

UNABRIDGED GLOSSARY

0-level spell: A spell of the lowest possible spell level. Such spells (normally the first ones a new spellcaster learns) are of lesser effect and duration than 1st-level spells. Arcane spellcasters often call their 0-level spells “cantrips,” and divine spellcasters often call them “orisons.”

5-foot step: A small position adjustment that does not count as a move in combat. Usually (but not always), a 5-foot step is permitted in conjunction with a full-round action and may be taken at any point in the round. Most partial actions also permit a 5-foot step. This movement does not provoke an attack of opportunity.

ability: One of the six basic character qualities: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). See ability score.

ability check: A method of deciding the result when a character attempts an action that uses an ability or one to which no specific skill applies. To make an ability check, roll 1d20, then add the relevant ability modifier as well as a bonus based on class and level, if applicable. This total is called the check result. (Higher results are always better.) If the check result equals or exceeds the Difficulty Class number assigned by the DM (or the opponent's check, if the action is opposed) the check succeeds.

ability damage: A temporary decrease in an ability score resulting from the loss of one or more ability score points. Typical causes of ability damage include poisons, diseases, and selected other effects. Points lost to such damage return on their own, typically at a rate of 1 point per day for each affected ability. Note that is this different from effective ability loss, which ends when the condition causing it (fatigue, entanglement, etc.) does.

ability drain: A permanent decrease in an ability score, typically caused by undead draining, certain poisons and diseases, and serious effects. Such a loss is permanent; that is, the character can only regain the lost points through magical means.

ability modifier: The bonus or penalty associated with a particular ability score. Ability modifiers apply to die

rolls for character actions involving the corresponding abilities.

ability score: The numeric rating of one of the six character abilities (see ability). To generate an ability score, roll 4d6, ignore the lowest die result, add together the remaining results, and apply any racial ability modifiers. The lower limit of any ability score is 1, but there is no upper limit. Some creatures lack certain ability scores; others cannot be rated in particular abilities.

Abjuration: A school of magic devoted to spells that protect, block, or banish. Abjurations create physical or magical barriers, negate magical or physical abilities, harm trespassers, or banish subjects to distant locales. A spellcaster who specializes in the Abjuration school is called an abjurer.

abjure: Send a creature or effect away with an abjuration spell or effect.

abjurer: A wizard specializing in the Abjuration school of magic. Beginning abjurers must select their prohibited schools from the following: (1) Conjuration, Enchantment, Evocation, Illusion, or Transmutation, or (2) Divination and Necromancy.

AC: Standard abbreviation for Armor Class.

acid: Any of numerous corrosive substances that deal acid damage. Also a spell descriptor denoting a spell that inflicts corrosion damage.

action: A character activity. Action categories include attack actions, magic actions, miscellaneous actions, movement-only actions, and special actions. Each type of action has specific limitations (see individual entries). Actions are further subdivided into the following categories according to the time required to perform them: standard actions, full-round actions, move-equivalent actions, free actions, and partial actions.

adventuring party: A group of characters who adventure together. An adventuring party is composed of player characters plus any followers, familiars, associates, cohorts, or hirelings they might have.

aid another: A miscellaneous action that allows a character to help a friend by distracting or interfering with an opponent. To aid a friend, make an attack roll against

AC 10. Success grants the friend a +2 circumstance bonus to attack that opponent or a +2 circumstance bonus to AC against that opponent (helper's choice). Aid another is a standard action.

Air: One of the four classic elements of the fantasy world. Also, a spell domain composed of nine divine spells and a granted power themed around the element air.

alignment: One of the nine descriptors of morality for intelligent creatures: lawful good (LG), neutral good (NG), chaotic good (CG), lawful neutral (LN), neutral (N), chaotic neutral (CN), lawful evil (LE), neutral evil (NE), and chaotic evil (CE).

animal: A classification of creature that includes all natural animals and their giant forms (see the *MONSTER MANUAL*). Also, when capitalized, a spell domain composed of nine divine spells and a granted power focused on communicating with and controlling animals.

arcane spell failure: The chance that a spell fails and is cast to no effect because the caster's ability to use a somatic component was hampered by armor.

arcane spells: Arcane spells involve the direct manipulation of mystic energies rather than the intervention of higher powers or forces (see divine spells). Bards, sorcerers, and wizards cast arcane spells.

area: One of several possible forms in which a spell or magical effect may manifest. Area designators include burst, cone, cylinder, creature or creatures in the area, object or objects in the area, emanation, spread, and other (as specifically defined in individual spell descriptions). The caster of an area spell selects where it is centered, but otherwise doesn't control which creatures or objects the spell affects.

armor bonus: A type of modifier that applies to Armor Class. Armor (either mundane or magic) grants the wearer an armor bonus, as do various spells, magical effects, and magic items. Armor bonuses do not stack with one another, though they do stack with natural armor bonuses and shield bonuses. An armor bonus granted by a spell or magic item typically takes the form of an invisible, tangible field of force around the recipient.

