

DUNGEONFINDER

Player's Guide



A Player's Guide to the *DUNGEONFINDER* role-playing game, a streamlined version of the Primary Fantasy SRD rules, for use by itself or in combination with other Primary Fantasy SRD compatible games.

M20
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Special thanks to;

Greywulf for creating Microlite20.

The authors of the Purest Essence rules.

The Microlite20 community for all their
enthusiasm and ideas.

Seth Drebitko for keeping the legacy alive.

*"The goal was to create a simpler game but
one where all the resources of the Primary
Fantasy SRD (monsters, spells, adventures and
equipment) could be used without conversion."*

- The authors of Microlite20 Purest Essence

On October 14th 2006 Greywulf (Robin V. Stacey) replied to a thread on the ENWorld forums and placed a link to his simplified version of the World's Most Popular Role-Playing Game. Two days later he started his own thread on those very forums, "Microlite20: The Smallest Thing in Gaming." This thread spanned 82 pages and 1,217 posts over a year and four months before it was closed and restarted due to the extreme length of the thread.

You could say Microlite20 met with some success.

On March 12th 2010 it was announced that Microlite20 was sold to Seth Drebitko and...

...the adventure's just begun.

What is the *DUNGEONFINDER* role-playing game?

To those new to role-playing games *Dungeonfinder* is a fantasy game where one person, called the Game Master, creates an adventure, controlling the people and monsters in it, while the other people play heroes they create who will explore the cities and castles and ruins in the adventure.

To the people with more experience with RPG's, *DUNGEONFINDER* is the Primary Fantasy SRD streamlined into a slimmer package and then having the Microlite20 rules dropped in on top to trim things down even further. A fast-paced game that may be easily used with adventures made for the *World's Most Popular Role-Playing Game* or the *World's Second Most Popular Role-Playing Game* based on the 3.5 edition rules.

Or, just use the *DUNGEONFINDER* Player's Guide, *DUNGEONFINDER* Game Master's Guide and *DUNGEONFINDER* Book of Monsters to create your own adventures. Everything you need is there, character creation and advancement, equipment, spells, monsters, treasure and magic-items, and a random adventure creator to help you along or for solo play.

So what changes have been made to create a slimmer, trimmer, even more streamlined game? Well, the major changes are; the inclusion of only the four major classes, the elimination of feats, a streamlined skill system, a reduction to the spell lists, efficient monster listings, and a treasure and magic-item section that instead of being 100 pages long has been nicely reduced to just 5 pages!

Read on, create your hero and prepare for epic fantasy!

"Written rules by themselves cannot make for great adventure. The game master must envision a fantastic world and the players breathe life into it and only then will everyone be lost in epic fantasy."

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The Basics

The Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals (for a skill check) or exceeds (for an attack) the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice – Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d% - Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Modifiers – A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

Player's Guide

The Player's Guide will provide you with all the information necessary to create and play your own character in Microlite20 games.

Classes

There are four classes in Microlite20; Fighter, Rogue, Wizard and Cleric that begin at level 1.

The Microlite20 Classes group together characters of like ability but these same characters may still vary greatly. For instance, a Fighter may be a well-armored, sword wielding knight, or a lightly-armored bowman or even a club-wielding barbarian. A Cleric might be a priest at a temple, or a shaman of a tribe or even a woods dwelling druid. Don't feel constrained by the Class options, let your imagination go and choose whichever Class is closest to what you have in mind.



Fighter – Fighters are masters of arms and martial abilities, usually of great strength.

- ❖ Fighters can wear any kind of armor, use all shields and wield any weapon.
- ❖ A Fighter's Class Skill is Physical and they receive +3 bonus to the Skill.
- ❖ Fighters also receive a +1 bonus to all attack and damage rolls. This bonus increases by +1 at level 5 and every five levels thereafter, i.e. levels 5, 10, 15, 20, etc.

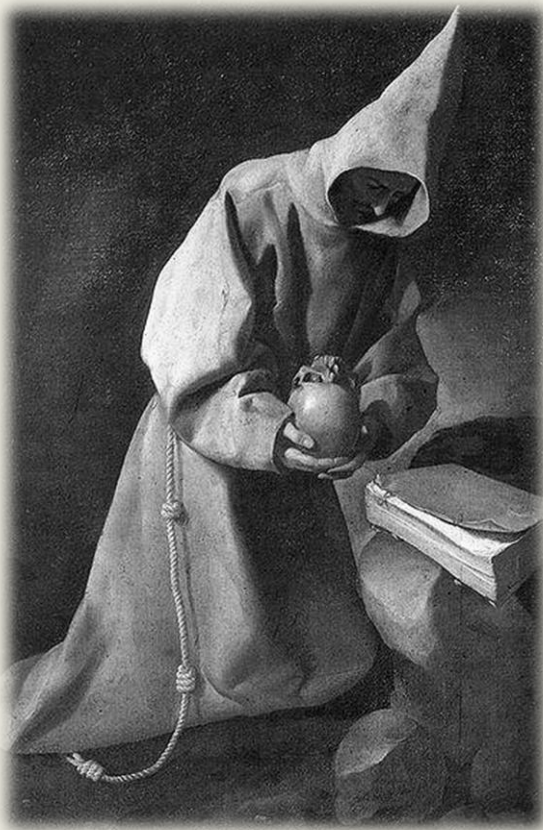
Rogue – Rogues prefer a more subtle approach over strength using their quick wits and fast hands.

- ❖ Rogues can wear light armor and use any weapon.
- ❖ A Rogue's Class Skill is Subterfuge and they receive +3 bonus to the Skill.
- ❖ Backstab – If a Rogue "sneaks" up on an opponent by making a successful Skill check roll using the Subterfuge Skill and Dexterity Modifier the Rogue may then try to backstab (Melee or Missile) the opponent. If the backstab attack hits the Rogue may add their Subterfuge Skill score to the damage.



Wizard – Wizards have learned to absorb the energy around them and to release it as powerful spells.

- ❖ Wizards wear no armor but can use any weapon.
- ❖ A Wizard's Class Skill is Knowledge and they receive +3 bonus to the Skill.
- ❖ Wizards can cast spells from the Wizard spell list and gain a "Signature Spell" every Level. Signature Spells are explained in the "Magic" section.



Cleric – Clerics are people dedicated to a cause or purpose and spend their lives spreading this ideal or living entirely for it.

- ❖ Clerics can wear light or medium armor, any shield (except tower) and can use any weapon.



- ❖ A Cleric's Class Skill is Communication and they receive +3 bonus to the Skill.
- ❖ Clerics can cast spells from the Cleric spell list and gain a "Signature Spell" every Level. Signature Spells are explained in the "Magic" section.
- ❖ Turn Undead – Clerics may also "turn" or destroy the undead. The Difficulty Class (DC) is the current Hit Points (HP) of the undead. If a Turn Undead roll plus the Cleric's Magic score beats the DC the undead flee from the caster. If the DC is exceeded by 10 or more the undead are destroyed. This can be used 2 + Level + Mind Modifier times a day.

Races

There are six races in Microlite20; Human, Elf, Dwarf, Halfling, Half-Elven, and Half-Orcish.

Human – Humans come in all shapes, sizes and colors. They are usually 5'-6' tall, can be anywhere from very slim to very large, with fair to dark skin, hair and eyes. Traditionally Humans can be found anywhere and small groups of Humans can spring up in a desirable location and grow into a large city in a relatively short amount of time. They are a very adaptable race, able to survive in almost any part of the realms.

