









ACROBATICS

| MOVING ACROSS A NARROW SURFACE | ACROBATICS DC |
|--------------------------------|----------------|
| Greater than 3 feet wide 01 | 0 ¹ |
| 1–3 feet wide 51 | 5 ¹ |
| 7–11 inches wide 10 | 10 |
| 2–6 inches wide 15 | 15 |
| Less than 2 inches wide 20 | 20 |

| MOVE THROUGH A THREATENED AREA | ACROBATICS DC ² |
|--------------------------------|----------------------------|
| Move through a threatened area | Opponent's CMD |
| Move through an enemy's space | 5 + opponent's CMD |

| LONG JUMP | ACROBATICS DC |
|----------------------|---------------|
| 5 feet | 5 |
| 10 feet | 10 |
| 15 feet | 15 |
| Greater than 10 feet | +5 per 5 feet |

| HIGH JUMP | ACROBATICS DC |
|---------------------|---------------|
| 1 foot | 4 |
| 2 feet | 8 |
| 3 feet | 12 |
| Greater than 3 feet | +4 per foot |

| ACROBATICS MODIFIERS | DC MODIFIER |
|-------------------------------------------------|-----------------|
| Slightly obstructed (gravel, sand) | +2 |
| Severely obstructed (cavern, rubble) | +5 |
| Slightly slippery (wet) | +2 |
| Severely slippery (icy) | +5 |
| Slightly sloped (<45°) | +2 |
| Severely sloped (>45°) | +5 |
| Slightly unsteady (boat in rough water) | +2 |
| Moderately unsteady (boat in a storm) | +5 |
| Severely unsteady (earthquake) | +10 |
| Move at full speed on narrow or uneven surfaces | +5 ³ |

1 No check needed unless modifiers increase the DC to 10 or higher.

2 Increase the DC by 2 for each additional opp. avoided in 1 round.

3 This does not apply to checks made to jump.

AUTOHYPNOSIS

| TASK | AUTOHYPNOSIS DC |
|----------------------|-----------------|
| Ignore caltrop wound | 18 |
| Memorize | 15 |
| Resist dying | 15 |
| Resist fear | Fear effect DC |
| Tolerate poison | Poison's DC |
| Willpower | 20 |

BLUFF (OPPOSED BY SENSE MOTIVE)

| CIRCUMSTANCES | BLUFF MODIFIER |
|---------------------------------|----------------|
| The target wants to believe you | +5 |
| The lie is believable | +0 |
| The lie is unlikely | -5 |
| The lie is far-fetched | -10 |
| The lie is impossible | -20 |
| The target is drunk or impaired | +5 |
| You possess convincing proof | Up to +10 |

FLY

| FLYING MANEUVER | FLY DC |
|-----------------------------------------------------|-----------------|
| Move less than half speed and remain flying | 10 |
| Hover | 15 |
| Turn greater than 45° by spending 5 ft. of movement | 15 |
| Turn 180° by spending 10 feet of movement | 20 |
| Fly up at greater than 45° angle | 20 |
| MANEUVERABILITY | BONUS / PENALTY |
| Clumsy | -8 |
| Poor | -4 |
| Average | +0 |
| Good | +4 |
| Perfect | +8 |

CLIMB

| EXAMPLE SURFACE OR ACTIVITY | CLIMB DC |
|-----------------------------------------------------------------------|----------|
| A steep slope, or a knotted rope next to a wall | 0 |
| A rope next to a wall or a knotted rope | 5 |
| A surface with ledges, rough wall, or ship rigging | 10 |
| Any surface with handholds, a tree, or an unknotted rope | 15 |
| An uneven surface with narrow handholds | 20 |
| A rough surface, such as a rock or brick wall | 25 |
| An overhang or ceiling with handholds only | 30 |
| A perfectly smooth, vertical (or inverted) surface cannot be climbed. | |

| CLIMB MODIFIERS | DC MODIFIER |
|---------------------------------------|-------------|
| Brace against two opposite walls | -10 |
| Brace against two perpendicular walls | -5 |
| Surface is slippery | +5 |

