 1 LOT

Kingdom Economy +1, Loyalty +1

Magic Items 3 minor items, 2 medium items

The home and laboratory for a spellcaster.

CASTLE 54 BP, 4 LOTS

Kingdom Economy +2, Loyalty +2, Stability +2, Unrest -4; Fame +1

Discount Noble Villa, Town Hall

Limit 1 per settlement

Special Defense +8

The home of the settlement's leader or the heart of its defenses.

CATHEDRAL 58 BP, 4 LOTS

Kingdom Loyalty +4, Stability +4, Unrest -4; Fame +1

Discount Academy, Temple

Limit 1 per settlement

Special Halves Consumption increase for Promotion edicts

Magic Items 3 minor potions or wondrous items, 2 medium potions or wondrous items

Settlement Law +2

The focal point of the settlement's spiritual leadership.

CISTERN 6 BP, 1 LOT

Kingdom Stability +1

Limit Cannot be adjacent to a Dump, Graveyard, Stable, Stockyard, or Tannery

Special Can share lot with another building

Contains a safe supply of fresh water for the settlement.

CITY WALL 2 BP

Kingdom Unrest -2 (once per settlement)

Limit Land district border

Special Defense +1

A fortification of one side of a district with a sturdy wall. The GM may allow for cliffs and other natural features to function as a City Wall for one or more sides of a district. You may construct gates through your own city wall at no cost.

DANCE HALL 4 BP, 1 LOT

Kingdom Economy +1, Loyalty +2, Unrest +1

Limit Adjacent to 1 House

Settlement Corruption +1, Crime +1

An establishment for dancing, drinking, carousing, and holding celebrations.

DUMP 4 BP, 1 LOT

Kingdom Stability +1

Limit Cannot be adjacent to House, Mansion, or Noble Villa

A centralized place to dispose of refuse.

EVERFLOWING SPRING 5 BP

Limit Settlement must have a building that can create medium magic items

Special Can share lot with Castle, Cathedral, Market, Monument, Park, or Town Hall

A fountain built around several *decanter*s of endless water that provides an inexhaustible supply of fresh water.

EXOTIC ARTISAN 10 BP, 1 LOT

Kingdom Economy +1, Stability +1

Limit Adjacent to 1 House

Magic Items 1 minor ring, wand, or wondrous item

The shop and home of a jeweler, tinker, glassblower, or the like.

FOREIGN QUARTER 30 BP, 4 LOTS

Kingdom Economy +3, Stability -1

Special Increase the value of trade routes (see Trade Edicts on page 232) by 5% (maximum 100%)

Settlement Crime +1, Lore +1, Society +2

An area with many foreigners, as well as shops and services catering to them.

FOUNDRY 16 BP, 2 LOTS

Kingdom Economy +1, Stability +1, Unrest +1

Discount Smithy

Limit Adjacent to water district border

Special Increase the Economy and BP earned per turn by 1 for 1 Mine connected to this settlement by a river or Road

Settlement Productivity +1

Processes ore and refines it into finished metal.

GARRISON 28 BP, 2 LOTS

Kingdom Loyalty +2, Stability +2, Unrest -2

Discount City Wall, Granary, Jail

Upgrade From Barracks

A large building to house armies, train guards, and recruit militia.

GRANARY 12 BP, 1 LOT

Kingdom Loyalty +1, Stability +1

Special If Farms reduce Consumption below 0, store up to 5 BP of excess production for use on a later turn when Consumption exceeds the Treasury

Consumption exceeds the Treasury

A place to store grain and food.

GRAVEYARD 4 BP, 1 LOT

Kingdom Loyalty +1

A plot of land to honor and bury the dead.



GUILDHALL 34 BP, 2 LOTS

Kingdom Economy +2, Loyalty +2
Discount Pier, Stable, Trade Shop
Upgrade From Trade Shop
Special Base value +1,000 gp
Settlement Law +1, Productivity +2
 The headquarters for a guild or similar organization.

HERBALIST 10 BP, 1 LOT

Kingdom Loyalty +1, Stability +1
Limit Adjacent to 1 House
Magic Items 1 minor potion or wondrous item
 The workshop and home of a gardener, healer, or poisoner.

HOSPITAL 30 BP, 2 LOTS

Kingdom Loyalty +1, Stability +2
Special Increase Stability by 2 during plague events
Settlement Lore +1, Productivity +2
 A building devoted to healing the sick.

HOUSE 3 BP, 1 LOT

Kingdom Unrest -1
Upgrade From Tenement
Special The first House you build during the Improvement phase does not count against the total number of buildings you can build during the phase
 A number of mid-sized houses for citizens.

INN 10 BP, 1 LOT

Kingdom Economy +1, Loyalty +1
Limit Adjacent to 1 House
Special Base value +500 gp
Settlement Society +1
 A place for visitors to rest.

JAIL 14 BP, 1 LOT

Kingdom Loyalty +2, Stability +2, Unrest -2
Settlement Crime -1, Law +1
 A fortified structure for confining criminals or dangerous monsters.

LIBRARY 6 BP, 1 LOT

Kingdom Economy +1, Loyalty +1
Upgrade To Academy
Settlement Lore +1
 A large building containing an archive of books.

LUXURY STORE 28 BP, 1 LOT

Kingdom Economy +1
Limit Adjacent to 1 House
Upgrade To Magic Shop; **Upgrade From** Shop
Special Base value +2,000 gp
Magic Items 2 minor rings, wands, or wondrous items
 A shop that specializes in expensive comforts for the wealthy.

MAGIC SHOP 68 BP, 1 LOT

Kingdom Economy +1

Limit Adjacent to 2 Houses
Upgrade From Luxury Store
Special Base value +2,000 gp
Magic Items 4 minor wondrous items, 2 medium wondrous items, 1 major wondrous item
 A shop that specializes in magic items and spells.

MAGICAL ACADEMY 58 BP, 2 LOTS

Kingdom Economy +2; Fame +1
Discount Caster's Tower, Library, Magic Shop
Magic Items 3 minor potions, scrolls, or wondrous items; 1 medium potion, scroll, or wondrous item
Settlement Lore +2, Society +1; increase Lore bonus by 2 for questions relating to Knowledge (arcana)
 An institution for training students in spellcasting, magic item crafting, and various arcane arts.

MAGICAL STREETLAMPS 5 BP

Limit Settlement must have a Cathedral, Magic Shop, Magical Academy, or Temple
Special Can share a lot with any building or improvement
Settlement Crime -1
Continual flame lamps that illuminate the lot.

MANSION 10 BP, 1 LOT

Kingdom Stability +1
Upgrade To Noble Villa
Settlement Law +1, Society +1
 A single huge manor housing a rich family and its servants.

MARKET 48 BP, 2 LOTS

Kingdom Economy +2, Stability +2
Discount Black Market, Inn, Shop
Limit Adjacent to 2 Houses
Upgrade From Shop
Special Base value +2,000 gp
Magic Items 2 minor wondrous items
 An open area for traveling merchants and bargain hunters.

MENAGERIE 16 BP, 4 LOTS

Kingdom Economy +1, Loyalty (special); Fame +1
Special Increase Loyalty by 1/4 the CR of the highest-CR creature in the Menagerie
 A large park stocked with exotic creatures for public viewing.

MILITARY ACADEMY 36 BP, 2 LOTS

Kingdom Loyalty +2, Stability +1; Fame +1
Discount Barracks
Limit 1 per settlement
Special Armies and commanders recruited at the settlement gain one bonus tactic (see Army Tactics on page 237)
Magic Items 1 minor armor, shield, or weapon; 1 medium armor, shield, or weapon
Settlement Law +1, Lore +1
 An institution dedicated to the study of war and the training of elite soldiers and officers.

MILL 6 BP, 1 LOT

Kingdom Economy +1, Stability +1

Limit Adjacent to water district border

Special With GM approval, you can construct a windmill at the same cost without the water district border requirement

Settlement Productivity +1

A building used to cut lumber or grind grain.

MINT 30 BP, 1 LOT

Kingdom Economy +3, Loyalty +3, Stability +1; Fame +1

A secure building where the kingdom's coinage is minted and standard weights and measures are kept.

MOAT 2 BP

Kingdom Unrest -1 (once per settlement)

Limit Land district border

Special Defense +1; cannot be damaged by siege engines

A fortification of one side of a district with an open or water-filled ditch, often backed by a low dike or embankment. The GM may allow a river or similar natural feature to function as a moat for one or more sides of a district.

MONASTERY 16 BP, 2 LOTS

Kingdom Stability +1

Settlement Law +1, Lore +1

A cloister for meditation, study, and the pursuit of various other scholarly paths.

MONUMENT 6 BP, 1 LOT

Kingdom Loyalty +1, Unrest -1

A local memorial such as a bell tower, a statue of a settlement founder, a large tomb, or a public display of art.

MUSEUM 30 BP, 2 LOTS

Kingdom Economy +1, Loyalty +1; Fame +1

Settlement Lore +2, Society +1; increase Lore bonus by 2 for questions relating to Knowledge (history); apply Lore bonus on Appraise checks regarding art objects

A place to display art and artifacts both modern and historical. The GM may allow the kingdom leaders to display a valuable item (such as a magic item or bejeweled statue) in the museum, increasing Fame during this display by 1 for every 10,000 gp of the item's price (maximum +5 Fame), and by an additional 1 if the item is significant to the kingdom's history.

NOBLE VILLA 24 BP, 2 LOTS

Kingdom Economy +1, Loyalty +1, Stability +1; Fame +1

Discount Exotic Artisan, Luxury Store, Mansion

Upgrade From Mansion

Settlement Society +1

A sprawling manor with luxurious grounds that houses a noble's family and staff.

OBSERVATORY 12 BP, 1 LOT

Kingdom Stability +1

Magic Items 1 minor scroll or wondrous item

Settlement Lore +2

A dome or tower with optical devices for viewing the heavens.

ORPHANAGE 6 BP, 1 LOT

Kingdom Stability +1, Unrest -1

A place for housing and taking care of large numbers of orphans.

PALACE 108 BP, 4 LOTS

Kingdom Economy +2, Loyalty +6, Stability +2; Fame +1

Discount Mansion, Mint, Noble Villa

Special Base value +1,000 gp; you may make two special edicts per turn (see page 229), but take a -2 penalty on kingdom checks associated with each special edict

Settlement Law +2

A grand edifice and walled grounds demonstrating one's wealth, power, and authority to the world.

PARK 4 BP, 1 LOT

Kingdom Loyalty +1, Unrest -1

A plot of land set aside for its serene beauty.

PAVED STREETS 24 BP

Kingdom Economy +2, Stability +1

Limit 1 per district

Settlement Productivity +2

Brick or stone pavement that speeds transportation.

PIER 16 BP, 1 LOT

Kingdom Economy +1, Stability +1

Limit Adjacent to water district border

Upgrade To Waterfront

Special Base value +1,000 gp

Settlement Crime +1

Warehouses and workshops for docking ships and handling cargo and passengers.





SEWER SYSTEM 24 BP

Kingdom Loyalty +1, Stability +2
Discount Cistern, Dump
Limit 1 per district
Settlement Crime +1, Productivity +1
 An underground sanitation system that keeps the settlement clean, though it may become home to criminals and monsters.

SHOP 8 BP, 1 LOT

Kingdom Economy +1
Limit Adjacent to 1 House or Mansion
Upgrade To Luxury Store, Market
Special Base value +500 gp
Settlement Productivity +1
 A general store.

SHRINE 8 BP, 1 LOT

Kingdom Loyalty +1, Unrest -1
Upgrade To Temple
Magic Items 1 minor potion, scroll, or wondrous item
 A shrine, idol, sacred grove, or similar holy site designed for worship by pious individuals.

SMITHY 6 BP, 1 LOT

Kingdom Economy +1, Stability +1
 The workshop of an armorsmith, blacksmith, weaponsmith, or other craftsman who works with metal.

STABLE 10 BP, 1 LOT

Kingdom Economy +1, Loyalty +1
Limit Adjacent to 1 House, Mansion, or Noble Villa
Special Base value +500 gp
 A structure for housing or selling horses and other mounts.

STOCKYARD 20 BP, 4 LOTS

Kingdom Economy +1, Stability +1
Discount Stable, Tannery
Special Farms in this hex or adjacent hexes reduce Consumption by 3 instead of 2
Settlement Productivity +1
 Barns and pens that store herd animals and prepare them for nearby slaughterhouses.

TANNERY 6 BP, 1 LOT

Kingdom Economy +1, Stability +1
Limit Cannot be adjacent to House, Mansion, Noble Villa, or Tenement
Settlement Society -1
 A structure that prepares hides and leather.

TAVERN 12 BP, 1 LOT

Kingdom Economy +1, Loyalty +1
Limit Adjacent to 1 House or Mansion
Special Base value +500 gp
Settlement Corruption +1
 An eating or drinking establishment.

TEMPLE 32 BP, 2 LOTS

Kingdom Loyalty +2, Stability +2, Unrest -2
Discount Graveyard, Monument, Shrine
Upgrade From Shrine
Magic Items 2 minor items
 A large place of worship dedicated to a deity.

TENEMENT 1 BP, 1 LOT

Kingdom Unrest +2
Upgrade To House
Special Counts as House for buildings that must be adjacent to a House
 A staggering number of low-rent housing units.

THEATER 24 BP, 2 LOTS

Kingdom Economy +2, Stability +2
Discount Brothel, Exotic Artisan, Inn, Park, Tavern
Upgrade To Arena
 A venue for entertainments such as plays, operas, and concerts.

TOWN HALL 22 BP, 2 LOTS

Kingdom Economy +1, Loyalty +1, Stability +1
Discount Barracks, Cistern, Dump, Jail, Watchtower
Settlement Law +1
 A public venue for town meetings, repository for town records, and offices for minor bureaucrats.

TRADE SHOP 10 BP, 1 LOT

Kingdom Economy +1, Stability +1
Limit Adjacent to 1 House
Upgrade To Guildhall
Special Base value +500 gp
Settlement Productivity +1
 A shop front for a tradesperson, such as a baker, butcher, candle maker, cobbler, rope maker, or wainwright.

UNIVERSITY 78 BP, 4 LOTS

Kingdom Economy +3, Loyalty +3; Fame +1
Discount Academy, Bardic College, Library, Magical Academy, Military Academy, Museum
Upgrade From Academy
Magic Items 4 minor scrolls or wondrous items, 2 medium scrolls or wondrous items
Settlement Lore +4, Society +3; increase Lore bonus by 4 for questions relating to one Knowledge or Profession skill
 An institution of higher learning, focusing mainly on mundane subjects but dabbling in magical theory.

WATCHTOWER 12 BP, 1 LOT

Kingdom Stability +1, Unrest -1
Special Defense +2
 A tall structure that serves as a guard post.

WATERGATE 2 BP

Special Shares City Wall
 A gate in a City Wall that allows water (such as a river, Aqueduct,

or Waterway) to enter the settlement. A Watergate has underwater defenses to block unwanted access. If you construct a Watergate when you construct a City Wall, the Watergate does not count toward the limit of the number of buildings you can construct per turn.

WATERFRONT

90 BP, 4 LOTS

Kingdom Economy +4

Discount Black Market, Guildhall, Market, Pier

Limit Adjacent to water district border, 1 per settlement

Upgrade From Pier

Special Base value +4,000 gp; halves Loyalty penalty for Taxation edicts

Magic Items 2 minor wondrous items, 1 medium wondrous item, 1 major wondrous item

Settlement Productivity +2

A port for waterborne arrival and departure, with facilities for shipping and shipbuilding.

WATERWAY

3 BP, 1-2 LOTS

Special Counts as water district border for adjacent buildings

A river or canal occupying part of the District Grid. At the GM's option, a natural Waterway may already exist on the grid, requiring no action or BP to build. If you construct a City Wall that touches or crosses the Waterway, you must also build Watergates on the same turn.

EVENTS

Listed below are unusual events that can happen during a kingdom's Event phase. Most events occur immediately and are instantaneous or terminate at the end of the Event phase.

Some events impact the whole kingdom, while others are centered on a specific settlement or hex. Roll on Table 4-7: Event Type and Danger Level to determine the type of event and whether it is beneficial or harmful. Then roll on the appropriate beneficial or dangerous settlement or kingdom event table. If this results in an invalid event (such as a pilgrimage when there are no Cathedrals, Shrines, or Temples in the kingdom), roll again.

Continuous Events: A continuous event's effects continue each turn during the Event phase until you resolve the event (as explained in the event description, usually by succeeding at a kingdom check).

Localized Events: Some events are listed as "settlement" or "hex." The effect of these events are localized to a single settlement or hex. Randomly select a settlement or hex for the location of that event. Some events (such as a feud) could be confined to a settlement or start in one settlement and spread to affect the entire kingdom, depending on whether they're rolled on one of the Kingdom Events tables or one of the Settlement Events tables.