- ❖ Humans receive a +1 bonus to all Skill checks.

Elf – Elves are a slightly smaller and lither race than the Humans with sharp features and pointed ears. They generally have fair skin, light hair and light-colored eyes though there are Dark Elves who possess dark skin and sometimes black hair. There are many kinds of the fairer Elves including; Wood, High, Forest, and Aquatic. Elves traditionally live apart from the other races and often in more remote or inaccessible areas. Being a long-lived race Elves acquire a strong intelligence and wisdom over their many years.

- ❖ Elves receive a +2 bonus to their Mind score.

Dwarf – Dwarves are a short and sturdy race averaging about 4' tall, with their tallest folk close to 5' 5" tall, with thick arms and legs. They generally have fair to ruddy skin, darker hair and brown eyes. There are a few kinds of Dwarves including, Hill, Grey and Mountain. Traditionally Dwarves are found in hilly or mountainous regions in great underground complexes carved out by themselves. They tend to be fond of architecture and knowledgeable about things found below ground such as rocks, minerals and gems.

- ❖ Dwarves receive a +2 bonus to their Strength (STR) score.



Halfling – Halflings are the smallest race, about half the size of Humans, and like Humans may be rather slim or prone to too much relaxation. They generally have fair to ruddy skin and eyes and hair in a variety of browns. Traditionally Halflings tend to keep to themselves but do not go out of their way to avoid the other races. They just seem to have placed themselves where Humans, Dwarves and Elves don't go or don't care to be. Halflings usually live in "holes" in hilly spots or low houses in light woods. When they want to, or the need arises, Halflings are a fairly quick and spry race.

- ❖ Halflings receive a +2 bonus to their Dexterity (DEX) score.

Half-Elven – Half-Elves are the intermixing of a Human and Elven parent. A seemingly sad race, Half-Elves have a short-lived Human parent and a long-lived Elven parent. This leaves them somewhat apart from society and torn between two cultures. They can possess the features of either race or a combination of the two.

They are usually nomadic and wander between the Elven Nations and cities of man. Half-Elves gain the liveness and agility of their Elven heritage along with the adaptability of their Human parentage.

- ❖ Half-Elves receive a +1 Bonus to their Dexterity (DEX) score.
- ❖ Half Elves receive a bonus of +1 to any two Skills of their choice.

Half-Orcish – Half-Orcs are the unfortunate result of warfare and Human captivity. Half-Orcs are fairly large, often over 6' tall with dark hair, if they have any hair at all, and are fair to sickly-skinned in tone. Half-Orcs usually have no place in civilized cities except as laborers or mercenaries and often reside with their Orcish brethren. Orcs are normally brutish and combat-oriented except for that rare unique snowflake.

- ❖ Half-Orcs receive a bonus of +4 to their Strength (STR) score.
- ❖ Half-Orcs receive a -2 penalty to their Mind score.



Ability Scores

There are three Ability scores, in Microlite20; Strength, Dexterity, and Mind. These Stats are used to define the natural characteristics of your character.

Strength (STR) – Strength is a measure of strength and toughness and is often used with the Physical Skill for some Skill checks.

- ❖ Adds to Melee attack rolls.
- ❖ Adds to Melee damage rolls.
- ❖ Adds to starting Hit Points (HP).
- ❖ Adds to some Skill checks.

Dexterity (DEX) – Dexterity is a measure of your hand-eye coordination and quickness that is often used with the Subterfuge Skill for some Skill checks.

- ❖ Adds to Initiative.
- ❖ Adds to Missile attack rolls.
- ❖ Adds to Armor Class (AC).
- ❖ Adds to some Skill checks.

Mind – Mind is a measure of your character's intelligence and wisdom that is often used with the Communication Skill for some Skill checks.

- ❖ Adds to Magic Difficulty Class (attacks).
- ❖ Adds to Magic saving throws (defense).
- ❖ Adds to some Skill checks.

Each Stat is assigned a score from 3-18 that will determine a Stat Modifier. Anytime you use a Stat, such as Strength, its Modifier will be figured into your roll of the die or dice.

To determine your Stat score roll a six-sided die (d6) four times (4d6), drop the lowest die, and add up the other three dice and write this number down on a piece of paper. Repeat these steps three more times.

To figure the Stat Modifier for each of your three scores use the following;

$$(Stat-10)/2 = Stat\ Modifier\ (round\ down)$$

Or use this handy table instead.

Total	Modifier
3-4	-3
5-6	-2
7-8	-1
9-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

You may assign your Statistic scores as you like.



Skills

In Microlite20 there are four Skills; Physical, Subterfuge, Knowledge, and Communication.

Physical (PHY) – Physical covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge (SUB) – Subterfuge is used for anything requiring stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Knowledge (KNOW) – Knowledge is broad covering everything from geography and history to environment and can be used to identify monsters, recognize religious symbols or heal someone.

Communication (COM) – Communication is used for interacting with the GM's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Every Class has a Class Skill that is linked to their Class; Physical for Fighters, Subterfuge for Rogues, Knowledge for Wizards and Communication for Clerics. This skill is equal to the character's level +3. Another Skill, player's choice, is a secondary Skill and is equal to the character's level. All other Skills are equal to ½ a character's level rounded down.

Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

A skill check takes into account a character's training (Skill Ranks), natural talent (Stat modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus).

To make a skill check, roll 1d20 and add your character's Skill Rank and the Stat modifier. Don't forget any race bonus if you have one. The higher the result the better.

A Skill check roll is;

$$1d20 + \text{Skill Rank} + \text{Stat Modifier} \\ (+ \text{any situational bonus/penalty})$$

For example; If your character wanted to bash open a locked door you would make a Skill check using your Physical Skill score along with your Strength Statistic Modifier and add or subtract these numbers from a Skill check roll to try and equal or beat a Difficulty Class (DC) number, for bashing open the door, assigned by the GM.

Difficulty Class

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

Difficulty	DC	Example (Skill Used)
Very easy	0	Notice something large in plain sight. (Knowledge+Mind)
Easy	5	Climb a knotted rope. (Physical+Strength)
Average	10	Hear an approaching guard. (Subterfuge+Mind)
Tough	15	Rig a wagon wheel to fall off. (Subterfuge+Dexterity)
Challenging	20	Swim in stormy water. (Physical+Strength)
Formidable	25	Open an average lock. (Subterfuge+Dexterity)
Heroic	30	Leap across a 30-foot chasm. (Physical+Strength)
Nearly impossible	40	Track a squad of orcs across hard ground after 24 hours of rainfall. (Knowledge+Mind)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

If you are ever unsure which Skill or Statistic should be used ask the Game Master (GM) and they will tell you which to use or discuss which seem the most appropriate according to the situation. You may also review the lengthy Skills check list in the Game Master's Guide for more information.

Favorable and Unfavorable Conditions

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

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result, they create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Your GM will tell you if there are any bonuses or penalties to the Skill rank or DC.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.



Magic

Both Wizards and Clerics can cast spells. Wizards cast spells by absorbing the energies around them and releasing it as a spell and Clerics by petitioning their god or drawing power from the environment around them.

Wizards can cast any Wizard spell available to them and Clerics can cast any Cleric spell available to them.

Wizards and Clerics may cast spells with a spell level equal or below 1/2 their class level, rounded up.