DIPLOMACY

| STARTING ATTITUDE | DIPLOMACY DC |
|-------------------|-------------------|
| Hostile | 25 + Cha modifier |
| Unfriendly | 20 + Cha modifier |
| Indifferent | 15 + Cha modifier |
| Friendly | 10 + Cha modifier |
| Helpful | 0 + Cha modifier |

| REQUEST DC MODIFIER | DC MODIFIER |
|------------------------------------------------------|-------------|
| Give simple advice or directions | -5 |
| Give detailed advice or simple aid | +0 |
| Reveal an unimportant secret or give complicated aid | +5 |
| Give dangerous aid | +10 |
| Reveal an important secret | +10 or more |
| Give aid that could result in punishment | +15 or more |

DISABLE DEVICE

| DEVICE | TIME | DISABLE DEVICE DC ¹ |
|------------------------------------|------------|--------------------------------|
| Simple (jam a lock) | 1 round | 10 |
| Tricky (sabotage a wagon) | 1d4 rounds | 15 |
| Difficult (disarm or reset a trap) | 2d4 rounds | 20 |
| Extreme (disarm a complex trap) | 2d4 rounds | 25 |

1 If you attempt to leave behind no trace of your tampering, add 5 to the DC. Attempting to open a lock is a full-round action.

HEAL

| TASK | HEAL DC |
|-----------------------------------------------------------|-------------------|
| First aid | 15 |
| Long-term care | 15 |
| Treat wounds from caltrops, spike growth, or spike stones | 15 |
| Treat deadly wounds ¹ | 20 |
| Treat poison | Poison's save DC |
| Treat disease | Disease's save DC |

1 Treating deadly wounds heals 1 hit point per level of the creature. Add your Wisdom modifier if DC exceeded by 5. Expend 2 uses of a healer's kit or suffer-2 penalty for each use you lack.

WIND EFFECTS ON FLIGHT

| WIND FORCE | WIND SPEED | CHECKED SIZE | BLOWN AWAY SIZE | FLY PENALTY |
|------------|------------|--------------|-----------------|-------------|
| Light | 0-10 mph | — | — | — |
| Moderate | 11-20 mph | — | — | — |
| Strong | 21-30 mph | Tiny | — | -2 |
| Severe | 31-50 mph | Small | Tiny | -4 |
| Windstorm | 51-74 mph | Medium | Small | -8 |
| Hurricane | 75-174 mph | Large | Medium | -12 |
| Tornado | 175+ mph | Huge | Large | -16 |

KNOWLEDGE

| TASK | KNOWLEDGE DC |
|-------------------------------------------------------------------------------------------------|-------------------|
| Easy question | 10 |
| Basic question | 15 |
| Hard question | 20+ |
| Identify auras using <i>detect magic</i> (Arcana) | 15 + spell level |
| Identify a spell effect that is in place (Arcana) | 20 + spell level |
| Identify underground hazard (Dungeoneering) | 15 + hazard's CR |
| Identify dangerous construction (Engineering) | 10 |
| Recognize regional terrain features (Geography) | 15 |
| Know obscure or ancient event (History) | 20 |
| Know local laws, rulers, and popular locations (Local) | 10 |
| Identify a common plant or animal (Nature) | 10 |
| Know proper etiquette (Nobility) | 15 |
| Identify a creature's planar origin (Planes) | 20 |
| Determine discipline of a single item or creature while using <i>detect psionics</i> (Psionics) | 15 + power level |
| Identify a power already in place and in effect (Psionics) | 20 + power level |
| Recognize a common deity's symbol or clergy (Religion) | 10 |
| Know a monster's abilities or weaknesses (varies) | 10 + monster's CR |