Settlement Modifiers: Some events adjust settlement modifiers (Crime, Lore, etc.). If an event is localized to 1 settlement, its settlement modifier adjustments apply only to that settlement; if it's localized to a hex, it affects only settlements in that hex. If the GM is using settlement modifiers for the entire kingdom (see Expanding Settlement Modifiers on page 230) and the event is not localized, its

adjustments apply to the final modifier for the entire kingdom. For example, the new subjects event increases Society and Stability for the entire kingdom by 1.

Hiring Adventurers: Once per Event phase, you can hire NPC adventurers to help deal with an event, gaining a bonus on one Economy, Loyalty, or Stability check made as part of that event. Adventurers of levels 1-2 grant a +2 bonus on the check and cost 4 BP; adventurers of levels 3-5 grant a +5 bonus on the check and cost 8 BP; adventurers of level 6+ (but never higher than your APL) grant a +10 bonus on the check and cost 16 BP.

TABLE 4-7: EVENT TYPE AND DANGER LEVEL

d%	EVENT
01-02	Natural blessing and roll again ¹
03-04	Good weather and roll again ¹
05-25	Beneficial kingdom event (Table 4-8)
26-50	Dangerous kingdom event (Table 4-9)
51-75	Beneficial settlement event (Table 4-10)
76-96	Dangerous settlement event (Table 4-11)
97	Bandit activity and roll again ²
98	Squatters and roll again ²
99	Monster attack and roll again ²
100	Vandals and roll again ²

¹ If the reroll indicates the same event, ignore the duplicate event and do not reroll again.

² If the reroll indicates the same event, the second event occurs elsewhere in the kingdom.

TABLE 4-8: BENEFICIAL KINGDOM EVENTS

d%	EVENT
01-07	Archaeological find
08-12	Diplomatic overture
13-20	Discovery
21-31	Economic boom
32-39	Festive invitation
40-53	Food surplus
54-66	Good weather
67-75	Land rush
76-85	Natural blessing
86-90	New subjects
91-100	Political calm

TABLE 4-9: DANGEROUS KINGDOM EVENTS

d%	EVENT
01-05	Assassination attempt
06-18	Bandit activity
19-28	Feud
29-41	Food shortage
42-51	Improvement demand
52-59	Inquisition
60-64	Large disaster
65-76	Monster attack
77-84	Plague
85-92	Public scandal
93-100	Smugglers



TABLE 4-10: BENEFICIAL SETTLEMENT EVENTS

d%	EVENT
01-14	Boomtown
15-26	Discovery
27-40	Justice prevails
41-46	Noblesse oblige
47-58	Outstanding success
59-66	Pilgrimage
67-72	Remarkable treasure
73-81	Unexpected find
82-93	Visiting celebrity
94-100	Wealthy immigrant

TABLE 4-11: DANGEROUS SETTLEMENT EVENTS

d%	EVENT
01-10	Building demand
11-17	Crop failure
18-25	Cult activity
26-33	Drug den
34-41	Feud
42-49	Inquisition
50-54	Localized disaster
55-61	Monster attack
62-66	Plague
67-74	Sensational crime
75-80	Slavers
81-90	Squatters
91-100	Vandals

Archaeological Find: A well-preserved ruin is found in your kingdom, with historical artifacts connected to the people who lived in your land long ago. *Effect:* Lore +1. If you have a Museum, the discoverers donate 10,000 gp worth of historical artifacts to its collection (if you have multiple Museums, choose one as the recipient).

Assassination Attempt: One of your leaders (determined randomly) is the target of an assassination attempt. If the target is a PC, the GM should run the attempt as an encounter, using an assassin of a CR equal to the targeted PC's level. If the target is an NPC, you must succeed at a Stability check to prevent the assassination. If the assassination occurs, Unrest increases by 1d6 and the kingdom immediately incurs the penalties for not having a leader in that role.

Bandit Activity: Bandits are preying upon those who travel through your kingdom. Attempt a Stability check. If you succeed, your kingdom's defenses stop the bandits before they cause any harm. If you fail, the bandits reduce your kingdom's Treasury by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

Boomtown (Settlement): Randomly select one settlement. Commerce booms among that settlement. Until the next Event phase, Economy increases by the number of buildings in the settlement that grant an Economy bonus, and Corruption increases by 1d4 in that settlement.

Building Demand (Settlement, Continuous): The citizens demand a particular building be built (01-75) or demolished

(76-100). Select the building type randomly from those available for the settlement. If the demand is not met by the next Event phase, Unrest increases by 1. Alternatively, you can suppress the citizens' demands and negate the event by succeeding at a Loyalty check, but this reduces Loyalty by 2 and increases Unrest by 1.

Crop Failure (Settlement): Pests, blight, and weather ruin the harvest in the settlement's hex and all adjacent hexes. Attempt two Stability checks. If both succeed, the problem is fixed before your kingdom takes any penalties from the event. If only one succeeds, affected farms reduce Consumption by 1 (instead of the normal reduction) in the next Upkeep phase. If neither succeeds, affected farms do not reduce Consumption at all in the next Upkeep phase.

Cult Activity (Settlement, Continuous): A religious cult of an alignment opposed to the kingdom's alignment begins kidnapping, converting, or even publicly sacrificing citizens. Attempt a Loyalty check and a Stability check. If both succeed, the cult is disbanded before your kingdom takes any penalties from the event. For each of these checks you fail, Unrest increases by 1 and Productivity, Society, and Stability decrease by 1. If both checks fail, the event continues in the next Event phase.

Diplomatic Overture: A nearby kingdom sends an ambassador to you to negotiate an embassy (01-60), treaty (61-90), or alliance (91-100), as if using a diplomatic edict (see Special Edicts on page 229). If the GM doesn't have an appropriate kingdom in mind when this event occurs, determine the kingdom's alignment randomly; it may be hostile or friendly. The ambassador bears 1d4 BP worth of gifts for your kingdom.

Discovery (Settlement): Scholars unearth a bit of ancient lore or devise important new research of their own. Fame increases by 1 and Lore increases by 1d4.

Drug Den (Settlement, Continuous): One of your Houses or Tenements becomes a hive of illicit drug trade. Attempt a Loyalty check and a Stability check, with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, you eliminate the drug den before your kingdom takes any penalties from the event. If you fail at one check, Crime and Unrest increase by 1. If you fail at both checks, Crime and Unrest increase by 1; Economy, Loyalty, and Stability decrease by 1; and on the next Event phase, a second drug den event occurs in the same settlement (01-50) or the nearest settlement (51-100).

Economic Boom: Trade is booming in your kingdom! Your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

Festive Invitation: Your kingdom's leaders are invited to a festival in a neighboring kingdom. If you attend and bring 1d4 BP worth of gifts, for 1 year Society increases by 1, Fame increases by 1 for any check relating to that kingdom, and you gain a +2 bonus on edict checks relating to that kingdom.

Feud (Settlement, Continuous): Nobles (or other influential rival groups) are bickering. Attempt a Loyalty check. If you

succeed, you end the event but Unrest increases by 1. If you fail, Corruption increases by 1, Unrest increases by 1d6, and the event is continuous.

Food Shortage: Spoilage, treachery, or bad luck has caused a food shortage this turn. Attempt a Stability check. If you succeed, Consumption in the next Upkeep phase increases by 50%. If you fail, Consumption in the next Upkeep phase increases by 100%.

Food Surplus: Farmers produce an unexpected windfall! In the next Upkeep phase, the kingdom's Consumption is halved (but returns to normal on the next turn).

Good Weather: Good weather raises spirits and productivity. Economy, Loyalty, and Productivity increase by 2 until the next Event phase.

Improvement Demand (hex): This event is identical to the building demand event, but the citizens want the construction or destruction of a terrain improvement in the hex.

Inquisition (settlement, continuous): Zealots mobilize public opinion against a particular race, religion, kingdom, behavior, or kingdom leader. Attempt a Loyalty check. If you fail, the zealots run rampant; Infamy and Law increase by 1 and Lore, Loyalty, Productivity, and Stability decrease by 2. If you succeed, the zealots are somewhat suppressed; Lore, Loyalty, Productivity, and Stability decrease by 1. Two successful checks in a row end the event (if a check ends the event, no penalties from it occur that turn).

Justice Prevails (settlement): Authorities shut down a major criminal operation or thwart a plot against the settlement. Law and Loyalty increase by 1 and Crime and Unrest decreases by 1.

Land Rush: Overeager settlers claim an unclaimed hex and construct a Farm, Mine, Quarry, or Sawmill at their own expense, but are fighting over ownership. This hex is not part of your kingdom, so you gain no benefits from it. Productivity, Society, and Stability decrease by 1. Attempt a Loyalty check. If you succeed, Unrest increases by 1. If you fail, Unrest increases by 1d4. If you construct an identical improvement in an adjacent hex during your next Edict phase, remove this event's changes to Productivity, Society, and Stability.

Large Disaster (Hex): A fire, storm, earthquake, flood, massive sabotage, or other disaster strikes! Roll 1d6; on a result of 1–5, the disaster threatens only 1 improved hex. On a result of 6, the disaster is widespread and threatens 1d6 additional improved hexes adjacent to the target hex. Attempt a Stability check for each threatened hex; failure means the disaster destroys one terrain improvement in the hex and Unrest increases by 1. (This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)

Localized Disaster (Settlement): A fire, a flood, a storm, an earthquake, massive sabotage, or another disaster strikes the settlement! Roll 1d6 to determine how many lots are threatened by the disaster. On a result of 6, the disaster is widespread and affects 1d6 additional adjacent lots. Attempt a Stability check for each threatened lot; failure means the disaster destroys the building in that lot and Unrest increases

by 1. (This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)

Monster Attack (Settlement, Continuous): A monster (or group of monsters) attacks the kingdom. The GM picks a claimed hex in the kingdom in which the monster is active. The CR of the monster encounter is equal to the party's APL + 1d4 – 1. You can personally deal with the monster (earning XP and treasure normally for your efforts) or succeed at a Stability check to eliminate it (which doesn't affect you or the kingdom's statistics). If the monster is not defeated this turn, Unrest increases by 4. If the kingdom's Unrest is 5 or higher, the monster's hex becomes unclaimed—this is in addition to losing control of hexes in the Upkeep phase because of the kingdom's high Unrest score.

Natural Blessing: A natural event, such as a bloom of rare and beautiful wildflowers or a good omen in the stars, raises your kingdom's morale. You gain a +4 bonus on Stability checks until the next Event phase.

New Subjects: A small group of indigenous intelligent creatures joins your kingdom and submits to your rule. Society and Stability increase by 1, Unrest decreases by 1, and your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

Noblesse Oblige (Settlement): A noble family offers to construct a Monument (01–50) or Park (51–100) in your settlement at the family's own expense. The nobles pay all costs and Consumption for this purpose.

Outstanding Success (Settlement): One of your kingdom's citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings glory to your kingdom. Fame increases by 1, your Treasury increases by 1d6 BP, and Unrest decreases by 2. You gain a +4 bonus on Economy checks until the next Event phase.

Pilgrimage (settlement): Randomly select one settlement with a Cathedral, Shrine, or Temple. Pious religious folk journey to your settlement, holding a religious festival in that settlement at no BP cost to you.

Plague (Hex or Settlement, Continuous): A deadly sickness strikes the target hex or settlement. You cannot construct terrain improvements or buildings there while plague persists. Attempt two Stability checks, each with a penalty equal to the number of Brothels, Foreign Quarters, Highways, Inns, Piers, Roads, Stables, Stockyards, Tenements, and Waterfronts in the hex, and a bonus equal to the number of Alchemists, Cathedrals, Herbalists, Hospitals, and Temples in the hex. If you succeed at both checks, the event ends, but Stability decreases by 2 and Treasury by 1d3 BP. If you fail at one check, Stability decreases by 4, Treasury decreases by 1d6 BP, and Unrest increases by 1d3. If you fail at both, Stability decreases by 4, Treasury decreases by 1d6 BP, Unrest increases by 1d6, and in the next Event phase the plague spreads to an adjacent hex.

Political Calm: A sudden absence of political machinations coincides with an increase in public approval. Unrest decreases

by 1d6. Until the next Event phase, you gain a +2 bonus on checks to resolve continuous events. If your kingdom has no Unrest and no continuous events, both Loyalty and Stability increase by 1. If you are using Law settlement modifiers for the kingdom (see Expanding Settlement Modifiers on page 230), this also increases Law by 1 for the entire kingdom.

Public Scandal: One of your leaders is implicated in a crime or an embarrassing situation, such as an affair with another leader's spouse. Infamy increases by 1. Attempt a Loyalty check. If you fail, Unrest increases by 2 and you take a -4 penalty on all Loyalty checks until the next Event phase.

Remarkable Treasure (Settlement): The settlement immediately fills one of its open magic item slots (selected randomly) with a better than normal item (medium if a minor slot, major if a medium slot). Treat the settlement's base value as 50% higher than normal for determining the item's maximum price. If the settlement doesn't have any open magic item slots, treat this event as Unexpected Find.

Sensational Crime (Settlement, Continuous): A serial killer, arsonist, or daring bandit plagues your kingdom. Attempt two Stability checks, adding the settlement's Law and subtracting its Crime. If you succeed at both checks, the criminal is caught before your kingdom takes any penalties from the event. If you fail at one, the criminal escapes, Unrest increases by 1, and the event is continuous. If you fail at both, the criminal makes a fool of the authorities; Law and Loyalty decrease by 1, Treasury decreases by 1d4 BP, Unrest increases by 2, and the event is continuous.

Slavers (Settlement, Continuous): Criminals begin kidnapping citizens and selling them into slavery. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, the slavers are caught before your kingdom takes any penalties from the event. If you fail at one of the checks, Loyalty, Stability, and Unrest decrease by 1, but the event is not continuous. If you fail at both checks, Loyalty, Stability, and Unrest decrease by 2, and the event is continuous.

Smugglers (Continuous): Unscrupulous merchants are subverting legitimate businesses. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Piers, Waterfronts, and trade routes in the kingdom. If you succeed at both checks, the smugglers are stopped before your kingdom takes any penalties from the event. If you fail at one of the checks, Corruption increases by 1d2 in each settlement, Crime increases by 1 for the kingdom (Optional Kingdom Rules; see page 228), Productivity for the kingdom decreases by 1d3, Treasury decreases by 1d3 BP, and the event is not continuous. If you fail at both of the checks, Corruption increases by 1d4, Crime for the kingdom increases by 1, Productivity for the kingdom decreases by 1d6, Treasury decreases by 1d6 BP, and the event is continuous.

Squatters (Settlement, Continuous): An empty settlement lot is taken over by beggars, troublemakers,

and people unable to find adequate work or housing; they camp there with tents, wagons, and shanties. You cannot use the lot for anything until the squatters are dispersed. Fame and Stability decrease by 1, and Unrest increases by 2. You may try to disperse the squatters with a Stability check. Success means the squatters are dispersed and the event is not continuous, but if a House or Tenement is not built in that lot on the next turn, Infamy increases by 1 and Unrest by 2. Failing the Stability check means the event is continuous, and you may not build on that lot until the event is resolved.

Unexpected Find (Settlement): Local citizens discover a forgotten magical item. The settlement gains one temporary minor (01-70) or medium (71-100) magic item slot that is automatically filled in the next Upkeep phase. This slot and the item go away if the item is purchased or in the next Event phase, whichever comes first.

Vandals (Settlement): Thugs and dissidents riot and destroy property. Attempt a Loyalty check and a Stability check. If you succeed at both, the vandals are stopped before your kingdom takes any penalties. If you fail at one check, Society decreases by 1 and one random building in the settlement is damaged. If you fail at both, one random building is destroyed (Unrest increases by 1 for each lot of the destroyed building), and 1d3 other random buildings are damaged. A damaged building provides no benefits until half its cost is spent repairing it.

Visiting Celebrity (Settlement): A celebrity from another kingdom visits one of your settlements, causing a sudden influx of other visitors and spending. Fame increases by 1 and Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

Wealthy Immigrant (Settlement): A rich merchant or a noble from another land is impressed with your kingdom and asks to construct a Mansion (01-75) or Noble Villa (76-100) in the settlement at no cost to you. If you allow it, the building provides its normal benefits to your kingdom.