Spell Hit Point Cost

Casting a spell costs a spell caster Hit Points (HP). This is a reflection of the toll it takes on a caster to draw on the energy, power, and concentration necessary to cast the spell.

The Hit Point (HP) cost is;

1 + Double the Level of the Spell Cast.

Spell Level	HP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

This Hit Point (HP) loss must be healed normally, requiring eight hours of rest.

Spell Attacks and Defending

Casting spells and defending against them use the character's Magic bonus score. The Magic bonus score is;

Character's Level + Mind Modifier

A spell caster's spell has a Difficulty Class (DC) that the opponent must beat to defend against the spell or else suffer the spells effects. This is called a "Saving Throw."

The Difficulty Class (DC) for a spell is;

10 + Caster's Magic Bonus

A saving throw is a d20 roll plus a Statistic (Stat) score modifier and Skill rank. The spells description will list which Statistic and Skill to use, or your GM will tell you.

To defend against Magic is;

1d20 + Appropriate Stat modifier + Appropriate Skill Rank

This is only used when a caster is targeting an opponent and not when targeting themselves or a willing target.

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

Signature Spells

Wizards and Clerics also each have Signature Spells. A Wizard and Cleric choose one spell per spell level, or as the spell level becomes available to them, starting at spell level 1. These should be spells that the Wizard or Cleric prefers using over other spells and will cost 1 Hit Point (HP) less to cast due to the familiarity of the spell.

The complete Wizard and Cleric spell lists can be found in the "Spells" section.



Combat

Eventually any and all characters will find themselves standing toe-to-toe with some foul monster, after all, how else are you going to achieve fame and fortune? Before we get to swinging a sword or firing an arrow though we need to determine who goes first and in what order everyone else follows.

Initiative (INI)

Initiative is a way to determine who goes first in combat and in what order the other characters and opponents take their turns. Initiative is determined by rolling the twenty-sided die (d20) and adding a character's Dexterity Modifier to the roll result. The character or opponent with the highest Initiative acts first followed by the next highest, etc.

When the last character or opponent has taken a turn then a new round begins and you

start again with the highest Initiative (using your original Initiative roll not a new Initiative roll.) A round is generally considered about 6 seconds of time.

Actions

During a character's turn there are three types of actions a character can take; a Standard action, which is generally an attack, a Move action, where the character may move up to their Speed score, and a Free action which are simple things like yelling warning.

Attacking and Defending

Attacking in combat basically comes down to rolling the d20 and adding either your character's Melee or Missile score in an attempt to beat your opponent's Armor Class (AC).

Melee Attack Score

A character's Melee score will be used when they are attacking with a melee weapon, such as a sword or mace.

The Melee Bonus is;

**Level + Strength Modifier
(+ Fighter Class Bonus)**

Missile Attack Score

A character's Missile score will be used when they are attacking with a ranged weapon, such as a bow or crossbow. The Missile Bonus is;

**Level + Dexterity Modifier
(+ Fighter Class Bonus)**

If you successfully beat the opponents Armor Class (AC) then you do damage according to the type of weapon used.

Armor Class (AC)

A character's Armor Class (AC) represents how hard it is to hit the character with a melee or missile weapon. Armor Class (AC) is;

10 + Dexterity Modifier + Armor bonus

Weapon Damage (D)

On a successful hit with a melee or missile weapon damage is taken from the target's Hit Points (HP). The damage is based primarily on the weapon type used and its associated damage die, notated as D1d6, or D1d8, etc. See the "Weapons and Armor" section for weapon types and their damage.

Damage with a melee weapon is;

**Weapon type + Strength Modifier
(+ Fighter Class bonus)**

Damage with a missile weapon is;

**Weapon Type
(+ Fighter Class bonus)**

Critical

If a Natural 20 is rolled on an attack, a "20" on the d20 before Modifiers or bonuses, then you score an automatic hit doing maximum damage.

Hit Points (HP)

Hit Points are an abstract way of measuring the health of your character and how hard he or she is to defeat.

A character's Hit Points are;

Strength score + 1d6 per Level

If a character's Hit Points (HP) reach 0 they are unconscious and near death. Further damage reduces the character's Strength score and when Strength reaches 0, death. A character at 0 or negative Hit Points (HP) will lose 1 point of STR a round unless a Healing Skill check is made on the character or another form of restoring health, such as a spell, is used.

Multiple Attacks

When a character's Melee score is +6 or more a second attack may be made at a -5 penalty. If the total Melee score is +11 then a second attack may be made at +5 and a third at +1. See the table below for the progression of extra attacks.

Attack Bonus	Additional Attacks	
+6	+1	-
+7	+2	-
+8	+3	-
+9	+4	-
+10	+5	-
+11	+6	+1
+12	+7	+2
+13	+8	+3

Two-Handed Weapons

If a two-handed weapon is being wielded, when figuring damage, add the Strength Modifier x2.

Two-Weapon Combat

Fighters and Rogues can wield two light weapons and attack with both in a round if they take a -2 penalty to their Melee attack rolls that round.

Light Weapon Combat

Fighters and Rogues have the option of using their Dexterity Modifier + Level as their Melee score, instead of Strength + Level, if wielding a light weapon. Any damage on a successful hit still uses the STR Modifier for any bonus or penalty.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for listen Skill checks, spot Skill checks, or other checks.

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an action during the

surprise round. If no one or everyone is surprised, no surprise round occurs.

Speed (Move)

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves and Halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor). Humans, Elves, Half-Elves, and Half-Orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

If you spend your entire action moving you can move up to double your speed. If you spend the entire round to run all out, sacrificing your Shield and DEX bonus to Armor Class, you can move up to quadruple your speed (or triple if you are in heavy armor). You can also climb (up to one-quarter of your speed) or swim (up to one-quarter of your speed).

Special Attacks

Aid Another - In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

Bull Rush - You can make a bull rush as a standard action (an attack) or as part of a charge. When you make a bull rush, you attempt to push an opponent straight back instead of damaging him.

First, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit.

Charge - Charging is a special full-round action that allows you to move up to twice your speed and attack during the action.

You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles).

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent.

Disarm - As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty.

You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.

If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

Grapple - To start a grapple, you need to grab and hold your target.

Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails.

Hold. Make an opposed grapple check. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

**Level/HD + Strength modifier
+ special size modifier**

The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier you use when making an attack roll.

While you're grappling your ability to attack others and defend yourself is limited. You lose your Dexterity bonus to AC (if you have one) against opponents you aren't grappling.

You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks.

You can attempt to cast a spell while grappling. You must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful grapple check to cast the spell.

While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as

normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple check.

You can hold your opponent immobile (Pinned) for 1 round by winning an opposed grapple check (made in place of an attack).

Throw Splash Weapon - A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.

After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

Trip - You can try to trip an opponent as an unarmed melee attack. You can only trip an

opponent who is one size category larger than you, the same size, or smaller.

Make an unarmed melee touch attack against your target.

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender (who is now Prone).

Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack.

Turn or Rebuke Undead - Clerics can channel positive energy, which can halt, drive off (rout), or destroy undead.

Regardless of the effect, the general term for the activity is "turning." When attempting to exercise their divine control over these creatures, characters make turning checks.

You must present your holy symbol to turn undead. Turning is considered an attack.

You may attempt to turn undead a number of times per day equal to 2 + Level + your Mind modifier.