PERCEPTION

| DETAIL | PERCEPTION DC |
|--------------------------------------------------------------------------------------------|----------------------|
| Hear the sound of battle | -10 |
| Detect the smell of smoke | 0 |
| Hear the details of a conversation | 0 |
| Notice a visible creature | 0 |
| Hear the sound of a creature walking | 10 |
| Hear the details of a whispered conversation | 15 |
| Find the average concealed door | 15 |
| Hear the sound of a key being turned in a lock | 20 |
| Find the average secret door | 20 |
| Sense a burrowing creature underneath you | 25 |
| Notice a creature using Stealth | Opposed by Stealth |
| Find a hidden trap | Varies by trap |
| Identify the powers of a potion through taste | 15 + the potion's CL |
| PERCEPTION MODIFIERS | DC MODIFIER |
| Distance to the source, object, or creature | +1/10 feet |
| Through a closed door | +5 |
| Through a wall | +10/ft. of wall |
| Favorable conditions ¹ | -2 |
| Unfavorable conditions ¹ | +2 |
| Terrible conditions ² | +5 |
| Creature making the check is distracted | +5 |
| Creature making the check is asleep | +10 |
| Creature or object is invisible | +20 |
| 1 Favorable and unfavorable conditions depend upon the sense being used to make the check. | |
| 2 As for unfavorable conditions, but more extreme. | |

RIDE

| TASK | RIDE DC |
|-----------------------------------|---------|
| Guide with knees | 5 |
| Stay in saddle | 5 |
| Fight with a combat-trained mount | 10 |
| Cover | 15 |
| Soft fall | 15 |
| Leap | 15 |
| Spur mount | 15 |
| Control mount in combat | 20 |
| Fast mount or dismount | 20 |

SPELLCRAFT

| TASK | SPELLCRAFT DC |
|-----------------------------------------------------------------------|--------------------------|
| Identify a spell as it is being cast | 15 + spell level |
| Learn a spell from a spellbook or scroll | 15 + spell level |
| Prepare a spell from a borrowed spellbook | 15 + spell level |
| Identify magic item powers using <i>detect magic</i> | 15 + item's caster level |
| Decipher a scroll | 20 + spell level |
| Identify a power being manifested | 15 + power level |
| Address a power stone | 15 + power level |
| Identify materials created or shaped by psionics | 20 + power level |
| Determine a power used on you after rolling a saving throw. No retry. | 25 + power level |
| Identify a psionic tattoo | 25 |
| Understand a strange or unique psionic effect | 30+ |

SURVIVAL

| TRACK CREATURES OVER LISTED SURFACE | SURVIVAL DC |
|-----------------------------------------------------------|-------------|
| Very soft ground | 5 |
| Soft ground | 10 |
| Firm ground | 15 |
| Hard ground | 20 |
| TRACKING MODIFIERS | DC MODIFIER |
| Every three creatures in the group being tracked | -1 |
| Size of creature or creatures being tracked. ¹ | |
| Fine | +8 |
| Diminutive | +4 |
| Tiny | +2 |
| Small | +1 |
| Medium | +0 |
| Large | -1 |
| Huge | -2 |
| Gargantuan | -4 |
| Colossal | -8 |
| Every 24 hours since the trail was made | +2 |
| Every hour of rain since the trail was made | +2 |
| Fresh snow since the trail was made | +20 |
| Poor visibility. ¹ | |
| Overcast or moonless night | +6 |
| Moonlight | +3 |
| Fog or precipitation | +3 |
| Tracked party hides trail (and moves at half speed) | +5 |

SWIM

| WATER CONDITION | SWIM DC |
|------------------------------------------------------------------------------------------------------------------|-----------------|
| Calm water | 10 |
| Rough water | 15 |
| Stormy water | 20 ¹ |
| 1 You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted | |

USE MAGIC DEVICE

| TASK | USE MAGIC DEVICE DC |
|--------------------------|-----------------------|
| Activate blindly | 25 |
| Address a power stone | 25 + power level |
| Emulate an ability score | See text |
| Emulate an alignment | 30 |
| Emulate a class feature | 20 |
| Emulate a race | 25 |
| Use a dorge | 20 |
| Use a power stone | 20 + manifester level |
| Decipher a written spell | 25 + spell level |
| Use a scroll | 20 + caster level |
| Use a wand | 20 |

PSIONIC RULES

PSIONIC FOCUS

Gain Psionic Focus: Full-round action that provokes attacks of opportunity.