ONE-LOT BUILDINGS



Alchemist



Bank



Barracks



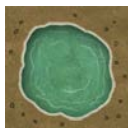
Black Market



Brewery



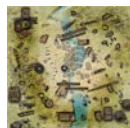
Caster's Tower



Cistern



Dance Hall



Dump



Exotic Artisan



Granary



Graveyard



Herbalist



House



Inn



Jail



Library



Luxury Store



Magic Shop



Mansion



Mill



Mint



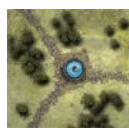
Monument



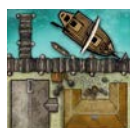
Observatory



Orphanage



Park



Pier



Shop



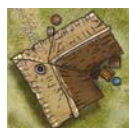
Shrine



Smithy



Stable



Tannery



Tavern



Tenement

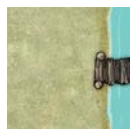


Trade Shop

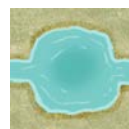
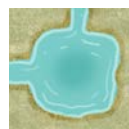
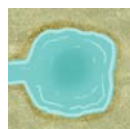


Watchtower

BRIDGES



WATERWAYS





TWO-LOT BUILDINGS



Academy



Bardic College



Bureau



Foundry



Garrison



Guildhall



Hospital



Magical Academy



Market



Military Academy



Monastery



Museum



Noble Villa



Temple



Theater



Town Hall

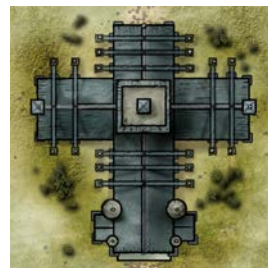
FOUR-LOT BUILDINGS



Arena



Castle



Cathedral



Foreign Quarter



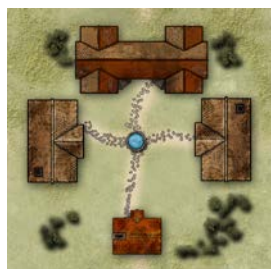
Menagerie



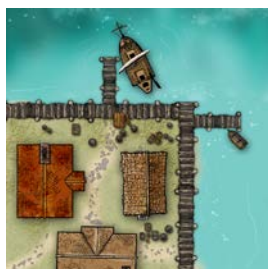
Palace



Stockyard



University



Waterfront



Waterfront

PATHFINDER
ROLEPLAYING GAME
DISTRICT GRID

SETTLEMENT NAME _____

BASE VALUE _____

DEFENSE _____

POPULATION _____

FEATURES



Paved Streets



Sewer System

☐ Land ☐ Cliff ☐ Moat ☐ River ☐ Wall ☐ Water ☐ Other

<input type="checkbox"/> Land <input type="checkbox"/> Cliff <input type="checkbox"/> Moat <input type="checkbox"/> River <input type="checkbox"/> Wall <input type="checkbox"/> Water <input type="checkbox"/> Other		<input type="checkbox"/> Land <input type="checkbox"/> Cliff <input type="checkbox"/> Moat <input type="checkbox"/> River <input type="checkbox"/> Wall <input type="checkbox"/> Water <input type="checkbox"/> Other
<input type="checkbox"/> Land <input type="checkbox"/> Cliff <input type="checkbox"/> Moat <input type="checkbox"/> River <input type="checkbox"/> Wall <input type="checkbox"/> Water <input type="checkbox"/> Other		

MAGIC ITEMS

POTIONS	SCROLLS	WONDROUS ITEMS	OTHER
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____



KINGDOM SHEET

KINGDOM NAME _____

CAMPAIGN _____

GOVERNMENT _____

ALIGNMENT _____

POPULATION _____

SIZE _____

CONTROL DC _____

BONUSES

PENALTIES

	TOTAL	BUILDINGS	EDICTS	EVENTS	LEADERSHIP	RESOURCES	ALIGNMENT	SKILL	GOVERNMENT	EDICTS	UNREST	VACANCIES	OTHER
ECONOMY		=		+		+		+		+		-	
LOYALTY		=		+		+		+		+		-	
STABILITY		=		+		+		+		+		-	
CORRUPTION		=		+		+		+		+		-	
CRIME		=		+		+		+		+		-	
LAW		=		+		+		+		+		-	
LORE		=		+		+		+		+		-	
PRODUCTIVITY		=		+		+		+		+		-	
SOCIETY		=		+		+		+		+		-	

FAME	TOTAL	=	BASE	+	LORE/10	+	SOCIETY/10	+	SIZE BONUS	+	BUILDINGS	+	EVENTS	+	OTHER	NOTES
INFAMY		=	BASE	+	CORRUPTION/10	+	CRIME/10	+	SIZE BONUS	+	BUILDINGS	+	EVENTS	+	OTHER	

ONGOING EVENTS

LEADERSHIP

LEADERSHIP ROLE	BONUS	ATTRIBUTE
RULER _____	+	ECONOMY, LOYALTY, STABILITY
RULER _____	+	ECONOMY, LOYALTY, STABILITY
CONSORT _____	+	LOYALTY
COUNCILOR _____	+	LOYALTY
GENERAL _____	+	STABILITY
GRAND DIPLOMAT _____	+	STABILITY
HEIR _____	+	LOYALTY
HIGH PRIEST _____	+	STABILITY
MAGISTER _____	+	ECONOMY
MARSHAL _____	+	ECONOMY
ROYAL ENFORCER _____	+	LOYALTY, -1 UNREST/UPKEEP
SPYMASTER _____	+	
TREASURER _____	+	ECONOMY
VICEROY _____	+	ECONOMY
WARDEN _____	+	LOYALTY

EDICTS

PROMOTION LEVEL _____

+ _____ STABILITY + _____ BP CONSUMPTION

TAXATION LEVEL _____

+ _____ ECONOMY - _____ LOYALTY

FESTIVALS PER YEAR _____

+ _____ LOYALTY + _____ BP CONSUMPTION

UNREST

PENALTY ON ALL CHECKS

CONSUMPTION

BP

SIZE	CITIES	EDICTS	FARMS	OTHER
	+	+	-	+

TREASURY

BP

TRADE ROUTES

DESTINATION	LENGTH (TRL)	ROUTE MODIFIER	LENGTH MODIFIER	TYPE	DC	CONTROL DC	CORRUPTION	ROUTE MODIFIER	LENGTH MODIFIER	PRODUCTIVITY
						=		+		-
						=		+		-
						=		+		-
						=		+		-

OPTIONAL KINGDOM RULES

The following sections are optional rules for the kingdom-building system. These rules are modular; if the group prefers a simpler version of the kingdom rules, the GM can ignore the options and only use the standard kingdom-building rules. Many of these optional rules introduce more math into kingdom-building and use complex formulas to derive additional effects to be placed on the kingdom. The GM decides whether to use any of these optional rules in the campaign, and whether to keep or discard them if they interfere with the campaign's intended style of play.

ABANDONED BUILDINGS

If a building requires another to be adjacent (such as how a Tavern must be adjacent to a House or Mansion), and that required building is demolished or destroyed, the GM may decide that the associated building goes out of business or otherwise shuts down 1d3 turns later because of lack of customers or support. If this occurs, you lose the building's benefit and Unrest increases by 1.

If you build a replacement for the abandoned building, on the next Upkeep phase you may attempt an Economy check to activate the abandoned building; success means the abandoned building is occupied and provides its bonuses. If you fail, you may keep trying on the next turn.

DEITIES AND HOLY SITES

Instead of Cathedrals, Shrines, and Temples providing the same bonuses to Economy, Loyalty, and Stability regardless of that building's religious affiliation, they can instead provide a bonus to an attribute related to the alignment of the god worshipped.

A Temple increases attributes as follows: *Chaotic*: Loyalty +2; *Evil*: Economy +2; *Good*: Loyalty +2; *Lawful*: Economy +2; *Neutral*: Stability +2 (apply this twice if the god's alignment is simply Neutral, not Chaotic Neutral or Lawful Neutral). A Cathedral increases these attributes by 4 instead of 2. A Shrine increases one attribute, and only by 1; for example, a lawful good Shrine increases Economy by 1 or Loyalty by 1).

Instead of granting alignment-based bonuses, a religious building may grant bonuses based on the portfolio of its chosen god. For example, a Temple of the goddess of wine may increase Economy and Loyalty (the same attributes as a Tavern) each by 2, and a Temple of the god of greed may increase Economy and Stability (the same attributes as a Black Market) each by 2. These values replace the building's normal modifiers to Economy, Loyalty, and Stability, and should never provide bonuses greater than the building's normal bonuses (+1 for a Shrine, +4 for a Temple, +8 for a Cathedral).

DIPLOMATIC EDICTS

Diplomatic edicts are special edicts that allow you to establish an embassy, treaty, or alliance with another kingdom. You must have an official representative of your

kingdom, such as an ambassador or leader, present in the other kingdom to make this edict (though the GM may allow magical communication to handle most of the edict's details and bypass this requirement). Using this edict costs 1d4 BP in travel and other expenses.

Your representative must attempt a Diplomacy check. The DC is determined using the following formula:

$$\begin{aligned} \text{DC} &= 10 + \text{your kingdom's Infamy} \\ &+ \text{the target kingdom's special Size modifier} \\ &+ \text{your kingdom's special Size modifier} \\ &+ \text{alignment difference modifier} \\ &+ \text{relationship modifier} \\ &+ \text{the target kingdom's attitude} \\ &- \text{your kingdom's Fame} \\ &- \text{BP you spend on bribes or gifts} \end{aligned}$$

Special Size Modifier: This is equal to the kingdom's Size divided by 5.

Alignment Difference Modifier: This is based on how close your kingdom's alignment is to the target kingdom's alignment, according to the following table.

TABLE 4-12: DIPLOMATIC ALIGNMENT DIFFERENCE MODIFIER

ALIGNMENT DIFFERENCE*	DC MODIFIER
Same	+0
1 step	+5
2 steps	+15

* Per alignment axis.

Relationship Modifier: This takes into account your treaties, alliances, and conflicts with the target kingdom's allies and enemies. If you are friendly with the same kingdoms, the target is more interested in diplomacy with you. If you are friendly with the target kingdom's enemies, the target is less interested in negotiating with you. Modify the DC as follows for each third party you have in common.

TABLE 4-13: DIPLOMATIC RELATIONSHIP MODIFIER

RELATIONSHIP	DC MODIFIER
You and the target kingdom both have an alliance with a third party	-8
You have a treaty with the target kingdom's ally	-4
You and the target kingdom both have a treaty with a third party	-2
You have an embassy with the target kingdom's enemy	+2
You have a treaty with the target kingdom's enemy	+5
You have an alliance with the target kingdom's enemy	+10

Attitude: Much like the starting attitude of an NPC, the target kingdom's initial attitude toward you is indifferent, though the GM may modify this based on alignment differences, your shared history, culture, warfare, espionage, racial tensions, and other factors in the campaign world. These factors may also influence the

Diplomacy DC for using this edict (generally increasing the DC by 5 for every attitude step worse than helpful).

The act of making this Diplomacy check takes place over several days, with the emissary socializing with representatives of the target kingdom, discussing common interests and the benefits and goals of entering a diplomatic agreement with your kingdom. Because this check is not a singular event, abilities and spells that modify a single roll have no effect on this check unless they last at least 24 hours (for example, *glibness* does not affect this check).

Type of Diplomatic Relationships

You use Diplomatic edicts to establish an embassy, treaty, or alliance; each is a closer relation than the previous one.

Embassy: You attempt to establish mutual recognition of authority and territory with the target kingdom, represented by granting dominion over embassies in each other's settlements. Attempt a Diplomacy check using the Diplomatic edict DC. If the Diplomacy check fails, the other kingdom rejects your diplomatic efforts and you cannot attempt to establish an embassy with it again for 1 year; if the check fails by 5 or more, your kingdom's Fame decreases by 1 and the other kingdom's attitude toward your kingdom worsens by 1 step.

If you succeed at the Diplomacy check, you create an embassy agreement with the target kingdom; if you succeed at the check by 5 or more, the target kingdom's attitude toward your kingdom improves by 1 step and your kingdom's Fame increases by 1. You may purchase or build a Mansion or Noble Villa in one of the other kingdom's settlements to use as an embassy (if so, your ambassador uses it as a residence). The target kingdom's leaders may do the same in one of your settlements. Your embassy is considered your territory (and vice versa). Your embassy grants your kingdom the normal bonuses for a building of its type (they apply to your kingdom's totals but not to any specific settlement in your kingdom) and increases Consumption by 1, Economy by 2, and Society by 2. If the target kingdom builds an embassy in one of your settlements, that kingdom gains these bonuses.

If you founded your kingdom with the support of a wealthy sponsor from another kingdom (see page 205), your kingdom automatically has an embassy agreement with your sponsor's, and you can use Diplomatic edicts to establish a treaty or an alliance.

Alternatively, your envoy may attempt to threaten rather than befriend the other kingdom. In this case, your envoy attempts an Intimidate check, applying your kingdom's Infamy as a bonus. You also gain a +1 bonus for every active army your kingdom has. This check's DC is the same as the Diplomatic edict DC above, except your Fame and Infamy do not modify it. You may spend BP on bribes or gifts to modify the DC. Your Infamy increases by 1 whether you succeed or fail at the check. If you succeed at the check, you create an embassy agreement with the target kingdom. If you fail, the target kingdom's attitude toward you worsens

SPECIAL EDICTS

There are four types of optional special edicts: Diplomatic (see page 228), Exploration (see page 230), Trade (see page 232), and Vassalage (see page 233). Each turn in the Edict phase, after you have issued your Holiday, Improvement, Promotion, and Taxation edicts, you may issue one of these special edicts.

by 1 step, Infamy increases by an additional 1 and you cannot make this threat again for 1 year. If it fails by 5 or more, the kingdom's attitude toward you worsens by 2 steps and Infamy increases by an additional 1; if the kingdom's attitude becomes or is already hostile, it declares war on you.

An embassy is considered a permanent agreement. Replacing your ambassador does not affect the edict or the embassy. If you want to close your embassy and break the embassy agreement, attempt a Loyalty check. Success means you close the embassy. Failure means your citizens reject the idea of severing ties with the other kingdom and continue to staff the embassy; you may try again next turn.

If you attack a kingdom with which you have an embassy, attempt a Loyalty check. If you succeed, your Infamy increases by 1. If you fail, Infamy and Unrest both increase by 1.

Treaty: If you have an embassy agreement with another kingdom, you can approach that kingdom's leaders to establish a treaty that formalizes your economic and social cooperation and understanding. Doing so requires a new Diplomatic edict and requires your envoy to attempt three Diplomacy checks using the Diplomatic edict DC. These checks must be attempted in order (as an extreme success or failure can change the target kingdom's attitude and the difficulty of the later checks). If two or more of the checks fail, the attempt to create a treaty fails; your kingdom's Fame decreases by 1 and you cannot attempt to establish a treaty with the other kingdom for 1 year.

If two or more of the checks succeed, your envoy and one of the target kingdom's leaders (typically the Ruler or Grand Diplomat) attempt opposed checks with the following skills, rerolling ties: Bluff, Diplomacy, Knowledge (local), Knowledge (nobility), and Sense Motive. Either or both parties may substitute Intimidate for Diplomacy (even if this means one party is making a Diplomacy check opposed by the other's Intimidate check). As with Diplomatic edicts, abilities or spells that modify skill checks do not apply unless they last at least 24 hours. Whichever party wins most of these opposed checks has the advantage in the negotiations and decides whether the treaty is balanced or unbalanced.

For a balanced treaty, increase each kingdom's Economy by 10% of the other country's Economy. The Fame of the party with the advantage in the negotiations by 1.

For an unbalanced treaty, the advantaged kingdom's Economy increases by 15% of the disadvantaged kingdom's Economy, and the disadvantaged kingdom's Economy

increases by 5% of the advantaged kingdom's Economy. The advantaged kingdom's Infamy increases by 1. You may use a Diplomatic edict to change an unbalanced treaty in your favor to a balanced treaty; doing so does not require a check.

If one kingdom is an NPC kingdom and the GM doesn't want to calculate its exact Economy modifier, estimate its Economy as 2d6 + its Size.

A treaty is considered a permanent agreement. If you want to renegotiate it, attempt a Loyalty check. If you succeed, your envoy and one of the target kingdom's leaders attempt opposed checks as described for embassies above (this doesn't guarantee you end up with a more favorable treaty). If you fail, the existing treaty remains in effect and your Unrest increases by 1.

If you withdraw from the treaty, attempt a Loyalty check. Success means Unrest increases by 1; failure means Unrest increases by 2.

If you attack a kingdom with which you have a treaty, attempt a Loyalty check. If you succeed, Infamy and Unrest increase by 1d2 each. If you fail, Infamy and Unrest increase by 1d4 each.

Alliance: If you have a treaty with another kingdom, you can use a Diplomatic edict to form an alliance—a military agreement of mutual defense and support. This works like the negotiations for a treaty, except it requires six Diplomacy or Intimidate checks. Four of these must succeed for the alliance to form.

If successful, negotiations proceed as for a treaty, with three opposed Diplomacy or Intimidate checks to determine who has the advantage in negotiations. The party with the advantage may decide whether the alliance is balanced or unbalanced, but the bonuses apply to each kingdom's Stability instead of Economy.

Kingdoms in an alliance can move their armies through each others' territories and station them in each others' territories or in unoccupied Forts and Watchtowers, though not inside allied settlements. If an allied kingdom stations an army inside your territory, you must succeed at a Loyalty check or gain 1d2 Unrest; this does not apply if your kingdom has been attacked and you have requested aid from the ally.