You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to

you. You don't need line of sight to a target, but you do need line of effect.

The first thing you do is roll a turning check to see how powerful an undead creature you can turn. This is a Magic attack check (1d20 + Level + Mind modifier). The Difficulty Class (DC) is the Hit Points of the undead. On any given turning attempt, you can turn no undead creature whose Hit Points exceed the result.

All undead with Hit Points equal to or less than your Magic attack, within 60 ft., are turned. If you exceed the DC by 10 or more then the undead is destroyed.

Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normal.

Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like a Skill check roll, a saving throw is a d20 roll plus an Ability score bonus and a Skill rank.

Fortitude Save – STR+PHY

Reflex Save – DEX+PHY

Will Save – MIND+level

The Game Master will tell you when and what type of Saving Throw needs to be made and the Difficulty Class (DC).

Level Advancement

In Microlite20 characters advance to higher levels by gaining Encounter Levels (EL's). Encounter Levels (EL's) are awarded to characters that defeat monsters and perform certain Skill checks successfully, such as disarming a trap.

When your character has accrued 10 x your current level in Encounter Levels you've advanced to the next level. Once you've advanced to the next level reset your Encounter Levels total back to 0.

Each time you gain a new Level you add;

- ❖ 1d6 to Hit Points (HP)
- ❖ +1 to all attack rolls
- ❖ Increase Skill ranks
- ❖ If the Level divides by 3, i.e. Levels 3, 6, 9, etc., add +1 point to Strength, Dexterity or Mind.

Fighters should remember they gain +1 to attack and damage rolls at Levels 5, 10, 15, etc.

Wizards and Clerics gain access to new spell levels at Levels 3, 5, 7, 9, etc.

For Example; A Level 1 party has just finished an adventure and defeated five Encounter Level (EL) 1 combats, an Encounter Level 3 leader and an Encounter Level 2 trap. That totals 10 Encounter Levels (EL's) so everyone in the party advances to Level 2. The party will need to defeat another 20 Encounter Levels (EL's), 10 x their current Level of 2, to reach Level 3.

The Game Master (GM) will tell you how many Encounter Levels (EL's) were gained after each encounter or Skill check, or at the end of the adventure.

Character Creation Summary

Character Creation Steps

1. Choose a Class.
2. Choose a Race.
3. Roll your character's Statistics (Stats), assign, and calculate bonuses.
4. Assign Skill scores.
5. Determine Melee Bonus, Hit Points (HP), Missile Bonus and Magic Bonus scores.
6. Buy weapons and equipment.
7. Figure Armor Class (AC).

Sample Characters

Hadsui, Wild Plains Warrior – Human Fighter 1

STR 16 (+3), DEX 14 (+2), MIND 12 (+1), CHA 10 (0), HP 19, AC 14 (Leather Armor), Spear +4 D1d8+4, PHY 5, SUB 1, all others @ 0.

Rosenfel the Fingersmith – Human Rogue 1

STR 10 (+0), DEX 18 (+4), MIND 12 (+1), CHA14 (+2), HP 13, AC 16 (Leather Armor), Dagger +5 D1d4 10', SUB 5, PHY 1, all others @ 0.

Rimalisse, Spellbinder – Elf Wizard 1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3), CHA12 (+1), HP 15, AC 11 (Robes), Quarterstaff +2 D1d6+1, KNOW 4, PHY 1, all others @ 0.
Spells: All Level 0 and Level 1 arcane spells.

Lady Maydee, Spiritweaver – Human Cleric 1

STR 10 (+0), DEX +16 (+3), MIND 13 (+1), CHA10 (0), HP 13, AC 18 (Chainmail), Mace +1 D1d8, COM 5, PHY 1, all others @ 0.
Spells: All Level 0 and Level 1 divine spells.

Bagaduce' the Battlerager – Halfling Fighter 1

STR 16 (+3), DEX 15 (+2), MIND 9 (+0), CHA14 (+2), HP 19, AC 18 (Chainmail), Spiked Chain +5 D2d4+4, PHY 4, SUR 1, all others @ 0.

Equipment

Starting Wealth

Each character Class begins with a certain amount of acquired wealth.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Wizard	75 gp
Cleric	120 gp

Coinage of the Realms

The most common coin is the silver piece (SP). A silver piece is worth 10 copper pieces (CP), 1/10 of a gold piece (GP) and 1/100 of a platinum piece (PP) which is the rarest of coins.

Exchange	CP	SP	GP	PP
CP	1	1/10	1/100	1/1,000
SP	10	1	1/10	1/100
GP	100	10	1	1/10
PP	1,000	100	10	1

Weapons

Weapons are divided up into groups of; Light Weapons, One-Handed Weapons, Two-Handed Weapons and Ranged Weapons. Each grouping includes a weapons cost, damage type die, and range if applicable.

Cost: This is the cost for purchasing the weapon. The cost also includes miscellaneous gear that goes with the weapon such as 20 arrows, bolts or sling stones for a bow, crossbow, or sling.

Damage: The damage column indicates the damage die used when a successful attack is made.

"Copper and silver are for the common folk while Gold is like a King, loved by all, but everyone knows the true power behind a King is his Queen...and the Queen is Platinum."

– Rosenfel the Fingersmith

Range Increment: Any attack at less than the range increment distance is not penalized for range. After the initial range increment a cumulative -2 penalty on the attack role is applied to each additional range increment.

A thrown weapon will have a maximum of five range increments while a projectile weapon will fire out to ten range increments.

Light Weapons

Weapon	Cost	Damage	Range
Unarmed Strike	-	1d3	-
Axe, Throwing	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, Light	1 gp	1d6	20 ft
Handaxe	6 gp	1d6	-
Mace, Light	5 gp	1d6	-
Pick, Light	4 gp	1d4	-
Sap	1 gp	1d6	-
Sickle	6 gp	1d6	-
Shortsword	10 gp	1d6	-

One-Handed Weapons

Weapon	Cost	Damage	Range
Battleaxe	10 gp	1d8	-
Club	-	1d6	10 ft.
Flail	8 gp	1d8	-
Longsword	15 gp	1d8	-
Mace, Heavy	12 gp	1d8	-
Morningstar	8 gp	1d8	-
Pick, Heavy	8 gp	1d6	-
Rapier	20 gp	1d6	-
Scimitar	15 gp	1d6	-
Shortspear	1 gp	1d6	20 ft.
Sword, Bastard	35 gp	1d10	-
Trident	15 gp	1d8	10 ft.
Waraxe, Dwarven	30 gp	1d10	-
Warhammer	12 gp	1d8	-
Whip*	1 gp	1d3	-

Two-Handed Weapons

Weapon	Cost	Damage	Range
Chain, Spiked*	25 gp	2d4	-
Falchion	75 gp	2d4	-
Flail, Heavy	15 gp	1d10	-
Flamberge	50 gp	1d12	-
Glaive*	8 gp	1d10	-
Greataxe	20 gp	1d12	-
Greatclub	5 gp	1d10	-
Greatsword	50 gp	2d6	-
Guisarme*	9 gp	2d4	-
Halberd	10 gp	1d10	-
Lance*	10 gp	1d8	-
Longspear*	5 gp	1d8	-
Quarterstaff	-	1d6	-
Scythe	18 gp	2d4	-
Spear	2 gp	1d8	20 ft.

*Glaives, guisarmes, lances, longswords, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him. Most reach weapons double the wielder's natural reach, meaning that a typical wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. Spiked chains may make both reach and normal attacks.