Gain Psionic Focus with Psionic Meditation feat: Move action that provokes attacks of opportunity.

Expend Psionic Focus: Take 15 on a single concentration check or power a feat, class feature, or other ability that requires expending psionic focus.

Expend your psionic focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that require expending focus by expending your psionic focus once; each effect requires its own instance of expending psionic focus.

You may still gain psionic focus even if you have depleted all of your power points.

Maintain Psionic Focus: Once you have psionic focus, you are considered to be maintaining psionic focus. No action is required to maintain psionic focus.

Number of Psionic Foci: You can only have one psionic focus at any time. Exceptions to this rule include the Psicrystal Containment and Deep Focus feats.

MANIFESTING POWERS

Manifester Level Cap: You may not spend more power points manifesting a power than your manifestor level.

Metapsionic Effects: The power point cost for metapsionic feats does not count as augmentation, but counts toward the manifestor level cap.

Multiclass Manifesting: The manifestor level of the class that learned the power is used to determine effects and manifestor level cap.

Wild Surge and Metapsionics: The increased manifestor level and power points from wild surging can be used to pay for metapsionic effects.

POWER POINTS

Multiclass Characters: Add all power points gained from each class into a single power point pool. Calculate bonus power points for each class separately and add to power point pool.

Power Point Pool: Equal to base power points gained from class, bonus power points from a high key ability score, and any additional bonus power points from sources such as character race and feat selections.

Stored Power Points: A psionic character may not pay the power's cost with power points from more than one source (e.g. power point pool and *cognizance crystal*.)

PSI-LIKE ABILITIES

Action: Unless otherwise specified, using a psi-like ability is a standard action that does not provoke attacks of opportunity.

Augment: Psi-like abilities are automatically augmented up to the manifestor level of the ability.

PSICRYSTAL GENERAL RULES

Saving Throws: Use owner's base saving throw bonus + owner's ability modifiers.

Abilities: When self-propulsion is not activated, psicrystal has no Strength or Dexterity score

Skills: Use owner's skill ranks (minimum 4 ranks in Perception and Stealth), use psicrystal's ability modifiers.

PSICRYSTAL ABILITY RANGES

Alertness: Alertness only applies when the psicrystal is within arm's reach of the owner.

Channel Power: This ability can be used when the psicrystal is within 1 mile of the owner.

Deliver Touch Powers: Psicrystal and owner must be touching when the power is manifested to use this ability.

Personality: The bonus from the psicrystal personality only applies when the psicrystal is within 1 mile of the owner.

Share Powers: This ability can only be used when the psicrystal is within 5 ft. of the owner.

Sighted: 40 ft. range from psicrystal.

Telepathic Link: This ability can be used when the psicrystal is within 1 mile of the owner.

Telepathic Speech: 30 ft. range from the psicrystal, psicrystal must be within 1 mile of the owner.

COLLECTIVES

Add a Member: Standard action that does not provoke attacks of opportunity. Must have line of sight to the member.

Drop a Member: Free action by collective owner. Automatically occurs if member's Wisdom drops to 0 or moves out of range.

Manifest Powers Over Collective: Allowed on powers from class list with a range greater than personal on willing creatures (or harmless power). Non-class powers with range greater than touch are also allowed on willing creatures (or harmless powers or spells).

Member Death: Member is removed from the collective and collective owner must make DC 15 Fortitude save or lose 1 power point for every Hit Die of the fallen member and be sickened an equal number of rounds.

Range: Medium (100 ft. + 10 ft. per class level). Limitless (same plane) at 15th level. Across planes at 19th level.