If you are attacked by another kingdom, you can call for aid from your allies. Failure to send aid increases an ally's Infamy by 1d4; the precise nature and amount of aid sent is at the discretion of the rulers of each kingdom, and the GM decides whether this Infamy increase happens.

If you attack a kingdom with which you have an alliance, attempt a Loyalty check. If you succeed, Infamy and Unrest increase by 1d4 each. If you fail, Infamy and Unrest increase by 2d4 each. An attacked ally may end an alliance, treaty, or embassy agreement with the aggressor without penalty.

Relationships with Multiple Kingdoms

A kingdom may have embassies with any number of kingdoms. For each treaty or alliance after the first, the bonus to Economy or Stability is reduced by 1 (minimum +0).

EXPANDING SETTLEMENT MODIFIERS

As explained in the Buildings section, the Settlement entry for a building lists modifiers that affect skill checks in the settlement (*GameMastery Guide* 204). If the GM wants these modifiers to influence the kingdom as a whole, add up the Settlement modifiers for all settlements in your kingdom, divide them by 10, and apply the following adjustments according to your kingdom's alignment: *Chaotic*: +1 Crime; *Evil*: +1 Corruption; *Good*: +1 Society; *Lawful*: +1 Law; *Neutral*: +1 Lore (apply this twice if the kingdom's alignment is simply Neutral, not Chaotic Neutral or Lawful Neutral). Use these total modifiers everywhere in your kingdom. If a settlement has its own settlement modifier, use the higher of the two modifiers for rolls relating to that settlement.

EXPLORATION EDICTS

Exploration edicts are special edicts that allow you to commission explorers to map unclaimed hexes and prepare them for your kingdom. You may choose to accompany the explorers or let them explore on their own.

When commissioning an expedition, you must determine the length of time and plan the route in advance. Financing explorers costs 1d4 BP per month of the expedition, paid in advance. The explorers start at your capital, and spend the agreed-on time traveling to, exploring, and mapping unclaimed hexes. At the end of the contracted period, they return to your capital. See Table 4–6: Terrain and Terrain Improvements on page 214 for travel and exploration times. Each expedition requires a separate Exploration edict.

Explorers note obvious terrain features and resources on the first day in a hex. Each day spent in the hex allows Knowledge (geography) and/or Survival checks to locate hidden landmarks, lairs, or resources, with a DC ranging from 15 for things that are relatively easy to find or well known in local lore to DC 30 for those that are well hidden or generally unknown.

Explorers have the same chances for random encounters and other dangers that you would if you traveled through or explored the hex yourself. If you are not traveling with the explorers and they have a hostile encounter, you may have the expedition attempt a Stealth check (DC 10 + twice the encounter's CR), using the worst Stealth modifier among the expedition members. If the check fails, you may attempt a Stability check (DC = Control DC + twice the encounter's CR). If you succeed at the Stability check, the explorers escape and survive but are temporarily scattered and make no more progress that month. If you fail the Stability check, the explorers are killed; Unrest increases by 1, and the remainder of your BP investment in the expedition is lost.

FAME AND INFAMY

Kingdoms gain notoriety for the actions of their leaders and citizens, as well as for constructing certain types of buildings. This leads to the development of Fame or Infamy. Fame represents a positive perception of a kingdom—it's seen as a place of culture, learning, peace, and honor—as



well as reflecting its measure of success in diplomacy, trade, and battle. Infamy represents a negative perception of a kingdom—it's perceived as treacherous, corrupt, prejudiced, ruthlessly warmongering, and villainous.

As a kingdom grows, it can gain and lose both Fame and Infamy, but these are not opposite statistics—an increase in Fame does not mean an equal decrease in Infamy. For example, a kingdom may be famous for culture and learning as well as infamous for treachery and corruption.

These Fame and Infamy values are not associated with the similar terms in Chapter 3.

Starting Values: When you found a kingdom, it starts with Fame 1 or Infamy 1 (Ruler's choice). The other value starts at 0. Fame and Infamy cannot go below 0. Certain buildings (such as Arenas and Castles) increase Fame. Some events (such as Squatters or Visiting Celebrity) can increase or reduce Fame or Infamy.

Settlement Modifiers: Add all the Lore and Society modifiers from all your settlements and divide by 10; add this amount to your Fame. Add all the Corruption and Crime modifiers from all your settlements and divide by 10; add this amount to your Infamy.

Size Increases: When your kingdom's Size increases to 11, 26, 51, 101, and 201, Fame or Infamy (Ruler's choice) increases by 1.

Using Fame and Infamy: Fame and Infamy affect skill checks relating to other kingdoms. For every 10 points of your kingdom's Fame, your citizens gain a +1 bonus on Diplomacy checks to influence government officials of other kingdoms. For every 10 points of your kingdom's Infamy, your citizens gain a +1 bonus on Intimidate checks to influence government officials of other kingdoms.

FORMS OF GOVERNMENT

The kingdom-building rules presume your government is a feudal monarchy; the leaders are appointed for life (either by themselves or an outside agency such as a nearby monarch), and pass their titles to their heirs. The form of government you choose can help establish the flavor and feel of the kingdom and also adjust its settlements' modifiers. You may choose one of the following as the kingdom's government.

Autocracy: A single person rules the kingdom by popular acclaim. This person may be elected by the people, a popular hero asked to lead, or even a hereditary monarch who rules with a light hand. *Modifiers:* None.

Magocracy: An individual or group with potent magical power leads the kingdom and promotes the spread of magical and mundane knowledge and education. Those with magical abilities often enjoy favored status in the kingdom. *Modifiers:* Lore +2, Productivity -1, Society -1.

Oligarchy: A group of councilors, guild masters, aristocrats, and other wealthy and powerful individuals meet in council to lead the kingdom and direct its policies. *Modifiers:* Corruption +1, Law -1, Lore -1, Society +1.

Overlord: The kingdom's ruler is a single individual who either seized control or inherited command of the

settlement and maintains a tight grasp on power. *Modifiers:* Corruption +1, Crime -1, Law +1, Society -1.

Republic: The kingdom is ruled by a parliament of elected or appointed officials who represent the various geographic areas and cultural constituents of the kingdom, making decisions for the whole through voting, bureaucratic procedures, and coalition-building. *Modifiers:* Crime -1, Law -1, Productivity +1, Society +1.

Secret Syndicate: An unofficial or illegal group like a thieves' guild rules the kingdom—the group may use a puppet leader to maintain secrecy, but the group pulls the strings. *Modifiers:* Corruption +1, Crime +1, Law -3, Productivity +1.

Theocracy: The kingdom is ruled by the leader of its most popular religion, and the ideas and members of that religion often enjoy favored status in government and the kingdom. *Modifiers:* Corruption -1, Law +1, Lore +1, Society -1.

INDEPENDENCE AND UNIFICATION

Sometimes, breaking a kingdom into multiple pieces or joining with another kingdom is the best option for long-term survival.

Declaring Independence

Though many kingdoms break apart due to military, racial, or religious conflicts, you can divide up your kingdom amiably if all leaders agree. During the Event phase, follow these steps.

Step 1: Decide how many kingdoms you'll make out of the old one.

Step 2: Split up the kingdom. Determine which hexes belong to each daughter kingdom. Divide the treasury in a fair manner (such as proportionate to population or Size), and divide any other mobile assets (such as armies).

Step 3: Determine how much Unrest in the parent kingdom does not result from leadership and building modifiers. Divide this by the number of daughter kingdoms being made from the parent kingdom (minimum 1 Unrest).

Step 4: Each daughter kingdom should follow the steps for founding a kingdom (see page 200). Treat leaders moving from the parent kingdom to a daughter kingdom as abdicating their posts in the parent kingdom. Loyalty increases by 1 for each daughter kingdom for the next 6 months. Add the Unrest from Step 3 to the Unrest for the daughter kingdoms.

The GM may influence any of these steps as appropriate to the situation, such as by giving one kingdom an Economy penalty and a Loyalty bonus, or dividing the Unrest in Step 4 unequally between the kingdoms.

If independence occurs as a result of creating a secondary territory by losing control of a connecting hex (see Losing Hexes on page 209), the additional Unrest penalty from having a kingdom leader act as the Ruler ends.

Independence and Diplomatic Edicts: If you're using Diplomatic edicts (see page 228), you may wish to use such an edict to declare independence. Treat this act as a Diplomatic edict to form an alliance, but the sponsor's initial attitude toward your kingdom is 2 steps worse.



If successful, the negotiation emancipates your kingdom and ends any treaty or alliance with your former patron; you retain an embassy with that kingdom and can try to negotiate a new treaty or alliance. If the negotiation fails, it worsens the patron's attitude by 1 additional step. If this changes the patron's attitude to hostile, it leads to war against your rebellious kingdom.

The paragraph above describes an optimal, peaceful situation where part of the kingdom wants to split away from the rest or the rulers want to divide the kingdom into smaller kingdoms. Splitting a country because of invasion, revolution, or a similar conflict usually involves unique circumstances and is beyond the scope of these rules; the GM should use the above steps as guidelines for when the kingdom leaders reach an agreement with others about how to split the kingdom.

Forming a Union

Just as a kingdom can divide into separate pieces, kingdoms may want to unite to become a more powerful political entity. If the leaders in each kingdom agree to the union, the process is relatively smooth. During the Event phase, follow these steps.

First, combine the Treasuries and any other mobile assets (such as armies) of the kingdoms. Next, determine how much Unrest in each kingdom is not from leadership and building modifiers. Average these numbers together (minimum 1 Unrest).

Then follow the steps for founding a kingdom (see page 200). Treat leaders who change roles as changing roles within the same kingdom.

Once you've got your new, combined kingdom, add the Unrest from earlier to the Unrest for the new kingdom.

The GM may influence any of these steps as appropriate to the situation, such as giving hexes in the smaller kingdom a temporary Loyalty penalty for 1 year, or giving the entire kingdom a 1d4–2 Stability modifier each turn for 6 months.

LEADERSHIP ROLE SKILLS

Each leadership role provides bonuses to kingdom statistics based on one of the leader's ability scores. The GM may want to allow a leader's ranks in a relevant skill (such as Diplomacy or Intimidate) to also affect the kingdom statistics. For every 5 full ranks in a relevant skill, the leader may increase the leadership modifier by an additional 1. These skill-based additional bonuses modify the standard leadership role bonuses in the same way that the Leadership feat grants additional bonuses.

The relevant skills for each leadership role are as follows.

Ambassador: Diplomacy

Consort: Knowledge (nobility)

Councilor: Knowledge (local)

General: Profession (soldier)

Grand Diplomat: Diplomacy

Heir: Knowledge (nobility)

High Priest: Knowledge (religion)

Magister: Knowledge (arcana)

Marshal: Survival

Royal Enforcer: Intimidate

Ruler: Knowledge (nobility)

Spymaster: Sense Motive

Treasurer: Profession (merchant)

Viceroy: Knowledge (geography)

Warden: Knowledge (engineering)

SETTLEMENT SIZES

The GM may want to adjust settlement modifiers based on the kingdom's Size and how that corresponds to the standard settlement size categories in the *Core Rulebook*.

TABLE 4-14: SETTLEMENT SIZES AND MODIFIERS

LOTS	CATEGORY	MODIFIERS	DANGER
1	Village	–4	–10
2–8	Small Town	–2	–5
9–20	Large Town	0	0
21–40	Small City	+1	+5
41–100	Large City	+1*	+5*
101+	Metropolis	+1*	+5*

* Per district.

Modifiers: Add the listed number to the settlement's Corruption, Crime, Law, Lore, Productivity, and Society.

Danger: Add the listed number to the settlement's Danger value (*GameMastery Guide* 204).

TRADE EDICTS

Trade edicts are special edicts that allow you to create a trade route with another kingdom, increasing the BP you gain every month, as well as possibly increasing your Fame and other kingdom statistics.

To plan a trade route, select another kingdom as your trade partner and determine the distance in hexes from a settlement in your kingdom to a settlement in the target kingdom, tracing the path of the trade route rather than a direct line. A trade route can pass through grassland, desert, or any terrain that has a road or highway. If your settlement contains a Pier, the trade route can pass along rivers and coastal hexes. If your settlement contains a Waterfront, your trade route can pass through water hexes.

Longer trade routes are harder to maintain than short ones. To determine the effective length of your trade route, hexes with roads or rivers count normally. Grassland and desert hexes count double. Water hexes and hexes with highways count as half. This total distance is the Trade Route Length (TRL). Divide the Trade Route Length by 10 to get the Route Modifier (RM). Subtract the TRL from your kingdom's Size to get the Length Modifier (LM), with a minimum LM of 0.

Establishing a trade route takes 1 hex per day along Roads and Rivers (upstream), 2 along coastlines, and 4 along water or Rivers (downstream). If the journey requires 1 turn or more, you gain no benefits from it until the turn the traders arrive at their destination.



You must invest at least 5 BP into the initial trade expedition using this trade route. The first time your traders reach the destination settlement, attempt an Economy check, a Loyalty check, and a Stability check. Determine the DC as follows:

$$\text{DC} = \text{Control DC} + \text{your settlement's Corruption} + \text{the RM} + \text{the LM} - \text{your settlement's Productivity}$$

If all three checks fail, the trade route is a total loss; Fame decreases by 1 and Unrest increases by 1. If one check succeeds, the expedition fails to reach its destination but sells its goods elsewhere for 1d4 BP per every 5 BP invested.

If two checks succeed, the trade route is established; Economy increases by 1 and Treasury increases by the RM + 2d4 BP per 5 BP invested in the initial trade expedition. For example, if you invested 5 BP in a trade route with an RM of 2, Treasury increases by 2 + 2d4 BP.

If all three checks succeed, the trade route is established and is a great success; Economy increases by 2, Fame increases by 1, and Treasury increases by the RM + 2d4 BP per 5 BP invested in the initial trade expedition.

An established trade route provides its benefits for 1 year.

A kingdom can have one of each of the following types of trade route. Each type requires certain buildings in your settlement, and each increases the Economy bonus from a successful trade route.

Food: If your kingdom has surplus production from farms and fisheries that reduces its Consumption to below 0, you may export food. A successful food trade route increases Economy by 1 for every 10 Farms and Fisheries in the kingdom; this benefit is lost in any month that Farms and Fisheries do not reduce Consumption below 0. You must have at least 1 Granary and 1 Stockyard in your settlement.

Goods: The trade route transports goods such as weapons and textiles. Count all Guildhalls, Smithies, Shops, Trade Shops, and Tanneries in the starting settlement and divide by 10; a successful goods trade route increases Economy by this amount. You must have at least 1 Guildhall in your settlement.

Luxuries: This trade route carries exotic goods such as art, musical instruments, books, spices, dyes, and magic items. Count all Alchemists, Caster's Towers, Exotic Artisans, Herbalists, Luxury Stores, and Magic Shops in the starting settlement and divide by 10; a successful luxuries trade route increases Economy by that amount. You must have at least 1 Luxury Store in your settlement.

Raw Materials: This trade route carries common raw materials such as lumber, stone, ore, or metal. A successful raw materials trade route increases Economy by 1 for every 10 Mines, Quarries, and Sawmills in the kingdom. You must have at least 1 Foundry in the starting settlement to count Mines.

VASSALAGE EDICTS

Vassalage edicts are special edicts that allow you to cede a portion of your lands (or unclaimed lands you deem yours

to take) to a subordinate leader, sponsoring that leader's rulership in exchange for fealty. You can also use a Vassalage edict to found a colony beholden to your kingdom. You may also use a Vassalage edict to subjugate an existing kingdom you have conquered without having to absorb the entire kingdom hex by hex. When you issue a Vassalage edict, you must select a person to take the Viceroy leadership role.

Issuing a Vassalage edict requires you to spend 1d4 BP and give additional BP to the Viceroy as a starting Treasury for the vassal kingdom (just as a wealthy sponsor may have granted to your initial Treasury). You may give up to 1/4 of your kingdom's Treasury to your new vassal as a grant to help found the kingdom.

When you issue a Vassalage edict, you are creating a new kingdom or attaching an existing kingdom to your own. Your vassal functions in most respects as a separate entity with its own kingdom scores. You decide how it is governed; you may give its leaders full autonomy, or give occasional suggestions or commands about buildings and improvements, or control it directly by giving orders to the Viceroy.

New Vassal or Colony: When you issue a Vassalage edict to create a new colony or kingdom, you may immediately establish an embassy, treaty, or alliance (your choice) with your new vassal (see Diplomatic edicts on page 228). You may decide that the treaty and alliance are balanced or unbalanced. These decisions are automatically successful and do not require rolls.

Subjugation: When you issue this edict to subjugate another kingdom, you may immediately establish an embassy (see page 229), but you must follow the normal rules if you wish to establish a treaty or alliance. If you spend BP on bribes or gifts to reduce the DC and you succeed at forming the treaty or alliance, you may count half of this amount as going toward new improvements or buildings built in the vassal kingdom that turn.