Ranged Weapons

Weapon	Cost	Damage	Range
Crossbow, Hand	100 gp	1d4	30 ft.
Crossbow, Heavy	50 gp	1d10	120 ft.
Crossbow, Light	35 gp	1d8	80 ft.
Dart	5 gp	1d4	20 ft.
Javelin	1 gp	1d6	30 ft.
Longbow	75 gp	1d8	100 ft.
Net	20 gp	-	10 ft.
Shortbow	30 gp	1d6	60 ft.
Sling	-	1d4	50 ft.

Armor

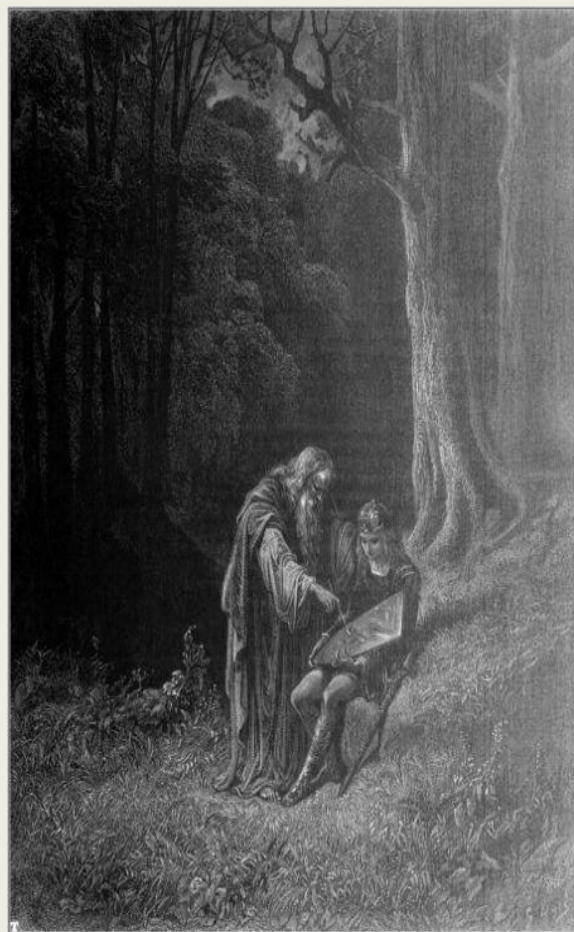
Armor is divided up into groups of armor types, light, medium, or heavy and shields.

Cost: The cost for purchasing the armor or shield.

AC Bonus: This is the Armor Class (AC) bonus provided for wearing the armor.

Armor Types

Armor	Cost	AC Bonus
Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4
Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5
Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-Plate	600 gp	+7
Full Plate	1,500 gp	+8



Shields

Armor	Cost	AC Bonus
Buckler	15 gp	+1
Shield, Light Wooden	3 gp	+1
Shield, Light Steel	9 gp	+1
Shield, Heavy Wooden	7 gp	+2
Shield, Heavy Steel	20 gp	+2
Shield, Tower	30 gp	+4

Adventuring Gear

A level 1 character will have just enough starting wealth to get them self equipped with arms, armor and some adventuring gear.

Fast Packs

A quick way to get a character started, or for the Game Master (GM) to equip a Non-Player Character (NPC) or hireling, is to use a "Fast Pack." Fast Packs are pre-compiled sets of adventuring gear. Fast Packs are 50gp each.

Delver Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Lantern, Oil (3 Flasks), Flint and Steel, Pole (10'), Rope 50', Caltrops, Crowbar, Ram (Portable).

Explorer Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Tent, Torch (6), Flint and Steel, Rope 50', Grappling Hook, Pitons (3), Hammer.

Hunter Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Lantern, Oil (3 Flasks), Flint and Steel, Rope 50', Caltrops, Chain 10', Manacles, Lock (Good).

Each Fast Pack also comes with the following dependent on your character's Class;

- ❖ Fighter – Vial of Holy Water and 5 GP
- ❖ Rogue – Thieves Tools
- ❖ Cleric – Silver Holy Symbol and 5 GP
- ❖ Wizard – Spellbook and 5 GP

Adventuring Gear	Cost
Backpack	2 gp
Bedroll	1 sp
Caltrops	1 gp
Candle	1 cp
Case (scroll)	1 gp
Chain 10'	30 gp
Chalk	1 cp
Crowbar	2 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, Wooden	1 gp
Holy Symbol, Silver	25 gp
Ink	8 gp
Lantern	12 gp
Lock, Simple	20 gp
Lock, Average	40 gp
Lock, Good	80 gp
Lock, Amazing	25 gp
Manacles	150 gp
Oil (1 Pint Flask)	1 sp
Piton	1 sp
Pole (10 foot)	2 sp
Pouch, Belt	1 gp
Ram (portable)	10 gp
Rations, Trail (1 day)	5 sp
Rope, Hempen 50'	1 gp
Sack	1 sp
Spell book	15 gp
Spyglass	1000 gp
Tent	10 gp
Torch	1 cp
Thieves Tools	30 GP
Vial of Holy Water	25 gp
Waterskin	1 gp

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (attack bonus +0) against the creature. For this attack, the creature's shield, armor, and spell bonuses do not count. If the

creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed weapon that deals bludgeoning damage equal to that of a club.

Flint and Steel: Lighting a torch with flint and steel takes a round and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Skill check (DEX + SUB, DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed weapon that deals bludgeoning damage equal to that of a light hammer.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Lantern: A lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a lantern in one hand.

Lock: The DC to open a lock with a Skill check depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles: Manacles can bind a Medium creature. A manacled creature can use a Skill check to slip free (DEX + SUB, DC 30). Breaking the manacles requires a Strength check (DC 26).

(Most manacles have locks; add the cost of the lock you want to the cost of the manacles.)

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon but it takes a full round to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting

successfully. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a turn in a round to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a Skill check PHY + DEX, DC 15. Rolling on the ground provides the target a +2 bonus on the Skill check. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Piton: A piton is a metal spike with an eye through which a rope may be passed.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by +2.

Rope, 50': This rope has 2 hit points and can be burst with a DC 23 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial of Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A vial of holy water can be thrown as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A vial breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature you must be adjacent to it and pour the holy water out onto the target. Doing so is still a ranged attack. A direct hit by a vial of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the vial hits takes 1 point of damage from the splash.

Temples devoted to good deities sell holy water at cost (making no profit).

Mounts and Related Gear

Good or Services	Cost
Barding	
Medium creature	X2
Large creature	X4
Bit and Bridle	2gp
Dog, guard	25gp
Dog, riding	150gp
Donkey or mule	8gp
Feed (per day)	5cp
Horse	
Horse, heavy	200gp
Horse, light	75gp
Pony	30gp
Warhorse, heavy	400gp
Warhorse, light	150gp
Warpony	100gp
Saddle	
Military	20gp
Pack	5gp
Riding	10gp
Saddle, exotic	
Military	60gp
Pack	15gp
Riding	30gp
Saddlebags	4gp
Stabling (per day)	5sp

Transport

Goods or Services	Cost
Carriage	100gp
Cart	15gp
Galley	30,000gp
Keelboat	3,000gp
Longship	10,000gp
Rowboat	50gp
Sailing Ship	10,000gp
Sled	20gp
Wagon	35gp
Warship	25,000gp

Buildings

Building	Cost
Simple house	1,000gp
Grand house	5,000gp
Mansion	100,000gp
Tower	50,000gp
Keep	150,000gp
Castle	500,000gp
Huge Castle	1,000,000gp
Moat with bridge	50,000gp

Simple House - This one- to three-room house is made of wood and has a thatched roof.