PSIONIC-MAGIC TRANSPARENCY

| PSIONIC ABILITY | EQUIVALENT MAGIC ABILITY |
|---------------------------|--------------------------|
| Psi-like ability | Spell-like ability |
| Power Resistance | Spell resistance |
| DR X/psionic | DR X/magic |
| Dispel psionics | Dispel magic |
| Detect psionics | Detect magic |
| Dead psionic area | Dead magic area |
| PSIONIC DISCIPLINE | SCHOOL OF MAGIC |
| Clairsentience Discipline | Divination |
| Metacreativity | Conjuration |
| Psychokinesis | Evocation |
| Psychometabolism | Transmutation |
| Psychoporation | None |
| Telepathy | Enchantment |

BASE POWER POINT COST FOR POWER LEVEL

| POWER LEVEL | 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | 8TH | 9TH |
|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Power Point Cost | 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 |

MINIMUM MANIFESTER LEVEL FOR POWER LEVEL

| | 1ST | 2ND | 3RD | 4TH | 5TH | 6TH | 7TH | 8TH | 9TH |
|---------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Cryptic | 1 | 4 | 7 | 10 | 13 | 16 | - | - | - |
| Dread | 1 | 4 | 7 | 10 | 13 | 16 | - | - | - |
| Gifted Blade ¹ | 1 | 5 | 9 | 13 | - | - | - | - | - |
| Marksman | 1 | 5 | 9 | 13 | - | - | - | - | - |
| Psion | 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 |
| Psychic Warrior | 1 | 4 | 7 | 10 | 13 | 16 | - | - | - |
| Tactician | 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 |
| Vitalist | 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 |
| Wilder | 1 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 |

¹ The gifted blade's manifestor level is his soulknife level - 2.

DETECT PSIONICS AURA STRENGTH

| AURA STRENGTH | | | | |
|----------------------------------------------|--------------|----------|-----------|---------------------|
| POWER OR ITEM | FAINT | MODERATE | STRONG | OVERWHELMING |
| Functioning power (power level) | 3rd or lower | 4th-6th | 7th-9th | 10th+ (deity-level) |
| Psionic item or creature (manifestor level)* | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

* For creatures without a manifestor level, use the creature's CR or hit die, whichever is lower

ACTIONS IN COMBAT

| STANDARD ACTION | ATTACK OF OPPORTUNITY |
|-------------------------------------------------------|-----------------------|
| Attack (melee) | No |
| Attack (ranged) | Yes |
| Attack (unarmed) | Yes |
| Activate a magic item other than a potion or oil | No |
| Aid another | Maybe |
| Cast a spell (1 standard action casting time) | Yes |
| Manifest a power (1 standard action manifesting time) | Yes |
| Channel energy | No |
| Concentration to maintain an active spell / power | No |
| Dismiss a spell / power | No |
| Draw a hidden weapon (see Sleight of Hand skill) | No |
| Drink a potion, apply an oil, or tap a psionic tattoo | Yes |
| Escape a grapple | No |
| Feint | No |
| Light a torch with a tindertwig | Yes |
| Lower spell / power resistance | No |
| Read a scroll or activate a power stone | Yes |
| Ready (triggers a standard action) | No |
| Stabilize a dying friend (see Heal skill) | Yes |
| Total defense | No |
| Use extraordinary skill | No |
| Use skill that takes 1 action | Usually |
| Use spell-like or psi-like ability | Yes |
| User supernatural ability | No |
| MOVE ACTION | ATTACK OF OPPORTUNITY |
| MOVE | YES |
| Control a frightened mount | Yes |
| Direct or redirect an active spell | No |
| Draw a weapon | No |
| Load a hand crossbow or light crossbow | Yes |
| Open or close a door | No |
| Mount/dismount a steed | No |
| Move a heavy object | Yes |
| Pick up an item | Yes |
| Sheathe a weapon | Yes |
| Stand up from prone | Yes |
| Ready or drop a shield | No |
| Retrieve a stored item | Yes |
| FULL-ROUND ACTION | ATTACK OF OPPORTUNITY |
| Full attack | No |
| Charge | No |
| Deliver coup de grace | Yes |
| Escape from a net | Yes |
| Extinguish flames | No |
| Gain psionic focus | Yes |
| Light a torch | Yes |
| Load a heavy or repeating crossbow | Yes |
| Lock or unlock weapon in locked gauntlet | Yes |
| Prepare to throw splash weapon | Yes |
| Run | Yes |
| Use skill that takes 1 round | Usually |
| Use a touch spell or power on up to six allies | Yes |
| Withdraw | No |
| FREE ACTION | ATTACK OF OPPORTUNITY |
| Cease concentration on a spell or power | No |
| Drop an item | No |
| Drop to the floor | No |
| Prepare spell components to cast a spell | No |
| Speak | No |
| SWIFT ACTION | ATTACK OF OPPORTUNITY |
| Cast a quickened spell | No |
| Manifest a quickened power | No |
| IMMEDIATE ACTION | ATTACK OF OPPORTUNITY |
| Cast an immediate action spell | No |
| Manifest an immediate action power | No |
| NO ACTION | ATTACK OF OPPORTUNITY |
| Delay | No |
| 5-foot step | No |