The starting attitude of the vassal kingdom is based on alignment compatibility (as per Diplomatic edicts on page 228) and modified by the circumstances under which you deposed the prior leadership per GM discretion—for example, improving if you removed a hated tyrant or worsening if you unseated a popular ruler.

Subjugation may cause friction between your established citizens and the newly conquered. You must attempt a Loyalty check each turn (when you issue the edict, and on future turns during the Upkeep phase), increasing the DC by the subjugated kingdom's Size divided by 5. Failure means Unrest increases by 1d4. If you succeed at this check three turns in a row, you establish a peaceful equilibrium and no longer need to attempt these checks.

Vacancy Penalty: If the vassal kingdom take a vacancy penalty for not having a Viceroy or a Viceroy not doing his duties, that kingdom also takes the Ruler vacancy penalty. A Consort or Heir from your kingdom may mitigate this penalty if she is touring the vassal state; however, she cannot also mitigate the Ruler vacancy penalty in your kingdom.





MASS COMBAT

Sooner or later, even the most peaceable kingdom will find itself faced with the prospect of war. While some kingdoms at odds with your own might be willing to compromise, others are not amenable to negotiation, or respond to overtures of appeasement with ever-increasing aggression. When diplomacy fails, the clash of steel is close behind.

This section contains rules for you as a kingdom leader to create armies, assign their commanders, and prepare them for battle on land, at sea, or in the skies. This includes rules for equipping and maintaining conventional armies, utilizing PCs as part of mass combat, converting groups of monsters into military forces, and going beyond the battlefield to deal with the aftermath of combat.

These rules provide an abstract, narrative mass combat system that will let you rapidly play out a complex battle scenario without getting bogged down in excessive detail, while still retaining fidelity to strategy, tactics, and the realities of the battlefield. These rules are not intended to accurately represent complex wars, provide a highly tactical simulation, or accurately model a tactical warfare miniatures game. Instead, they are intended to incorporate warfare into a campaign while still staying primarily focused on traditional, small-scale adventuring and roleplaying.

Overview

The key parts of the mass combat rules that you'll reference often are:

- Explanations of the army stat block and terminology used throughout this chapter (see below).
- Step-by-step instructions on how to run the battle phases of a combat between armies (page 236).
- Battlefield modifiers for terrain and similar factors (page 237).
- Different tactics that armies can learn (page 237).
- What happens at the end of a battle, once an army wins, loses, or flees (page 239).
- How to use special commanders or kingdom leaders to modify army statistics (page 239).
- Resources to upgrade and improve armies (page 241).
- Special abilities for unusual armies, such as spellcasting or poison (page 242).
- A list of sample armies (starting on page 247).

ARMY STATISTICS

The description of each army is presented in a standard format. Each category of information is explained and defined on the following pages.

Name: This is the name of the army. This could be a mercenary company's name, such as "Thokk's Bloodragers," a formal regiment number such as "7th Royal Cavalry," or an informal name such as "militia from Redstone."



XP: This is the XP awarded to the PCs if their army defeats this army, and is the same as an XP award for an encounter with a CR equal to the army's ACR (see below).

Alignment: An army's alignment has no effect on its statistics, and is just a convenient way to summarize its attitude with two letters. It is usually the same alignment as a typical unit in that army.

Size: The army's size determines not only how many individual units exist in the army, but also the army's ACR.

TABLE 4-15: ARMY SIZES

ARMY SIZE	NUMBER OF UNITS	ACR
Fine	1	CR of individual creature -8
Diminutive	10	CR of individual creature -6
Tiny	25	CR of individual creature -4
Small	50	CR of individual creature -2
Medium	100	CR of individual creature
Large	200	CR of individual creature +2
Huge	500	CR of individual creature +4
Gargantuan	1,000	CR of individual creature +6
Colossal	2,000	CR of individual creature +8

Type: This lists the nature of the army's individual units, such as "orcs (warrior 1)" or "trolls." These rules assume all units in an army are essentially the same; if an army of 100 orc warriors 1 (meaning 1st-level warriors) actually has a few half-orc warriors or some orc barbarians, their presence has no effect on the army's statistics. If an army has a large number of units that are different than the typical unit in that army, and these differences are enough to change the army's stat block, it is generally best to treat the group as two separate armies with different stat blocks.

hp: An army's hit points equal its ACR \times the average hp value of 1 HD of the army's units (3.5 for d6 HD, 4.5 for d8 HD, 5.5 for d10 HD, and 6.5 for d12 HD). For example, warriors have d10 HD, so an ACR 1 army of warriors has $5.5 \times 1 = 5.5$ hp, rounded down to 5 hp. Note that only damage from other armies can reduce an army's hp; a non-army attacking an army is mostly ineffective, though you can treat the attacker as a Fine army if you want to determine the outcome of the attack. As with standard game effects that affect hit points, abilities that reduce hp damage or healing by half (or any other fraction) have a minimum of 1 rather than 0.

Army Challenge Rating (ACR): This is based on the CR of an individual unit from the army and the army's size, and scales like CRs for monsters. To determine ACR, see Table 4-15: Army Sizes and apply the modifier for the army's size to the CR of an individual unit in the army. If an army is cavalry, use the mount's CR or the rider's CR, whichever is higher. For example, an individual orc warrior 1 is CR 1/3, so an army of 100 orc warriors 1 is ACR 1/3; an army of 500 orc warriors 1 is ACR 3 (4 steps greater than the standard 100-unit army). If a group's ACR would be lower than 1/8, it doesn't count as an army—add more troops until you reach an ACR of 1/8 or higher.

Defense Value (DV): This is a static number the army uses to resist attacks, much like an individual creature's

MASS COMBAT QUICK REFERENCE

These mass combat rules treat armies as if they were individual creatures. Instead of making 100 attack rolls for each side of a battle between elves and orcs, you treat the elf army as one unit and the orc army as another unit, and they battle each other with just one roll each. Instead of the armies taking turns attacking each other, they roll simultaneously. Smaller armies have fewer individual creatures (units), larger armies have more units, and the number of units directly relates to how dangerous an army is.

Use the Mass Combat Army Sheet on page 251 to track the stats of your armies, just as you use a character sheet to track the stats of your character.

Every army has a commander, typically a seasoned veteran, who directs the army's actions. You can lead an army yourself, making you its commander and providing bonuses depending on your kingdom leadership role (see page 240).

Armies can learn different tactics, such as using reserve archers, forming a defensive wall, or using dirty tricks. An army can use strategies like attacking recklessly and aggressively (much like a creature using the Power Attack feat) or being cautious and defensive (like using Combat Expertise). The army's commander decides the tactics and strategy used in battle.

Conditions on the battlefield affect the process and outcome of the battle. For example, muddy terrain slows walking armies but has no effect on flying armies; night combat hinders human armies but not orc armies.

Resolving the battle consists of three phases in which the commanders decide on tactics, the armies make ranged attacks (if any), and the armies then close to melee range. They then remain in melee until one side flees or is destroyed.

The following summarizes the key rolls you'll make when using mass combat:

Offense Check: d20 + Offense Modifier (OM)

Damage Dealt: Offense check result - the defending army's Defense Value (DV)

Morale Check: d20 + the commander's modifiers + the army's Morale score

AC. The army's DV is equal to ACR + 10 + any bonuses from fortifications or a settlement's Defense score (see page 212).

Offense Modifier (OM): This is a modifier added to a d20 roll to determine the army's chance of success, much like an individual creature's attack bonus. The army's OM is equal to its ACR. If the army has the ability to make ranged attacks, that's mentioned here. Melee attacks and ranged attacks use the same OM unless an ability says otherwise.

Tactics: These are any army tactics (page 237) the army has at its disposal.

Resources: These are any army resources (page 241) the army has at its disposal.

Special: This section lists any special abilities (page 242) the army has.

Speed: This number indicates how many 12-mile hexes the army traverses in a day's march. Marching through difficult terrain halves the army's speed. Use Table 7–6: Movement and Distance on page 172 of the *Core Rulebook* to determine the army's speed based on the speed of its individual units.

Morale: This number represents how confident the army is. Morale is used to determine changing battle tactics, whether or not an army routs as a result of a devastating attack, and similar effects. Morale is a modifier from –4 (worst) to +4 (best). A new army's starting morale is +0. Morale can be further modified by the army's commander and other factors. If an army's Morale is ever reduced to –5 or lower, the army disbands or deserts and you no longer control it.

Consumption: This is how many Build Points (BP) an army consumes each week (unlike most kingdom expenses, this cost is per week, not per month), representing the cost to feed, hydrate, arm, train, care for, and pay the units. An army's base Consumption is equal to its ACR divided by 2 (minimum 1). If you fall behind on paying the army's Consumption, reduce its Morale by 2; this penalty ends when you catch up on the army's pay.

Commander: This entry lists the army's commander and the commander's Charisma modifier, ranks in Profession (soldier), and Leadership score. The commander must be able to communicate with the army (possibly using *message* spells and similar magical forms of communication) in order to give orders or provide a bonus on the army's rolls.

BATTLE PHASES

Mass combat takes place over the course of three battle phases: the Tactics Phase, the Ranged Phase, and the Melee Phase. A phase doesn't denote a specific passage of time, leaving the GM latitude to determine how long a mass combat takes to resolve. For example, a battle in a muddy field after a rain could take place over hours and

involve several short breaks to remove the dead from the battlefield, but still counts as one battle for the purposes of these rules. If there is an extended break (such as stopping at nightfall to resume combat in the morning) or the battle conditions change significantly (such as the assassination of a commander, the arrival of another army, and so on), the GM should treat each period of combat between armies as one battle. The battle phases are as follows.

1. Tactics Phase: The GM decides what battlefield modifiers apply to the battle. The commanders each select a tactic their respective armies will use during the battle (see page 237).

2. Ranged Phase: Any army with the ability to make ranged attacks may make one attack against an enemy army. This phase typically lasts for 1 round (one attack) as the two armies use ranged attacks while they advance to melee range, and then use melee attacks thereafter. The battlefield's shape and other conditions can extend this duration. If both armies have ranged attacks, they may choose to stay at range and never approach each other for melee (at least until they run out of ammunition, though the Consumption cost of maintaining an army generally means the army is capable of many shots before this happens). Armies without ranged capability can't attack during this phase, but may still rush forward.

3. Melee Phase: The armies finally clash with melee attacks. Each commander selects a strategy using the Strategy Track (see page 239), then each army makes an attack against another army. Repeat the Melee phase until one army is defeated or routs, or some other event ends the battle.

ATTACKING AND TAKING DAMAGE

In mass combat, the hundreds of individual attacks that take place in one battle phase overlap each other enough that who actually attacks first is irrelevant.

When armies attack, each army attempts an Offense check (1d20 + the attacking army's OM) and compares the result to the target army's DV.

If the Offense check is equal to or less than the target army's DV, the army deals no damage that phase.

If the Offense check is greater than defender's DV, the defending army takes damage equal to the result of the attacker's Offense check minus the defender's DV. For example, if the attacker's Offense check is 11 and the defender's DV is 7, the defending army takes 4 points of damage. Because these attacks are resolved simultaneously, it is possible that both armies may damage or even destroy each other in the same phase.

If the Offense check is a natural 20, but that check is lower than the enemy army's DV, the attacking army still deals 1 point of damage. If the Offense check is a natural 1, that army can't attempt an Offense Check in the next phase, due to some setback: a misheard order, getting stuck in mud, and so on.

BEYOND THE KINGDOM

The mass combat rules often refer to aspects of the kingdom building rules, such as Loyalty checks and a kingdom's Control DC. If you aren't running a kingdom, substitute a Will save for a Loyalty check. Instead of a kingdom's Control DC, use the primary ability DC of a monster with a CR equal to the party's APL (see *Monster Statistics By CR*, *Bestiary* 291). For example, if the party's APL is 12, the Will save DC is 21. Instead of a kingdom turn or kingdom phase, use 1 month. Instead of BP, multiply the BP cost by 500 gp.

More Than Two Armies

These rules can also serve in battles where more than two armies clash. In such battles, when your army attempts an Offense check, you choose which enemy army (or armies, if you have multiple armies in the field) it is attacking and apply damage appropriately. On each phase, you may change which army you are targeting. If your kingdom fields multiple armies in a battle, you may want to divide responsibility for these armies among the other players to speed up play.

BATTLEFIELD CONDITIONS

In some mass combats, the specifics of a battlefield won't impact either army, but sometimes the battlefield will itself decide the outcome. The modifiers listed below apply only for the duration of the battle. Naturally, the GM should exercise judgment regarding any conditions that don't seem to apply to one of the armies (such as darkness and an army with darkvision, or fog and an army with scent).

At the GM's discretion, large-area spells such as *move earth* might allow armies or commanders to manipulate the battlefield conditions before a conflict. For these spells to have any effect, they must last at least 1 hour and affect at least a 500-foot square. Likewise, magic items such as an *instant fortress* (+2 Defense) and spells such as *wall of stone* (+1 Defense) can create simple fortifications for an army to use in a battle.

Advantageous Terrain: Generally, if one army occupies a position of superiority (such as being atop a hill, wedged in a narrow canyon, or protected by a deep river along one flank), the defending army increases its DV by 2.

Ambush: In order to attempt to ambush an army, the entire ambushing army must have concealment. The ambusher attempts an Offense check against the target army's DV. If successful, the battle begins but the target army doesn't get to act during the Tactics phase. Otherwise, the battle proceeds normally.

Battlefield Advantage: If an army is particularly familiar with a battlefield, its OM and DV increase by 2.

Darkness: Darkness reduces all armies' OM by 2 and DV by 3.

Dim Light: Dim light reduces all armies' OM by 1.

Fog: Fog reduces damage by half and gives the armies a +2 bonus on Morale checks to use the withdraw tactic.

RUNNING MASS COMBATS

Since an army's strength is represented by an ACR score, the GM can balance armies against each other using the guidelines for CR on page 398 of the *Core Rulebook*. For example, two ACR 9 armies should make for a relatively even battle, but so would an ACR 9 army against three ACR 6 armies. This applies mostly to typical humanoid armies, as monsters with powerful abilities might be significantly more formidable.

Fortifications: An army located in a fortification adds the fortification's Defense to its DV. A settlement's Defense is determined by the types of buildings it contains, as detailed in the kingdom-building rules on page 212. If the game isn't using the kingdom-building rules, a typical fortification increases DV by 8.

Rain: Rain affects modifiers to OM in the Ranged phase as if it were severe wind; see Table 13-10: Wind Effects on page 439 of the *Core Rulebook*.

Sandstorm: A sandstorm counts as fog and deals 1 hp of damage to all armies during each Ranged and Melee phase.

Snow: Snow affects ranged attacks like rain, and affects damage like fog.

Wind: The wind modifiers to ranged attacks apply to OM in the Ranged phase; see Table 13-10: Wind Effects on page 439 of the *Core Rulebook*.

ARMY TACTICS

Tactics are options an army can use to influence aspects of a battle. A newly recruited army doesn't know any of these tactics unless specified by the GM. An army learns new tactics by being victorious in battle (see Victory, Rout, or Defeat on page 239). An army can know a number of tactics equal to half its ACR, minimum 0.

When a battle begins, the commander selects one tactic to use for that battle (if the army doesn't know any tactics, the army uses the standard tactic). At the start of each Ranged or Melee phase, the commander may try to change tactics by attempting a DC 15 Morale check. Success means the army uses the new tactic for that phase (and the modifiers from the old tactic cease); failure means the army continues to use its current tactic. The effects of tactics end when the battle does.



As with battlefield conditions, gaining benefits from a tactic is subject to GM discretion. (For example, you may not get the expert flankers benefit if you cannot actually flank your enemy).

Tactics marked with an asterisk (*) are default tactics all armies know; these do not count toward the number of tactics an army knows.

Cautious Combat: Your army fights cautiously in order to maintain morale. Decrease its OM by 2, and add 2 to all its Morale checks.

Cavalry Experts: Your army's OM increases by 2 against armies that aren't mounted. The army must have the mount resource to use this tactic.

Defensive Wall: Your army fights defensively, taking actions to protect fellow units as needed. Decrease its OM by 2, and increase its DV by 2.

Dirty Fighters: Your army uses trickery and unfair tactics to gain an advantage at the start of a battle. For one Melee phase this battle, its OM increases by 6.

(After that Melee phase, the opposing army knows to be ready for such tricks.)

Expert Flankers: Your army is skilled at surrounding the foe and distracting them, at the cost of spreading out too much and being more vulnerable. Increase its OM by 2, and decrease its DV by 2.

False Retreat: Once per battle, your army can make a false retreat, luring a target enemy army deeper into your territory. On the phase your army makes a false retreat, it doesn't attempt an Offense check. On the phase after it uses this tactic, increase its OM and DV by 6 against the target army.