Grand House - This four- to ten-room house is made of wood and has a thatched roof.

Mansion - This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.

Tower - This round or square, three-level tower is made of stone.

Keep - This fortified stone building has fifteen to twenty-five rooms.

Castle - A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

Huge Castle - A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge - The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure.



Spells

The spells in Microlite20 are divided up into two lists, arcane and divine and further divided up by the spell levels. Arcane spells are used by the Wizard Class and the divine spells are used by the Cleric Class.

Below are explanations of the headings for the spell lists.

Name

The first line of every spell description gives the name by which the spell is generally known.

Effect and Descriptive Text

This portion of the spell description details what the spell does and how it works. If one of the entries in the description included “see text,” this is where the explanation is found.

Range

A spell’s range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell’s range is the maximum distance from you that the spell’s effect can occur, as well as the maximum distance at which you can designate the spell’s point of origin. If any portion of the spell’s area would extend beyond this range, that area is wasted. Standard ranges include the following;

Personal – This spell affects only you.

Touch – You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close – The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

Medium – The spell reaches as far as 100 feet + 10 feet per caster level.

Long – The spell reaches as far as 400 feet + 40 feet per caster level.

Unlimited – The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet – Some spells have no standard range category, just a range expressed in feet.

Duration

A spell’s Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations – Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell’s duration is variable the duration is rolled secretly (the caster doesn’t know how long the spell will last).

Instantaneous (instant) – The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent – The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration (con.) – The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is an action. Anything that could break your concentration when casting a spell can also break your concentration while you’re maintaining one, causing the spell to end.

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates (neg.) – The spell has no effect on a subject that makes a successful saving throw.

Partial (par.) – The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half (1/2) – The spell deals damage, and a successful saving throw halves the damage taken (round down).

None – No saving throw is allowed.

Disbelief (dis.) – A successful save lets the subject ignore the effect.

Saving Throw Difficulty Class

A saving throw against a spell has a DC of 10 + the caster's level + the caster's MIND bonus.

Succeeding on a Saving Throw

A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure and a natural 20 (the d20 comes up 20) is always a success.

Spell Resistance

SR – Spell Resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level Skill check (1d20 + caster level + MIND bonus) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The spell resistance entry tells you whether spell resistance protects creatures from the spell.



Arcane Spells



Wizard

Level 0 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Arcane Mark	Inscribes a personal rune (visible or invisible).	0 ft.	Permanent	None	No
Dancing Lights	Figment torches or other lights.	Medium	1 minute	Will dis.	No
Detect Magic	Detects spells and magic items within 60 ft.	60 ft.	Concentration up to 1 minute/level	None	No
Ghost Sound	Figment sounds.	Close	1 round/level	Will dis.	No
Light	Object shines like a torch.	Touch	10 minutes/level	None	No
Mage Hand	5-pound telekinesis.	Close	Concentration	None	No
Prestidigitation	Performs minor tricks.	10 ft.	1 hour	See text	No
Ray of Frost	Ray deals 1d3 cold damage.	Close	Instantaneous	None	Yes
Read Magic	Read scrolls and spellbooks.	Personal	10 minutes/level	--	--

Level 1 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Burning Hands	1d4/level fire damage (max 5d4).	15 ft. cone	Instant	Reflex ½	Yes

Charm Person	This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.	Close	1 hour/level	Will neg.	Yes
Enlarge Person	Increases creature's size category to the next larger one, +2 STR, -2 DEX, -1 on attack rolls and AC due to its increased size.	Close	1 minute/level	Fort. neg.	Yes
Feather Fall	Objects or creatures fall slowly.	Close	Until landing or 1 round/level	Will neg.	Yes
Floating Disk	Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.	Close	1 hour/level	--	--
Hold Portal	This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. A knock spell or a successful dispel magic spell can negate a hold portal spell. For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.	Medium	1 minute/level	None	No
Mage Armor	Gives subject +4 armor bonus.	Touch	1 hour/level	Will neg.	Yes
Magic Missile	1d4+1 damage; +1 missile/two levels above 1st (max +5).	Medium	Instantaneous	None	Yes
Shocking Grasp	Touch delivers 1d8 +1/level electricity.	Touch	Until discharged	None	Yes
Sleep	Put 2d4 HD of creatures into comatose slumber.	Medium	1 minute/level	Will neg.	Yes

Level 2 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.	Long	1 round +1 round/level	None	--
Detect Thoughts	You detect surface thoughts.	60 ft.	Concentration	Will neg.	No
Flaming Sphere	Rolling ball of fire, 30' per round, 2d6 damage, lasts 1 round/level. 1 target/level.	Medium	1 round/level	Reflex neg.	Yes
Fog Cloud	A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance.)	Medium	10 minute/level	None	No
Invisibility	Subject is invisible for 10 min./level or until it attacks.	Personal or touch	10 minutes/level	None or Will neg.	Y/N
Knock	Opens locked or magically sealed door.	Medium	Instantaneous	None	No

Levitate	Subject moves up and down at your direction.	Personal or close	10 minutes/level	None	No
Spider Climb	Grants ability to walk on walls and ceilings.	Touch	10 minutes/level	Will	Yes

Level 3 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Clairaudience/ Clairvoyance	Hear or see at a distance for 1 min./level.	See text	1 minute/level	None	No
Dispel Magic	Cancels magical spells and effects.	Medium	Instantaneous	None	No
Fireball	1d6 damage per level, 20-ft. radius.	Long	Instantaneous	Reflex ½	Yes
Fire Trap	Opened object deals 1d4 damage +1/level.	Touch	Permanent until discharged	Reflex ½	Yes
Fly	Subject flies at speed of 18.	Touch	10 minutes/level	None	Yes
Gaseous Form	The subject and all its gear become insubstantial, misty, and translucent with Speed 2.	Touch	2 minute/level	None	No
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Close	1 round/level	Fort. neg.	Yes
Lightning Bolt	Electricity deals 1d6 damage/level.	Medium	Instantaneous	Reflex ½	Yes
Suggestion	You influence the actions of the target creature by suggesting a reasonable course of activity.	Close	1 hour/level	Will neg.	Yes
Vampiric Touch	Touch deals 1d6/two caster levels; caster gains damage as hp.	Touch	Instantaneous /1 hour	None	Yes

Level 4 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Animate Dead	Creates undead skeletons and zombies of HDx2/level.	Touch	Instant	None	No
Arcane Eye	Invisible floating eye moves 30 ft./round.	Un-limited	1 minute/level	None	No
Black Tentacles	10 ft. long tentacles grapple all within 20 ft. spread. Attack = caster level, STR 19.	Medium	1 round/level	None	No
Dimension Door	You instantly transfer yourself from your current location to any other spot within range. After using this spell, you can't take any other actions until your next turn.	Long	Instantaneous	None and Will neg.	Y/N
Fear	An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1	30 ft.	1 round/level	Will par.	Yes

	round.				
Invisibility, Greater	As invisibility, but subject can attack and stay invisible.	Personal	1 round/ level	Will neg.	Yes
Polymorph Other	Gives one subject a new form.	Medium	Permanent	Fort. neg.	Yes
Stoneskin	Stops blows, cuts, stabs, and slashes. Damage reduction 10/ adamantine.	Touch	10 minutes/level or until discharged	Will neg.	Yes