COMMON CONDITIONS

Blinded: Creature takes a –2 penalty to AC, loses Dex bonus to AC, and takes a –4 penalty on most Str- and Dex-based skill checks and on opposed Perception skill checks. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Creatures must make a DC 10 Acrobatics skill check to move faster than half speed or fall prone.

Broken: Weapons suffer a –2 penalty on attack and damage rolls and only score a critical hit on a natural 20 and only deal ×2 damage. Armor and shields grant half AC bonus and double armor check penalty. Broken wands or staves use twice as many chages.

Confused: 01–25: Act normally, 26–50: Babble for one round, 51–75: Deal 1d8 + Str damage to self, 76–100: Attack nearest creature.

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls and sight-based Perception checks.

Deafened: A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a –4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Entangled: No movement if bonds are anchored, otherwise move at half speed. Creature takes a –2 penalty on all attack rolls and a –4 penalty to Dex. Must make concentration check to cast spells.

Exhausted: Creature moves at half speed. –6 penalty to Str and Dex. Rest 1 hour to become fatigued.

Fatigued: Creature cannot run or charge. –2 penalty to Str and Dex. Rest 8 hours to remove.

Frightened: As shaken, except creature must flee from source.

Grappled: Creature cannot move or take action that requires 2 hands. –4 penalty to Dex. –2 penalty to attacks and combat maneuvers (except checks made to escape). Must make concentration check to cast spells. Cannot take attacks of opportunity.

Nauseated: Creature can only take a move action and cannot attack, cast spells, or concentrate.

Panicked: As Frightened, except creature drops held items.

Paralyzed: Creature's Str and Dex reduced to 0. Fliers using wings fall. Creature is helpless.

Pinned: As grappled, except creature is flat-footed, takes a –4 penalty to AC, and can only take verbal or mental actions (except checks made to escape).

Shaken: Creature takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Sickened: Creature takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Staggered: Creature can only take a move action or standard action (plus swift and immediate).

Stunned: Creature cannot take actions, drops everything held, takes a –2 penalty to AC, and loses its Dex bonus to AC (if any).

PSICRYSTAL SPECIAL ABILITIES

| OWNER LEVEL | NAT. ARMOR ADJ. | INT ADJ. | SPECIAL |
|-------------|-----------------|----------|---------------------------------------------------------------------------------------------------|
| 1st-2nd | +0 | +0 | Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link |
| 3rd-4th | +1 | +1 | Deliver touch powers |
| 5th-6th | +2 | +2 | Telepathic speech |
| 7th-8th | +3 | +3 | - |
| 9th-10th | +4 | +4 | Flight |
| 11th-12th | +5 | +5 | Power resistance |
| 13th-14th | +6 | +6 | Sight link |
| 15th-16th | +7 | +7 | Channel power |
| 17th-18th | +8 | +8 | - |
| 19th-20th | +9 | +9 | - |