Full Defense: Your army focuses on total defense of the battlefield. Increase its DV by 4, and decrease its OM by 4.

Relentless Brutality: Your army throws caution to the wind and attacks with savage and gory vigor. Increase its OM by 4, and decrease its DV by 4.

Siegebreaker: Your army targets another army's siege engines in an attempt to destroy them. If your army damages the target army, your army attempts a second Offense check; if successful, destroy one of the target's siege engines. This tactic has no effect on enemy armies without siege engines.

Sniper Support: Your army holds some ranged units in reserve to attack a target enemy army during the Melee phase. If your army damages the target army in the Melee phase, it deals 2 additional points of damage from these ranged attacks. The army must have ranged attacks to use this tactic.

Spellbreaker: Your army has specialists who can disrupt enemy spellcasting. Increase its DV by 4 against armies with the spellcasting ability.

Standard*: Your army's attacks have no additional modifiers to its OM, DV, or damage.

Taunt: Your army is skilled at taunting its opponents, provoking stupid mistakes and overconfidence in battle. The target army must attempt a Morale check (DC = 10 + your army's ACR) at the start of each Melee or Ranged phase; failure means it reduces its OM and DV against your army by 2 for that phase. If the target army succeeds at two of these Morale checks, it's immune to this tactic for the remainder of the battle.

Withdraw*: Your army tries to escape from all armies attacking it. The army attempts an opposed Morale check against each army attacking it to maintain discipline (any army may voluntarily fail this check), but doesn't need to attempt the usual Morale check to change tactics when switching to withdraw. If all of these checks are successful, your army may withdraw from the battlefield or treat the phase as a Ranged phase. If only some are successful, you may withdraw or treat the phase as a Ranged phase, but enemy armies in the battle may attack you as if you were in Melee. Whether or not the checks are successful, reduce your army's OM and DV by 2 for the rest of this phase.





STRATEGY TRACK

On the first Melee phase, the commander selects a strategy from one of five options on the strategy track. Strategies adjust the army's DV, OM, and damage modifier.

Once each Melee phase after the first, the commander can alter the army's strategy. Adjusting the strategy 1 step up or down does is automatically successful and doesn't require a check. If the commander wants to adjust strategy more than 1 step, the army attempts a DC 20 Morale check. Success means the strategy changes to the desired level. Otherwise, the army's current strategy doesn't change.

STRATEGY	DV	OM	DAMAGE DEALT
Defensive	+4	-4	-6
Cautious	+2	-2	-3
Standard	+0	+0	+0
Aggressive	-2	+2	+3
Reckless	-4	+4	+6

ROUT

A rout is a chaotic and disorderly retreat of a defeated army from a battlefield, usually from fear or when overwhelmed by a superior opponent. If an army's hit points are reduced to equal or less than its ACR, its commander must attempt a DC 15 Morale check. If the check fails, the army scatters and retreats from battle. If it cannot retreat, it surrenders and is captured. When an army routs, all armies in the battle can attempt one final Offense check at the fleeing army as a parting shot before it escapes. (Normally, only enemy armies do so, but an aggressive or evil army might strike at a fleeing allied army out of anger or frustration.)

VICTORY, ROUT, OR DEFEAT

An army is victorious if all of its enemy armies flee the battlefield or are defeated. The aftermath of the battle can be different for each army, and depends on whether it was defeated, routed, or victorious.

Defeated: If an army's hit points are reduced to 0, it is defeated. A defeated army may have a few survivors, but they are so demoralized and wounded (and probably captured by the enemy) that the army no longer exists as a cohesive unit and can't be used again in mass combat. If your army is defeated, reduce your kingdom's Economy, Loyalty, and Stability according to the size of the army.

ARMY SIZE	ECONOMY	LOYALTY	STABILITY
Fine	0	0	0
Diminutive	0	-1	0
Tiny	-1	-1	0
Small	-1	-1	-1
Medium	-2	-2	-2
Large	-3	-2	-2
Huge	-4	-2	-2
Gargantuan	-4	-2	-3
Colossal	-4	-3	-3

Routed: If the army routs, reduce its Morale by 1. If the army's current hp are lower than the army's ACR, increase its hit points to its ACR. A routed army refuses to fight until you succeed at a Loyalty check during your kingdom's Upkeep phase (you may attempt this check once per turn). Note that a routed army can still be attacked by enemy armies, and can attempt Offense checks in battles—it just can't initiate a battle.

Victorious: If your army is the last one left on the battlefield (not counting other friendly armies), it is victorious. Each time an army wins a battle, you can attempt a Loyalty check against your kingdom's Control DC. If you succeed at this check, your army learns a new tactic and its Morale increases by 1 (maximum of Morale +4). If the army's current hit points are lower than the army's ACR, increase its hit points to its ACR. You may attempt a second Loyalty check; if you succeed, the army's commander learns a new boon.

RECOVERY

Each day that an army spends at rest (no movement and no battle), it heals a number of hit points equal to its ACR. Once per day, you may attempt a Loyalty Check against your kingdom's Control DC. If you succeed, your army heals a number of additional hit points equal to its ACR. An inactive army heals back to its full hit points after a single month, no matter how many hit points it lost.

The mass combat rules assume that this healing is a combination of actual wound healing and gaining new units to replace those who were killed (meaning you don't have to track individual losses and resize armies). These units can be recruited from sympathetic locals, replacements from your own settlements, or forced conscripts from conquered lands. If circumstances make these replacement options unavailable or unlikely, the GM is free to limit how much an army can heal, generally to half the army's normal hit points. For other possibilities when dealing with wounded armies, see the optional Reforming an Army rule on page 246.

COMMANDERS

An army's commander helps maximize its effectiveness and can provide special bonuses to an army. The commander can be a PC or NPC. Unless you decide to command an army personally or the GM allows you to recruit an exceptional commander through adventuring and roleplaying, a new army's commander is an unexceptional leader who provides no bonuses to the army.

The Mass Combat Army Sheet has a space to record information about the commander of each of your armies. In addition, there's also a space to record information for a general—a general is a character (often you) assigned to administrate your armies, but is primarily a figurehead and grants no bonuses herself unless actively leading a particular army. The relevant information is as follows (assume a value of 0 unless otherwise specified).



Name: This lists the commander's name (and class and level, if notable).

Charisma Modifier: This lists the commander's Charisma modifier. It is added to the army's Morale checks.

Profession (soldier): This is the commander's ranks in Profession (soldier). Divide the number of ranks by 5 (minimum 0) and add that number to the army's Morale checks.

Leadership: The commander's character level + Charisma modifier. If the commander is a monster, use HD instead of character level. If the commander has the Leadership feat, increase this value by 3. This number is a prerequisite for some boons.

Boons: This lists the boons the commander knows (see below). A commander's maximum number of boons known is 1, plus 1 for every 5 ranks in Profession (soldier). A new or unexceptional commander might know no boons at first, but can gain them from victories in battle. If you're a kingdom leader acting as a commander, you automatically have one boon appropriate to your leadership role (see below).

The commander must be active with the army to grant a bonus on Morale checks or a boon to the army. Being active requires spending at least 3 days per week with the army. An army without a commander (whether because the commander is dead or because she isn't spending enough time with the army) loses 1 Morale per week. You may offset this loss by doubling the army's Consumption that week.

If you have an army without a commander and you have no commanders available to fill that role, you may promote a unit from the army to be an unexceptional commander. This commander has a +0 Charisma modifier, 0 ranks in Profession (soldier), and a Leadership score based on the level or HD of a typical unit in that army.

Boons

Boons are special abilities a commander grants to an army. Most of these boons affect the rolls and statistics for battles, and the commander must be present at the battle to provide their benefit. A commander grants the army all the boons she knows (she doesn't have to select just one).

Bloodied but Unbroken: The commander inspires the army to be at its greatest in the most desperate times. When an army's hit points are at half its full normal hit points or fewer, it gains a +1 bonus on Offense checks. A commander must have Leadership 4 or higher to select this boon. At Leadership 10 or higher, this bonus increases to +2.

Bonus Tactic: Choose one tactic. The commander always knows this tactic, and the commander's army can use this tactic even if it doesn't know that tactic on its own. You can select this boon multiple times; each time you select it, choose a new tactic.

Defensive Tactics: The commander is especially good at defensive tactics. Increase the army's DV by 2. A commander must have Leadership 5 or higher to select this boon.

Flexible Tactics: The commander trains the army to be receptive to multiple orders during a battle. The army gains a +5 bonus on Morale checks to change tactics

during a battle. A commander must have Leadership 6 or higher to select this boon. At Leadership 12 or higher, this bonus increases to +10.

Hit and Run: The commander drills the army in quick attacks followed by a fast retreat. After attacks are resolved in the Ranged phase or the first Melee phase, the army may use the withdraw tactic with a +2 bonus on its opposed Morale checks. A commander must have Leadership 5 or higher to select this boon. At Leadership 10 or higher, this bonus increases to +4.

Hold the Line: The commander is skilled at convincing the army to maintain morale against dangerous opponents. If the army fails a Morale check to avoid a rout, it may reroll that check. It must accept the results of the second check, even if it is worse.

Live off the Land: The commander makes the army trap game, hunt, and fish to augment its food supplies. Reduce the army's Consumption and speed by half for any week this boon is used. The GM may rule that Huge and larger armies deplete the available resources from a hex over 1d3 weeks, requiring the army to move if it wants to maintain the reduced Consumption level.

Loyalty: The commander inspires great loyalty in the army. The army gains a +2 bonus on all Morale checks. A commander must have Leadership 6 or higher to select this boon. At Leadership 12 or higher, this bonus increases to +4.

Merciless: The commander encourages the army to be ruthless in its tactics and spare no wounded enemies. The army gains a +1 bonus on opposed Morale checks to prevent another army from withdrawing and on the last Offense check against a routed army or one using the withdraw tactic.

Sharpshooter: The commander drills the army in precision ranged attacks. The army gains a +2 bonus on Offense checks against armies using fortifications. This boon has no effect if the army can't make ranged attacks.

Triage: Whether using magic, alchemy, herbalism, or folk knowledge, the commander drills the army in using emergency methods to treat wounds. Once per battle, the army may take a -4 penalty on its Offense check during the Ranged or Melee phase and heal damage equal to half its ACR. If the army has the healing potions resource, it also gains the healing from this boon (without the Offense check penalty) when it uses healing potions.

Kingdom Leader Commanders

If you have a kingdom leadership role (Ruler, High Priest, Grand Diplomat, and so on), you may take the role of an army commander. To determine your bonus on Morale checks and the maximum number of boons you can know, use either one-fifth your ranks in Profession (soldier) or one-sixth your character level, whichever is higher (minimum 1). As with other commanders, you must remain active with the army to grant your commander bonus on Morale checks, and must be at the battle to provide tactics and bonuses.



Your leadership role determines what boons you automatically know (even if you don't meet the Leadership requirements for those boons). If a role lists multiple boons, you must choose one when you become a commander. (Others may be gained in the normal manner).

Ruler: Bloodied but Unbroken, Loyalty

Consort: Loyalty

Councilor: Loyalty

General: Bonus Tactic, Flexible Tactics, Merciless, Sharpshooter

Grand Diplomat: Defensive Tactics, Merciless

Heir: Loyalty

High Priest: Hold the Line, Live off the Land, Triage

Magister: Flexible Tactics, Loyalty

Marshal: Live off the Land, Hit and Run, Sharpshooter, Triage

Royal Enforcer: Bonus Tactic, Merciless, Sharpshooter

Spymaster: Hit and Run, Merciless, Sharpshooter

Treasurer: Loyalty

Viceroy: Loyalty

Warden: Defensive Tactics, Hold the Line, Loyalty

Losing Commanders

If an army is destroyed and the commander is an NPC, the commander is killed (01–20), captured (21–70), or escapes (71–00). An army of mindless creatures kills all captured NPC commanders. You may ransom a captured commander by paying BP equal to the commander's army's Consumption (if captured by another kingdom, this goes to that kingdom's Treasury). A commander with a history of losing battles, being captured, and being ransomed gains an unlucky reputation among your troops and reduces the Morale of any army under her by 1.

If you are the commander and your army is destroyed, the GM should present you with an opportunity to escape with serious injuries (at 25% hp or lower), otherwise you are captured and held for ransom. The other PCs may pay BP, gold, or other treasures to ransom you, or the GM may allow the other PCs to have an adventure where they attempt to rescue you instead of simply buying your freedom.

ARMY RESOURCES

Resources are physical assets the army can use to improve its abilities. You must spend the BP for a resource before you can apply it to the army. Some armies can't use certain resources—an army of wolves can't use healing potions or improved weapons, mindless creatures can't use siege engines, and so on.

The cost of a resource doesn't end when you purchase it. Units must be trained to use new equipment, elite units demand higher pay, expensive items are more costly

RECRUITING ARMIES

If you are a leader of a kingdom, that fact is sufficient for you to recruit armies from your citizens. If you are not the leader of a kingdom, the GM may decide that you need to achieve some sort of in-game accomplishment to earn the respect and renown needed to raise an army.

Being able to recruit a monster army usually requires a special quest or adventure; you can't simply recruit an army of goblins to serve you because you've found a tribe of goblins or know they live in your kingdom.

to maintain and repair, and so on. Each resource added to an army increases the army's weekly Consumption by the listed amount.

The costs listed are for a Medium army. Resources for a smaller or larger army cost proportionately less or more than this amount, as per Table 4–16: Resource Scaling on page 242.

Healing Potions (10 BP): Each unit is equipped with several healing potions. At any point during a battle (but no more than twice per battle), the commander can order her units to drink their potions. The army doesn't attempt an Offense check that phase, but heals a number of hit points equal to twice its ACR. Each time an army uses its healing potions, increase its Consumption that week by 3. To purchase this resource, a settlement in your kingdom must have an Alchemist, Caster's Tower, Cathedral, Herbalist, Magic Shop, Magical Academy, or Temple.

Improved Armor (3 BP): The army is armed with masterwork armor, increasing DV and Consumption



by 1. For 15 BP, you can outfit the army with magic armor, increasing DV and Consumption by 2 instead. To purchase this, a settlement in your kingdom must have a Foreign Quarter, Military Academy, or Smithy.

Improved Weapons (5 BP): The army is armed with masterwork weapons, increasing OM and Consumption by 1. For 50 BP, you can outfit the army with magic weapons, increasing OM and Consumption by 2 instead. To purchase this resource, a settlement in your kingdom must have a Foreign Quarter, Military Academy, or Smithy.

Mounts (BP = Mount's ACR): The army is mounted on horses or other war-trained animals. Increase its OM and DV by 2, and increase its Consumption by 1. If your army uses mounts that are more powerful than the units themselves, your army's ACR and derived scores might increase (see ACR on page 235). To purchase this resource, a settlement in your kingdom must have a Foreign Quarter, Stable, or Stockyard.

Ranged Weapons (2 BP): The army is equipped with ranged weapons (such as crossbows, slings, or bows), gaining ranged attack capability. Increase its Consumption by 1.

Siege Engines (15 BP per engine): Your army includes catapults, rams, trebuchets, ballistae, and other siege engines designed to break down fortifications. Increase OM by 2 (regardless of the total number of siege engines in the army) and Consumption by 3 per siege engine. Each Melee phase, reduce the enemy's bonus to DV from fortifications by 1d4 per siege engine in your army. Unlike other resources, the cost of a siege engine doesn't scale with the army's size. To purchase this resource, a settlement in your kingdom must have an Academy, Foreign Quarter, Military Academy, or University.

TABLE 4-16: RESOURCE SCALING

ARMY SIZE	MULTIPLIER
Fine	×1/8
Diminutive	×1/6
Tiny	×1/4
Small	×1/2
Medium	×1
Large	×2
Huge	×4
Gargantuan	×10
Colossal	×20

The multiplier affects the resource's initial cost and the increase to Consumption. The multiplier can't reduce the cost of a resource below 1 BP.

Transferring Resources

You may take a purchased resource from one army and give it to an army of equal or smaller size so long as the creatures in the recipient armies can use the resource (for example, improved weapons for a hill giant army are of little use to an army of human zombies). Doing so doesn't cost BP, but reduces the Morale of the donating army by 1.

At the GM's discretion, you may divide a resource among several smaller armies, so long as the total number of units in the smaller armies doesn't exceed the number of units in the donating army.

If you disband an army with a resource, you can give that resource to another suitable army, store it for later (such as an army you recruit next year), or sell it for half its BP value.

SPECIAL ABILITIES

Part of the fun of playing out a war in a fantasy game is the fact that you aren't limited to real-world troops.

Though most recruited units are warriors or fighters, you may be able to recruit an army of paladins, clerics, or other characters with abilities useful in mass combat.

You might even be able to recruit monsters, whether humanoids such as goblins, trolls, and orcs, or exotic creatures such as centaurs and worgs. These creatures could have monster special abilities useful in mass combat. A typical kingdom doesn't have access to monster armies unless it has formed alliances with such creatures, either through formal Diplomatic edicts or befriending them during adventures.