Level 5 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Cloudkill	Kills 3 HD or less; 4-6 HD save or die, 6+ save or lose 1d4 STR while in cloud.	Medium	1 minute/level	Fort.	Yes
Contact Other Plane	Ask question of extraplanar entity.	Personal	Concentration	--	--
Feeblemind	Subject's Mind drops to 1.	Medium	Instantaneous	Will neg.	Yes
Passwall	Breaches walls 1 ft. thick/level.	Close	1 hour/level	None	No
Permanency	Makes certain spells permanent, costs EL's. Caster must be +8 levels higher than the spell level. Cost in EL's is 4% of total character EL's required of the level to make spell permanent.	Depends	Permanent	None	No
Teleport	Instantly transports you anywhere.	Personal and touch	Instantaneous	None and Will neg.	Y/N

Level 6 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Antimagic Field	Negates magic within 10 ft.	10 ft.	10 minutes/level	None	No
Chain Lightning	1d6 damage/level, number of secondary bolts equal to caster level with half damage.	Long	Instantaneous	REFLEX 1/2	Yes
Contingency	Sets trigger condition for another spell.	Personal	1 day/level or until discharged	--	--
Disintegrate	A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6/level. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. A	Medium	Instantaneous	Fort. par.	Yes

creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage.

Geas/Quest	Commands any creature, binding it to a specific task.	Close	1 day/level or until discharged	None	Yes
True Seeing	See all things as they really are.	Touch	1 minute/level	Will neg.	Yes

Level 7 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Delayed Blast Fireball	1d6 fire damage/level; you can delay blast for 5 rounds.	Long	Up to 5 rounds	REFLEX 1/2	Yes
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/level	--	--
Finger of Death	Kills one subject or 3d6 +1/level.	Close	Instantaneous	Fort. par.	Yes
Plane Shift	Up to eight subjects travel to another plane.	Touch	Instantaneous	Will neg.	Yes
Power Word, Stun	Stuns creature with up to 150 hp.	Close	1d4 rounds	None	Yes
Spell Turning	Reflect 1d4+6 spell levels back at caster.	Personal	Until expended or 10 minutes/level	--	--

Level 8 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Clone	Duplicate awakens when original dies.	0 ft.	Instantaneous	None	No
Horrid Wilting	Deals 1d8 damage/level within 30 ft.	Long	Instantaneous	Fort. 1/2	Yes
Incendiary Cloud	Cloud deals 4d6 fire damage/round.	Medium	1 round/level	Reflex 1/2	Yes
Irresistible Dance	Forces subject to dance, -4 AC, -10 Reflex saves, no shield bonus.	Touch	1d4+1 rounds	None	Yes
Power Word, Blind	Blinds 200 hp worth of creatures.	Close	1d4 rounds	None	Yes
Trap the Soul	Imprisons subject within gem.	Close	Permanent	Will neg.	Yes

Level 9 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Astral Projection	Projects you and companions into Astral Plane.	Touch	See text	None	Yes
Etherealness	Travel to Ethereal Plane with companions, 1/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel or summoning.	Medium	Instantaneous	None	No
Meteor Swarm	Meteor swarm is a very powerful and spectacular spell. When you	Long	Instantaneous	None or REFLEX 1/2	Yes

cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each.

Power Word, Kill	Kills one creature with 100 hp or less.	Close	Instantaneous	None	Yes
Soul Bind	Traps newly dead soul to prevent resurrection.	Close	Permanent	Will neg.	No

Divine Spells



Cleric Spells

Level 0 Cleric Spells (Orisons)

Spell Name	Effect	Range	Duration	Save	SR
Create Water	Creates 2 gallons/level of pure water.	Close	Instantaneous	None	No
Guidance	+1 on one roll, save, or check.	Touch	1 minute or until discharged	None	Yes
Light	Object shines like a torch.	Touch	10 minutes/level	None	No
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.	10 ft.	Instantaneous	Will neg.	Yes
Resistance	Subject gains +1 on saving throws.	Touch	1 minute	Will neg.	Yes
Virtue	Subject gains 1 temporary hp.	Touch	1 minute	Yes	Yes

Level 1 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Bless	Allies gain +1 attack and +1 on saves against fear.	50 ft.	1 minute/level	None	Yes
Bless Water	Makes holy water.	Touch	Instantaneous	Will neg.	Yes
Cure Light Wounds	Cures 1d8+1/level damage (max+5)	Touch	Instantaneous	Will ½	Yes

Divine Favor	You gain attack, damage bonus, +1/3 levels.	Personal	1 minute	--	--
Entangle	Plants entangle everyone in 40-ft.-radius. DC 20 Strength check or Escape Artist check to break free.	Long	1 minute/level	Reflex	No
Inflict Light Wounds	You channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.	Touch	Instantaneous	Will ½	Yes
Magic Stone	Three stones gain +1 attack, deal 1d6+1 damage.	Touch	30 minutes or until discharged	Will neg.	Yes
Shield of Faith	Aura grants +2 or higher deflection bonus to AC, +1/6 levels.	Touch	1 minute/level	Will neg.	Yes

Level 2 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Aid	+1 attack, +1 on saves against fear, 1d8 temporary hit points.	Touch	1 minute/level	None	Yes
Cure Moderate Wounds	Cures 2d8 +1/level damage (max +10).	Touch	Instantaneous	Will 1/2	Yes
Darkness	20-ft. radius of supernatural shadow. All creatures in the area gain concealment (20% miss chance). Normal lights have no effect.	Touch	10 minutes/level	None	No
Delay Poison	Stops poison from harming subject for 1 hour/level.	Touch	1 hour/level	Fort. neg.	Yes
Gentle Repose	Preserves one corpse.	Touch	1 day/level	Will neg.	Yes
Remove Paralysis	Frees one or more creatures from paralysis, hold, or slow.	Close	Instantaneous	Will neg.	Yes
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type; acid, cold, electricity, fire, or sonic. Energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level.	Touch	10 minutes/level	Fort. neg.	Yes

Level 3 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Bestow Curse	You place a curse on the subject. Choose one of the following three effects; -6 decrease to an ability score (minimum 1), -4 penalty on attack rolls,	Touch	Permanent	Will neg.	Yes

	and skill checks, or each turn, the target has a 50% chance to act normally; otherwise, it takes no action. You may also invent your own curse, but it should be no more powerful than those described above.				
Create Food and Water	Feeds three humans (or one horse)/level.	Close	24 hours	None	No
Cure Serious Wounds	Cures 3d8 +1/level damage (max +15).	Touch	Instantaneous	Will 1/2	Yes
Daylight	60-ft. radius of bright light.	Touch	10 minutes/level	None	No
Prayer	Allies gain +1 on rolls, and enemies suffer -1.	30 ft.	1 round/level	None	Yes
Remove Disease	Cures all diseases affecting subject.	Touch	Instantaneous	Fort. neg.	Yes
Searing Light	Ray deals 1d8/two levels, 1d6/level against undead.	Medium	Instantaneous	None	Yes
Speak with Dead	Corpse answers one question/two levels.	10 ft.	1 minute/level	Will neg.	No