Modifiers for these abilities apply only if most of the units in an army have the listed ability. For a class ability, a parenthetical note after the ability name indicates the class and the level the units of the army must be to confer that ability. This listing doesn't include class abilities acquired after 5th level, as it's unlikely you'll be able to recruit enough units of that class level to form an army. If a class ability listed here presents two alternative options, you must choose one of these options when the army is formed, and it can't ever be changed.

You can use the following special abilities as inspiration to generate additional army abilities of your own. Unless otherwise stated, the effects of these special abilities (other than hp damage) end when a battle ends. Note that you count as your own ally for abilities that effect allied armies.





Ability Damage/Drain: This ability functions as bleed.

Alchemy (Alchemist 1): Once per battle, the army can heal itself as if it had the healing potions resource. This doesn't cost BP.

Amphibious: The army can move in or across bodies of water and ignore Defense from water barriers.

Animal Companion (Druid 1, Ranger 4): The army's animal companions increase the army's OM by 1.

Aquatic: The army increases its OM and DV by 1 against armies in the water or on ships. The army decreases its OM by 2 against armies on land (unless the army also has the amphibious special ability, in which case it doesn't have this OM penalty).

Aura of Courage (Paladin 3): The army is immune to fear effects and automatically succeeds at Morale checks to avoid a rout.

Armor Training (Fighter 3): This class feature adjusts the base speed of units in medium armor; adjust the army's speed accordingly.

Bleed: When this army deals damage in melee, the target army takes an automatic 1d6 points of damage at the start of the next phase.

Blindsense: The army reduces its OM and DV penalties by half from darkness, invisibility, and weather.

Blindsight: The army takes no penalties to its OM and DV from darkness, invisibility, or weather.

Bomb (Alchemist 1): This ability functions as the breath weapon ability.

Bravery (Fighter 2): Apply the unit's bravery bonus on Morale checks against fear and routs.

Breath Weapon: The army can make ranged attacks. In the Ranged and Melee phases, it deals +1d4 points of damage.

Brew Potion (Alchemist 1): The army can create healing potions for itself or another army without needing any of the building requirements described in the healing potion resource. You must pay the BP cost for these potions as normal.

Burn: This ability functions as bleed.

Burrow: The army can dig under one fortification (or City Walls) by spending a Ranged or Melee phase moving. In later phases, it ignores that fortification's Defense. During the phase the army uses burrow, it can attack or be attacked only by armies using burrow or earth glide.

Cannibalize: Reduce Consumption by 1 (minimum 0) for any week in which the army wins a battle and is allowed to feed on fallen corpses.

Challenge (Cavalier 1): Once per battle, the army may increase its OM by 2 against a target army, but it also reduces its DV by 1 against attacks from any army that is not the target army. These effects last for the rest of the battle.

Channel Negative Energy (Cleric 1): In the Melee phase, the army deals +1d4 points of damage against a living target army. If the army with this ability is undead, instead of dealing extra damage to an enemy army, it can

use this ability to heal itself; if it takes an OM penalty equal to half its ACR for one Ranged or Melee phase, it heals a number of hit points equal to its ACR.

Channel Positive Energy (Cleric 1, Paladin 4): In the Melee phase, the army deals +1d4 points of damage against an undead target army. Instead of dealing extra damage to an enemy army, the army can use this ability to heal itself; if it takes an OM penalty equal to half its ACR for one Ranged or Melee phase, it heals a number of hit points equal to its ACR.

Climb: The army treats the Defense of fortifications as 25% lower than normal. This benefit doesn't apply if the fortification can't reasonably be climbed (such as a moat or wall of force).

Combat Style (Ranger 2): Once per battle, increase the army's OM for either ranged attacks or melee attacks by 1 for the rest of the battle.

Construct: The army is immune to disease, fear, paralysis, and poison.

Create Sandstorm: Once per battle, the army can affect the field of battle with the sandstorm battlefield condition (see page 237). The sandstorm lasts for the rest of the battle.

Create Spawn: If the army destroys a living army of equal or greater size, it may immediately recover a number of hit points equal to twice its ACR or create a new army of its type but two sizes smaller than itself.

Damage Reduction: See the entry for significant defense.

Darkvision: The army takes no OM or DV penalties in dim light or darkness.

Discovery (Alchemist 2): This ability functions as bleed.

Disease: If the army damages an enemy, the enemy becomes diseased and takes a cumulative -1 penalty to its OM and DV each day after the battle. Curing the disease requires a successful Stability check modified by this penalty, and allows the army to reduce this penalty by 1 each day thereafter until the penalty is gone.

Divine Health (Paladin 3): The army is immune to disease.

Earth Glide: The army ignores fortifications made of earth or stone and can burrow under other fortifications as if using the burrow special ability.

Eidolon (Summoner 1): This ability functions as the animal companion ability.

Energy Drain: If the army damages an enemy, it reduces the enemy's OM and DV by 1 for 24 hours.

Evasion (Monk 2, Rogue 2): An army that attacks this army halves its OM bonus from the spellcasting ability and halves the extra damage from the breath weapon ability.

Fast Healing: Each Ranged or Melee phase, this army regains a number of hit points equal to half its fast healing value. Outside of battle, each hour the army regains a number of hit points equal to its fast healing value.

Favored Enemy (Ranger 1): The army increases its OM by 1 against an army of a type of creature chosen from the ranger favored enemy list.

Favored Terrain (Ranger 3): Reduce an enemy's bonuses from advantageous terrain and battlefield advantage by half.

Fear: If the army damages an enemy army, that army must attempt a Morale check (DC = 10 + your army's ACR). Failure means the enemy army is afraid and can't attempt an Offense check to attack during the next phase. If an army fails a Morale check during a phase in which it is already afraid, it routs.

Ferocity: The army continues to fight even if demoralized or nearly dead. If the army is defeated or routed, it may continue to act for one more Melee phase, and its OM and DV are reduced by 4 for that phase.

Flight: If the army doesn't attack in the Melee phase, it can't be attacked with melee attacks except by an army with flight. The army ignores Defense bonuses from City Walls, but not other fortifications.

Flurry of Blows (Monk 1): In the first Melee phase, increase the army's OM by 1. In the second and subsequent Melee phases, increase it by 2 instead.

Grab: The army's units latch onto their opponents, making it difficult to escape. The target army takes a -2 penalty on Morale checks to resist a rout or use the withdraw tactic.

Hex (Witch 1): When you create an army with this ability, choose either healing or cauldron.

Healing: Once per battle, the army can heal a number of hit points equal to half its ACR.

Cauldron: The army can create healing potions for itself or another army without needing any of the building

requirements described in the healing potion resource. You must pay the BP cost for these potions as normal.

Hunter's Bond (Ranger 4): When you create an army with this ability, choose either companions or animal.

Companions: Once per battle, the army may increase its OM or an allied army's OM by 1 for the rest of the battle.

Animal: This ability functions as animal companion.

Immunity: If an army is immune to a particular special ability (such as poison), an enemy army with that ability doesn't gain those benefits against this army. For an army with many immunities, also see significant defense.

Incorporeal: The army takes no damage from nonmagical attacks, and only half damage from magical attacks. It ignores enemy DV bonuses from armor resources. It automatically succeeds at checks to withdraw. It has a mobility advantage in all kinds of terrain.

Inspire Courage (Bard 1): The army increases its OM by 1 and gains a +2 bonus on Morale checks against fear and routs. Alternatively, the army may apply these bonuses to an allied army in the same battle.

Invisibility: Any army attacking this army takes a -2 penalty to its OM for that attack. Any army attacked by this army takes a -2 penalty to its DV against its attacks. Armies that can't see invisible creatures can't prevent this army from withdrawing.

Judgment (Inquisitor 1): Once each Ranged or Melee phase, the army may choose to increase its damage by 1, increase its DV by 1, heal a number of hit points equal to half its ACR, or treat its attacks as magic weapons. This ability is suspended for any phase in which the army is unable to attack because of fear, and ends immediately if the army routs.

Ki Pool (Monk 4): The army's attacks count as magic weapons.

Lay on Hands (Paladin 2): This ability functions as channel positive energy.

Light Blindness: The army decreases its OM and RV by 2 in bright light.

Light Sensitivity: The army decreases its OM and RV by 1 in bright light.

Low-Light Vision: The army takes no penalties for dim light.

Mercy (Paladin 3): At the end of a battle, the army can cure a disease on one allied army.

Mindless: The army never fails Morale checks, but must always use standard tactics and strategy.

Mobility: If the units have a form of mobility that gives them an advantage in the battlefield's terrain (such as boggards in a swamp), increase the army's OM by 1 for that battle against armies without such mobility.

Mount (Cavalier 1): The army's mounts increase the army's OM and DV by 1.





Order (Cavalier 1): When using the challenge ability, increase the army's DV by 1 against the challenged army.

Paralysis: Each time the army damages an enemy army, reduce the enemy army's DV by 1.

Petrification: This ability functions as paralysis.

Plant: The army is immune to fear, paralysis, and poison.

Poison Resistance (Alchemist 2): If the army takes poison damage, reduce the damage by half of the unit's poison resistance bonus.

Poison: This ability functions as bleed.

Pounce: The army increases its OM by 1.

Powerful Charge: The army increases its OM by 1.

Rage (Barbarian 1): Once per battle, the commander may order the army to rage. Increase the army's OM by 2, decrease its DV by 1, and add a +1 bonus on its Morale checks against fear and routing. While this is in effect, the army can't use the tactics cautious combat, defensive wall, expert flankers, hold the line, sniper support, or withdraw; nor can it use the defensive or cautious strategies. If using such a tactic or strategy, you immediately switch to the standard tactic or strategy.

Rake: The army increases the damage it deals by 1.

Regeneration: The army regains a number of hit points equal to half its regeneration value each Ranged or Melee phase. When an army with regeneration is reduced to 0 hp, it is defeated only if at least one enemy army survives at the end of that phase to finish off the regenerating creatures. Outside of battle, the army regains a number of hit points equal to half its regeneration value each hour.

Rend: The army increases the damage it deals by 1.

Resistance: See the entry for significant defense.

Rock Catching: The army increases its DV by 1 against ranged attacks. This increases by an additional 1 if the army is attacked with siege weapons or thrown rocks.

Rock Throwing: The army can make ranged attacks. In the Ranged phase, it deals +4 points of damage.

Rogue Talent (Rogue 2): The army gains the bleed ability.

Scent: The army reduces its OM and DV penalties from darkness, invisibility, and weather by half.

Shield Ally (Summoner 4): Increase the army's DV by 1.

Significant Defense: The army has a significant defense such as powerful damage reduction or numerous immunities and/or resistances. Increase its DV by 10, but only against armies that can't overcome those defenses. In some cases, the GM might rule that an army is simply undefeatable by an enemy army because of its defenses (though the GM should never pit the PCs against such an army unless the PCs initiate a foolish battle).

Smite Evil (Paladin 1): In one Melee phase per battle, the army may increase its OM by 2 against an evil army. If the target army is undead or evil outsiders, the OM increases by 4 instead.

Sneak Attack (Rogue 1): The army increases its OM by 1 when making an ambush, when using the expert flankers tactic, or on the phase after using the false retreat tactic.

Spell Resistance: The army increases its DV by 6 against armies with the spellcasting ability.

Spellcasting: If an army's units can use magic (from either spell-like abilities or actual spellcasting), increase its OM and DV by the spell level of the highest-level spell the individual unit can cast. If any of the army's offensive spells has a range greater than touch, the army can make ranged attacks.

Stunning Fist (Monk 1): This ability functions as paralysis.

Swarm: The army takes half damage from nonmagical attacks, but 1-1/2 times as much damage from magical attacks. It ignores DV bonuses from armor resources. It can't harm an army with the incorporeal or significant defense ability. It automatically succeeds at checks to withdraw.

Tactician (Cavalier 1): The army automatically learns one tactic (usually the cavalry experts tactic); this doesn't count toward an army's maximum number of known tactics.

Teleportation: The army ignores the Defense of fortifications. It automatically succeeds at checks to withdraw. Ethereal travel and similar effects also grant this ability. An army with teleportation can travel to any hex on the same day (its speed is irrelevant and not hampered by difficult terrain).

Track (Inquisitor 2, Ranger 1): The army adds its ACR to Morale checks to prevent an army from using the withdraw tactic and to its DV to prevent ambushes. It reduces the damage it deals in fog by one quarter instead of one half.

Trample: The army increases its OM by 1.

Trap Sense (Rogue 3): When using the siegebreaker tactic, the army adds half its ACR to the Offense check to determine if a siege engine is destroyed.

Tremorsense: The army reduces its OM and DV penalties from darkness, invisibility, and weather by half.

Trip: Each Melee phase, the target enemy army reduces its DV by 1 until the end of the phase.

Undead: The army is immune to disease, fear, paralysis, and poison. Its DV increases by 2.

Unnatural Aura: This ability functions as fear, but applies only to animals (including animal mounts).

Vortex: This ability functions as paralysis, but only against targets on or in the water.

Weapon Specialization (Fighter 4): Once per battle, increase the army's OM for either ranged or melee attacks by 2.

Whirlwind: This ability functions as paralysis.

Wild Shape (Druid 4): Once per battle, the army may gain the aquatic, amphibious, climb, darkvision, flight, low-light vision, or scent special abilities, but loses the spellcasting ability while this is in effect. The army can end this ability in any later phase.

PLAYER CHARACTERS IN BATTLES

In addition to the option of your PCs being commanders in your armies, the GM may have you fight smaller groups of enemies before or even during a battle in which

your armies clash with the enemy. For example, your PCs might attack an evil necromancer and fight your way through his tower to confront him directly and defeat him while your army battles the undead horde outside the tower. Alternatively, your PCs could use potent spells (such as *cloudkill*, *control water*, or *earthquake*) to alter battlefield conditions in your favor. These possibilities let you use your characters to directly affect the outcome of a battle without forcing you to sit out on an adventure opportunity by personally commanding an army.

If your PCs win the small-scale combat or dramatically affect the battlefield with magic, the GM could opt to increase your army's DV and OM by +4 for that battle, or penalize your armies by -4 if you lose. At the GM's discretion, your PCs' failure or victory might have other effects on your armies as well, such as temporarily granting an additional tactic, altering the hit points of one or more armies, or granting or negating a special ability.

OPTIONAL MASS COMBAT RULES

The following sections describe ways armies can be altered or assigned that come up less frequently than the other rules in the mass combat system. They're optional, and the GM can bring them into the game only if necessary.

Combining Armies

If you have two armies of the same type and of equal size, at any time outside of combat you can combine them into a single army that is one size larger than the original armies.

Choose one of the two commanders to command this combined army. The other commander may be assigned to a different army; otherwise, her boons are lost.

Calculate the new army's statistics based on its new size. If both smaller armies had a boon, resource, or tactic, the new army has it as well; otherwise the boon, resource, or tactic is lost. The new army's Morale is equal to the average of the Morale of the two smaller armies. If one army has an affliction (such as a disease), the new army now has it.

Determine what percentage of its full normal hit points each smaller army had. The new army's hit points is the average of these percentages. For example, if one army is at 50% and the other is at 100%, the new army is at 75% of the full hit points for its size.

Reforming an Army

Reformation converts a wounded army into a smaller, healthy army. The army hit point rules are abstract and represent wounded units, incapacitated units, and dead units. For an army with a very low hit point total, the number of active units in the army can even be equal to or fewer than those of an army of a smaller size. For example, a Large army normally has 200 units, but if that army is very wounded, it could have only 100 or fewer units able to fight—the same number as a Medium army. Because an

army's Consumption is based on its ACR (which is based on its size), you might be able to reduce your Consumption costs if you reform an army into a smaller size.

At any time outside of combat, you can reform a wounded army (at half hit points or fewer) into an army one size smaller with full hit points. This act represents you choosing only the healthiest units to continue fighting. The wounded survivors disperse, typically heading home to recuperate.

Calculate the smaller army's statistics based on its new size. The smaller army retains all of the larger army's statistics and effects (including tactics, boons, resources, commander, and so on) except those based on its size (such as ACR and statistics based on ACR). The army reduces its Morale by 1 (as reforming is a blunt indication of misfortune).

There is no limit to how many times you can reform an army. Even a Colossal army can be whittled away and reformed several times until the CR of its individual units is too small to actually count as an army.

Reserve Army

The costs in this section assume an active, deployed army. You may instead convert an army into a reserve army, placing it in a settlement. This reduces the Consumption cost for the army to once per month (or kingdom turn) instead of once per week. A commander has to spend only 3 days per month with a reserve army to remain active with it. The Morale penalty for an absent commander happens every month instead of every week.