Level 4 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Cure Critical Wounds	Cures 4d8 +1/level damage (max +20).	Close	Instantaneous	Will 1/2	Yes
Discern Lies	Reveals deliberate falsehoods.	Close	Concentration, up to 1 round/level	Will neg.	No
Freedom of Movement	Subject moves normally despite impediments.	Personal or touch	10 minutes/level	None	Y/N
Neutralize Poison	Detoxifies venom in or on subject.	Touch	Instantaneous	Will neg.	Yes
Restoration	Restores level and ability score drains.	Touch	Instantaneous	Will neg.	Yes
Tongues	Speak any language.	Touch	10 minutes/level	None	No

Level 5 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Atonement	Removes burden of misdeeds from subject.	Touch	Instantaneous	None	Yes
Commune	Deity answers one yes-or-no question/level.	Personal	1 round/level	--	--
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Flame Strike	Smites foes with divine fire (1d6/level).	Medium	Instantaneous	Reflex ½	Yes
Raise Dead	Restores life to subject who died up to 1 day/level ago.	Touch	Instantaneous	None	Yes
True Seeing	See all things as they really are.	Touch	1 minute/level	Will neg.	Yes

Level 6 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Banishment	Banishes 2HD/level extraplanar creatures.	Close	Instantaneous	Will neg.	Yes
Blade Barrier	Wall of whirling blades up to 20 ft. long/ level. Any creature passing through the wall takes damage 1d6/level.	Medium	1 minute/level	Reflex ½	Yes
Cure Moderate Wounds. Mass	Cures 2d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Harm	Subject loses all but 1d4 hp.	Touch	Instantaneous	None	Yes
Heal	Cures all damage, diseases, and mental conditions.	Touch	Instantaneous	None	Yes
Heroes' Feast	Food for one creature/level cures and blesses.	Close	1 hour + 12 hours	None	Yes
Geas/Quest	Commands any creature, binding it to a specific task.	Close	1 day/level or until discharged	None	Yes

Level 7 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Cure Moderate Wounds, Mass	Cures 3d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Destruction	Kills subject and destroys remains or 10d6 damage.	Close	Instantaneous	Fort. par.	Yes
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/level	--	--
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Touch	Instantaneous	Fort. neg.	Yes
Restoration, Greater	As restoration, plus restores all levels and ability scores	Touch	Instantaneous	Will neg.	Yes
Resurrection	Fully restore dead subject.	Touch	Instantaneous	None	Yes

Level 8 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Antimagic Field	Negates magic within 10 ft.	10 ft.	10 minutes/level	None	Yes
Cure Moderate Wounds, Mass	Cures 4d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level, 20 ft. radius.	Medium	1 day/level	None	Yes
Discern Location	Exact location of creature or object.	Unlimited	Instantaneous	None	No
Fire Storm	Deals 1d6 fire damage/level.	Medium	Instantaneous	Reflex ½	Yes
Holy Aura	+4 AC, +4 resistance, and SR 25 against evil spells.	20 ft.	1 round/level	--	Yes

Level 9 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Astral Projection	Projects you and companions into Astral Plane.	Touch	Indefinitely	None	Yes
Etherealness	Travel to Ethereal Plane with companions, 1/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel or summoning.	Medium	Instantaneous	None	No
Heal, Mass	It immediately ends: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hp/level max 250 hp within 30 ft.	Close	Instantaneous	--	--
Implosion	Kills one creature/round, max 4 rounds.	Close	Concentration	Fort. neg.	Yes
Soul Bind	Traps newly dead soul to prevent resurrection.	Close	Permanent	Will neg.	No



Conditions Summary Table

Below is a list of Conditions which a character may be subjected to while out adventuring.

Condition	Summary of Effects
Ability Damaged	Temporarily loss of 1 or more ability score points.
Ability Drained	Permanently loss of 1 or more ability score points.
Blinded	-2 AC, no DEX bonus to AC (if any), Move 1/2, -4 to STR/DEX Skill checks. All checks and activities that rely on vision automatically fail. All opponents are 50% miss chance to the blinded character.
Blown Away	Prone, blown 1d4x10' rnd, D1d4/10'
Confused	1-2, attack caster 3-4, act normally; 5-10, babble incoherently; 11-14, flee; 16-20, attack nearest creature.
Cowering	No Move, -2 AC, no DEX bonus AC
Dazed	No Move.
Dazzled	-1 attack, search/spot checks
Dead	The character's hit points and STR are reduced to 0.
Deafened	-4 INI, automatically fail skill checks where hearing is involved.
Disabled	0 HP, or -STR score but HP's. Action beyond a ½ move results in Stable condition.
Dying	Losing 1 point STR/round until healed or dead.
Energy Drained	Character loses 1 or more levels, along with the HP's, attack bonus, etc. gained with the level.
Entangled	½ move, -2 attacks, casting requires DC15 + spells level check or spell lost.
Exhausted	½ move, -6 STR and DEX
Fascinated	No actions, condition broken if attacked.
Fatigued	No run or charge, -2 STR and DEX.
Frightened	Flees, -2 all rolls.
Grappling	-DEX to AC against non-grappling opponents.
Helpless	Unable to move, at opponent's mercy, death blow possible.
Invisible	+2 attacks and no DEX AC bonus for target.
Knocked Down	Prone
Nauseated	Move action only.
Panicked	Drop items in hand, flee, -2 all rolls.
Paralyzed/Petrified	Helpless
Pinned	Held immobile (but not helpless) in a grapple suffering a -4 penalty to AC.
Prone	-4 attacks, +4 AC ranged, -4 AC melee.
Shaken	-2 all rolls
Sickened	-2 all rolls
Stable	No longer losing HP's or STR, unconscious.
Stunned	Drops items in hand, -2 AC, no DEX bonus AC.
Turned	Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.
Unconscious	Helpless.

Appendix A

Titles and Names by Class

Fighter Characters	Wizard/Cleric Characters	Rogue Characters
Adventurer	Abbot	Argonaut
Barbarian	Acolyte	Assassin
Brigand	Admiral	Bandit
Buccaneer	Archmage	Bard
Cavalier	Chronicler	Blackguard
Cavalrymen	Cleric	Corsair
Crusader	Conjurer	Cutthroat
Explorer	Crone	Guide
Footman	Curate	Hermit/Hermitess
Gladiator	Druid	Initiate
Guard	Enchanter/Enchantress	Journeyman
Holy Warrior	Friar	Knave
Knight	Hag	Longbowman
Man/Woman-at-Arms	Hedge Wizard	Minstrel
Mercenary	Heretic	Monk
Militiaman	Illusionist	Ninja
Nomad	Mage	Outlaw
Paladin	Martyr	Pathfinder
Patron	Missionary	Pirate
Privateer	Necromancer	Ranger/Rangeress
Raider	Pilgrim	Robber
Rebel	Priest/Priestess	Rogue
Renegade	Seer	Scout
Ronin	Shaman	Smuggler
Sailor	Sorcerer	Spy
Samurai	Spellbinder	Swashbuckler
Seaman	Thaumaturge	Thief
Soldier	Theurgist	Traveler
Squire	Warlock	Troubadour
Warmonger	Witch	Wayfarer

In *DUNGEONFINDER* some players may find having the same Class as other characters doesn't really give them a feeling of having a "special" character. Ask your GM about using the "Titles and Names" to add a little something to your character. You and the GM may decide having a title or name grants the character a special Skill or other ability too!

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