The size of an army you can put in reserve depends on the buildings you have available in the settlement. A Watchtower can hold a Small or smaller reserve army, a Barracks can hold Medium or smaller, a Castle can hold Large or smaller, and a Garrison Huge or smaller. A Gargantuan or Colossal army can't be put in reserve—it must remain deployed (though it can be indefinitely deployed in one of your own hexes). A Temple counts as a Watchtower for the purpose of holding special religious troops (clerics, druids, inquisitors, or paladins), and a Cathedral counts as a Barracks in those cases. You may split an army (see *Splitting an Army*) to allow you to divide its units among several buildings.

If you move the army outside the settlement, it immediately counts as an active army and the costs must be paid per week as normal.

Splitting an Army

You can divide an army into smaller armies. At any time outside of combat, you may split an army into two armies that are each one size category smaller. One of these armies retains the larger army's commander; you must assign a commander to the other army.

Calculate each smaller army's statistics based on its new size. The smaller armies retain all of the larger army's statistics and effects (including tactics, boons, resources, commander, and so on) except those based on size (such



as ACR and statistics based on ACR). Each smaller army reduces its Morale by 1.

Determine what percentage of its full normal hit points the larger army had. Each smaller army has this proportion of hit points for its new size. For example, if the large army was at 70% (28 hp out of 40), each smaller army is at 70% of the full hit points for its size.

There is no limit to how many times you can split an army. Even a Colossal army can split several times until the CR of its individual units is too small to actually count as an army.

SAMPLE ARMIES

This section details sample armies of various humanoid and monster types. The GM can allow players to recruit some of these armies, or might reserve most of them as unusual foes for mass battles. None of these armies has a starting Morale listed, because starting Morale starts at 0, modified by the commander.

Most of these armies are Medium, showing a player or GM what tactics, resources, and special abilities a typical army of that type has, yet still keeping it easy to scale the army to a larger or smaller size. If an army has a resource, the listed Consumption is for an army of the listed size; if you change the size of the army, remember to subtract the Consumption cost for its original size, scale that cost to the new size (see Table 4–16: Resource Scaling, page 242), then add the scaled cost to the army's base Consumption cost. If the army lists an additional cost for recruiting the army, this recruitment cost scales in the same way.

The special abilities listed for monster armies are approximations to model the unit monster's special abilities. For example, an individual troglodyte's stench nauseates opponents, but there is no army special ability that does that, so the troglodyte army has paralysis instead, which has a comparable effect. Likewise, the astral deva army has the alchemy ability, which is a reasonable approximation of an individual astral deva's ability to use *heal* once per day; the one-unit army doesn't actually carry alchemist extracts.

If a special ability provides a constant bonus (such as the bonus from charge or pounce), that bonus is automatically included in the army's stat block. If the bonus is conditional (like the DV bonus from rock catching or the ranged damage bonus from rock throwing), you need to account for that bonus when the conditions are right.

Some armies have custom bonuses built into their DV or OM. This represents the unit's special defenses (such as damage reduction) and high damage output against single targets, which should affect an opposing army in a greater

way than the standard monster-to-army conversion rules would indicate. Determining army stat block values for small numbers of powerful monsters is more of an art than a science.

ARMY (COLOSSAL)

XP 6,400

N Colossal army of humans (fighter 2)

hp 49; ACR 9

DV 19; OM +9

Special bravery +1

Speed 1; Consumption 4

ARMY (GARGANTUAN)

XP 3,200

N Gargantuan army of humans (fighter 2)

hp 38; ACR 7

DV 17; OM +7

Special bravery +1

Speed 1; Consumption 3

ARMY (HUGE)

XP 1,600

N Huge army of humans (fighter 2)

hp 27; ACR 5

DV 15; OM +5

Special bravery +1

Speed 1; Consumption 2

ARMY (LARGE)

XP 800

N Large army of humans (fighter 2)

hp 16; ACR 3

DV 13; OM +3

Special bravery +1

Speed 1; Consumption 1



ARMY (MEDIUM) XP 400

N Medium army of humans (fighter 2)

hp 5; **ACR** 1

DV 11; **OM** +1

Special bravery +1

Speed 1; **Consumption** 1

BOGGARD ARMY XP 600

CE Medium army of boggards

hp 9; **ACR** 2

DV 12; **OM** +2

Special darkvision, low-light vision, mobility advantage (swamps)

Speed 1 (speed unaffected by swamps); **Consumption** 1

CENTAUR ARMY XP 800

N Medium army of centaurs

hp 16; **ACR** 3

DV 13; **OM** +3, ranged

Tactics cavalry experts

Special always treated as if they have the mounts resource, darkvision

Speed 2; **Consumption** 1

DWARVEN DEFENDERS XP 400

LN Medium army of dwarves (fighter 2)

hp 5; **ACR** 1

DV 11; **OM** +1

Tactics defensive wall

Special bravery +1, darkvision

Speed 1; **Consumption** 1

DUERGAR ARMY XP 400

LE Medium army of duergar (warrior 3)

hp 5; **ACR** 1

DV 11; **OM** +2, ranged

Special darkvision, immune to paralysis and poison, light sensitivity

Speed 1; **Consumption** 1

Note +1 OM due to spell-like abilities

DROW ARMY XP 400

CE Medium army of drow (warrior 3)

hp 3; **ACR** 1

DV 11; **OM** +3, ranged

Tactics dirty fighters, false retreat, sniper support, spellbreaker

Special darkvision, light sensitivity, poison, spell resistance

Speed 2; **Consumption** 1

Note +2 OM due to spell-like abilities

ELITE ARMY COMMANDOS XP 800

N Medium army of humans (fighter 4)

hp 16; **ACR** 3

DV 13; **OM** +3, ranged

Tactics expert flankers, siegebreaker

Resources healing potions, improved armor, improved weapons, ranged weapons

Special armor training, bravery +1, weapon specialization

Speed 2; **Consumption** 1 (recruitment cost 20 BP)

ELITE MOUNTED KNIGHTS XP 600

N Medium army of humans (fighter 3)

hp 11; **ACR** 2

DV 15; **OM** +5

Resources improved armor, improved weapons, mounts

Speed 1; **Consumption** 4 (recruitment cost 9 BP)

ELVEN WARDENS XP 400

N Medium army of elves (ranger 2)

hp 5; **ACR** 1

DV 11; **OM** +1

Tactics sniper support

Special combat style, favored enemy (orc), track

Speed 1; **Consumption** 1

GHOUL ARMY XP 400

CE Medium army of ghouls

hp 4; **ACR** 1

DV 11; **OM** +1

Special cannibalize, darkvision, disease, paralysis, undead

Speed 2; **Consumption** 1

GNOLL ARMY XP 400

CE Medium army of gnolls

hp 4; **ACR** 1

DV 11; **OM** +1

Special darkvision

Speed 2; **Consumption** 1





GNOME STALKERS XP 400

N Medium army of gnomes (fighter 2)

hp 5; **ACR** 1

DV 11; **OM** +2

Tactics taunt

Special bravery +1

Speed 1; **Consumption** 1

Note +1 OM due to spell-like abilities

GOBLIN ARMY XP 200

CE Medium army of goblins (warrior 2)

hp 2; **ACR** 1/2

DV 10; **OM** +0, ranged

Special darkvision

Speed 1; **Consumption** 1

GOBLIN HORDE XP 800

CE Huge army of goblins (warrior 1)

hp 16; **ACR** 3

DV 13; **OM** +3, ranged

Special darkvision

Speed 1; **Consumption** 1

HALF-ORC BERSERKERS XP 400

CN Medium army of half-orcs (barbarian 2)

hp 6; **ACR** 1

DV 11; **OM** +1

Tactics relentless brutality

Special rage

Speed 2; **Consumption** 1

HALFLING SCOUTS XP 400

LN Medium army of halflings (rogue 2)

hp 4; **ACR** 1

DV 11; **OM** +1

Tactics withdraw

Special evasion, rogue talent (bleed), sneak attack

Speed 1; **Consumption** 1

HOBGOBLIN ARMY XP 400

LE Medium army of hobgoblins (fighter 2)

hp 5; **ACR** 1

DV 12; **OM** +2, ranged

Tactics siegebreaker

Resources improved armor, improved weapons, ranged weapons

Special armor training, bravery +1, darkvision

Speed 2; **Consumption** 2 (recruitment cost 8 BP)

KOBOLD ARMY XP 600

LE Huge army of kobolds (warrior 1)

hp 11; **ACR** 2

DV 12; **OM** +2

Tactics dirty fighters

Special darkvision, light sensitivity

Speed 2; **Consumption** 1

LIZARDFOLK ARMY XP 400

N Medium army of lizardfolk

hp 4; **ACR** 1

DV 11; **OM** +1, ranged

Special amphibious, aquatic, cannibalize

Speed 2; **Consumption** 1

MILITIA (COLOSSAL) XP 3,200

N Colossal army of humans (warrior 1)

hp 38; **ACR** 7

DV 17; **OM** +7

Speed 2; **Consumption** 3

MILITIA (GARGANTUAN) XP 1,600

N Gargantuan army of humans (warrior 1)

hp 27; **ACR** 5 **DV** 15; **OM** +5

Speed 2; **Consumption** 2

MILITIA (HUGE) XP 800

N Huge army of humans (warrior 1)

hp 16; **ACR** 3

DV 13; **OM** +3

Speed 2; **Consumption** 1

MILITIA (LARGE) XP 400

N Large army of humans (warrior 1)

hp 5; **ACR** 1

DV 11; **OM** +1

Speed 2; **Consumption** 1

ORC ARMY XP 600

CE Medium army of orcs (fighter 3)

hp 11; **ACR** 2

DV 13; **OM** +2, ranged

Resources improved armor

Special armor training, bravery +1, cannibalize, ferocity, light sensitivity

Speed 2; **Consumption** 2 (recruitment cost 3 BP)

ORC HORDE XP 400

CE Medium army of orcs (warrior 3)

hp 5; **ACR** 1

DV 11; **OM** +1, ranged

Special cannibalize, ferocity, light sensitivity

Speed 2; **Consumption** 1

SKELETON HORDE (COLOSSAL) XP 3,200

NE Colossal army of human skeletons

hp 31; **ACR** 7

DV 19; **OM** +7

Special darkvision, mindless, undead

Speed 2; **Consumption** 3

SKELETON HORDE (GARGANTUAN) XP 1,600

NE Gargantuan army of human skeletons

hp 22; **ACR** 5

DV 17; OM +5

Special darkvision, mindless, undead

Speed 2; **Consumption** 2

SKELETON HORDE (HUGE) XP 800

NE Huge army of human skeletons

hp 13; ACR 3

DV 15; OM +3

Special darkvision, mindless, undead

Speed 2; **Consumption** 1

SKELETON HORDE (LARGE) XP 400

NE Large army of human skeletons

hp 4; ACR 1

DV 13; OM +1

Special darkvision, mindless, undead

Speed 2; **Consumption** 1

SKELETON HORDE (MEDIUM) XP 135

NE Medium army of human skeletons

hp 1; ACR 1/3

DV 12; OM +0

Special darkvision, mindless, undead

Speed 2; **Consumption** 1

SVIRFNEBLIN ARMY XP 400

N Medium army of svirfneblin (ranger 1)

hp 5; ACR 1

DV 13; OM +2, ranged

Special darkvision, favored enemy (dwarf), low-light vision, spellcasting, spell resistance, track

Speed 1; **Consumption** 1

TARRASQUE XP 102,400

N Fine army of one tarrasque

hp 93; ACR 17

DV 27; OM +21, ranged

Tactics defensive wall, relentless brutality, siegebreaker, spellbreaker, withdraw

Special cannibalize; fear; grab; immune to ability damage, bleed, disease, energy drain, fear, paralysis, petrification, and poison; low-light vision; regeneration 40; scent; significant defense; spell resistance

Speed 2; **Consumption** 8

Note +4 OM due to feats and monster special abilities

TENGU ARMY XP 600

N Medium army of tengu (rogue 3)

hp 9; ACR 2

DV 12; OM +2, ranged

Tactics expert flankers

Special evasion, low-light vision, rogue talent (bleed), sneak attack

Speed 2; **Consumption** 1

TROGLODYTE ARMY XP 400

CE Medium army of troglodytes

hp 4; ACR 1

DV 11; OM +1, ranged

Special darkvision, paralysis

Speed 2; **Consumption** 1

WORG ARMY XP 600

NE Medium army of worgs

hp 11; ACR 2

DV 12; OM +2

Special darkvision, low-light vision, scent, trip

Speed 3; **Consumption** 1

YETI PACK XP 1,200

N Medium army of yetis

hp 22; ACR 4

DV 14; OM +4

Special burn, climb, darkvision, fear, scent

Speed 2; **Consumption** 2

ZOMBIE HORDE (COLOSSAL) XP 4,800

NE Colossal army of human zombies

hp 36; ACR 8

DV 20; OM +8

Special darkvision, mindless, undead

Speed 1; **Consumption** 4

ZOMBIE HORDE (GARGANTUAN) XP 2,400

NE Gargantuan army of human zombies

hp 27; ACR 6

DV 18; OM +6

Special darkvision, mindless, undead

Speed 1; **Consumption** 3

ZOMBIE HORDE (HUGE) XP 1,200

NE Huge army of human zombies

hp 18; ACR 4

DV 16; OM +4

Special darkvision, mindless, undead

Speed 1; **Consumption** 2

ZOMBIE HORDE (LARGE) XP 600

NE Large army of human zombies

hp 9; ACR 2

DV 14; OM +2

Special darkvision, mindless, undead

Speed 1; **Consumption** 1

ZOMBIE HORDE (MEDIUM) XP 200

NE Medium army of human zombies

hp 2; ACR 1/2

DV 12; OM +0

Special darkvision, mindless, undead

Speed 1; **Consumption** 1



ARMY SHEET

KINGDOM NAME _____

CAPITAL _____

GENERAL

CHA MOD _____

PROF. (SOLDIER) _____

INIT. MOD. _____

MAX. ARMIES _____

SIGNIFICANT CHARACTERS

NAME _____ ARMY _____

NAME _____ ARMY _____

NAME _____ ARMY _____

NAME _____ ARMY _____

NAME _____ ARMY _____

NAME _____ ARMY _____

NAME _____ ARMY _____

NAME _____ ARMY _____

ARMY 1

NAME _____		
ALIGNMENT	SIZE	TYPE
_____	_____	_____
HP _____	ACR _____	
SPEED _____	MORALE _____	CONSUMPTION _____
_____	_____	_____
DV _____	OM _____	
TACTICS		
RESOURCES		
SPECIAL		
COMMANDER _____		
CHA MOD. _____ PROF. (SOLDIER) _____		
LEADERSHIP <input type="checkbox"/> BONUS _____		

ARMY 2

NAME _____		
ALIGNMENT	SIZE	TYPE
_____	_____	_____
HP _____	ACR _____	
SPEED _____	MORALE _____	CONSUMPTION _____
_____	_____	_____
DV _____	OM _____	
TACTICS		
RESOURCES		
SPECIAL		
COMMANDER _____		
CHA MOD. _____ PROF. (SOLDIER) _____		
LEADERSHIP <input type="checkbox"/> BONUS _____		

ARMY 3

NAME _____		
ALIGNMENT	SIZE	TYPE
_____	_____	_____
HP _____	ACR _____	
SPEED _____	MORALE _____	CONSUMPTION _____
_____	_____	_____
DV _____	OM _____	
TACTICS		
RESOURCES		
SPECIAL		
COMMANDER _____		
CHA MOD. _____ PROF. (SOLDIER) _____		
LEADERSHIP <input type="checkbox"/> BONUS _____		

ARMY 4

NAME _____		
ALIGNMENT	SIZE	TYPE
_____	_____	_____
HP _____	ACR _____	
SPEED _____	MORALE _____	CONSUMPTION _____
_____	_____	_____
DV _____	OM _____	
TACTICS		
RESOURCES		
SPECIAL		
COMMANDER _____		
CHA MOD. _____ PROF. (SOLDIER) _____		
LEADERSHIP <input type="checkbox"/> BONUS _____		

ARMY 5

NAME _____		
ALIGNMENT	SIZE	TYPE
_____	_____	_____
HP _____	ACR _____	
SPEED _____	MORALE _____	CONSUMPTION _____
_____	_____	_____
DV _____	OM _____	
TACTICS		
RESOURCES		
SPECIAL		
COMMANDER _____		
CHA MOD. _____ PROF. (SOLDIER) _____		
LEADERSHIP <input type="checkbox"/> BONUS _____		

ARMY 6

NAME _____		
ALIGNMENT	SIZE	TYPE
_____	_____	_____
HP _____	ACR _____	
SPEED _____	MORALE _____	CONSUMPTION _____
_____	_____	_____
DV _____	OM _____	
TACTICS		
RESOURCES		
SPECIAL		
COMMANDER _____		
CHA MOD. _____ PROF. (SOLDIER) _____		
LEADERSHIP <input type="checkbox"/> BONUS _____		

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