Armor Class: A number representing a creature's ability to avoid being hit in combat. An opponent's attack roll must equal or exceed the target creature's Armor

Class to hit it. Armor Class = 10 + all modifiers that apply (typically armor bonus, shield bonus, Dexterity modifier, and size modifier). The standard abbreviation for Armor Class is AC.

Astral Plane: An open, weightless plane that connects with all other planes of existence and is used for transportation among them. Certain spells (such as astral projection) allow access to this plane.

attack: Any of numerous actions intended to harm, disable, or neutralize an opponent. The result of an attack is determined by an attack roll. Attacks may be part of an attack action, magic action, or miscellaneous action, depending on their nature. A single physical attack in combination with a move constitutes an attack action; multiple physical attacks require a full attack action to complete.

attack of opportunity: An optional extra melee attack that becomes possible when a creature's own action leaves it within reach of an opponent and vulnerable to attack. Specific actions that provoke attacks of opportunity include movement within or out of a threatened area, attempting to disarm an opponent, and casting a spell. In most cases, an attacker may make only one attack of opportunity per round, regardless of the number of eligible opponents. However, certain feats allow additional attacks of opportunity in particular circumstances, while others negate the chance for an opponent to make an attack of opportunity. Attacks of opportunity are made at the attacker's normal attack bonus, regardless of other attacks made in the same round. One-half or better cover prevents attacks of opportunity.

attack roll: A roll to determine whether an attack hits. To make an attack roll, roll 1d20 and add the appropriate modifiers for the attack type, as follows: melee attack roll = 1d20 + base attack bonus + Strength modifier + size modifier; ranged attack roll = 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty. In either case, the attack hits if the result is at least as high as the target's Armor Class.

automatic hit: An attack that hits regardless of target AC. Automatic hits occur on an attack roll of natural 20 or as a result of certain spells. A natural 20 attack roll is also a threat—a possible critical hit.

automatic miss: An attack that misses regardless of target AC. Automatic misses occur on an attack roll of natural 1.

barbarian: One of the eleven character classes. A barbarian is a ferocious warrior, typically hailing from an uncivilized area of a campaign world. Barbarians use fury and instinct to bring down foes. The standard abbreviation for barbarian is Bbn.

bard: One of the eleven character classes. A bard is a performer whose music works magic—a wanderer, a tale-teller, and a jack-of-all trades. Such characters serve as diplomats, negotiators, messengers, scouts, and spies. They cast arcane spells using their Charisma, as do sorcerers. The standard abbreviation for bard is Brd.

base: Derived from class, level, and race only. The appropriate base modifiers apply to attack rolls, saving throws, and some weapon damage rolls.

base attack bonus: An attack roll bonus derived from character class and level. Base attack bonuses increase at different rates for different character classes. A character gains a second attack when his or her base attack bonus reaches +6, a third with a base attack bonus of +11 or better, and a fourth with a base attack bonus of +16 or better. Base attack bonuses gained from multiple classes, as when a character is multiclass, stack.

base save bonus: A saving throw bonus derived from character class and level. Base save bonuses increase at different rates for different character classes.

base speed: The speed a character can move while unarmored. Base speed is derived from character race.

Bbn: Standard abbreviation for barbarian.

blinded: Unable to see. A blinded character suffers a 50% miss chance in combat (all opponents are considered to have full concealment), loses any Dexterity bonus to AC, moves at half speed, and suffers a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. Any skill check that relies on vision (such as Spot) automatically fails. Opponents of a blinded character gain a +2 bonus to their attack rolls, since they are effectively invisible. Characters who have been blind from birth or childhood may grow accustomed to these drawbacks and even learn to overcome some of them (DM's discretion).

bolster undead: A supernatural ability of evil clerics (and some neutral ones). Bolstering undead increases the resistance of undead creatures to turning attempts. To use this ability, the cleric makes a turning check as if attempting to rebuke undead. If the maximum Hit Dice result on Table 8–16: Turning Undead is greater

than the creatures' actual Hit Dice, any turning attempts that occur in the next 10 rounds are made against that value rather than the creatures' actual Hit Dice.

bonus: A positive modifier to a die roll. Modifiers with specific type descriptors (armor, enhancement, competence, etc.) generally do not stack with others of the same type. If more than one modifier of a type is present, only the best bonus or worst penalty in that grouping applies. Bonuses or penalties that do not have type descriptors generally stack with those that do.

boost: Temporarily or permanently raise a score, modifier, or other numerical value.

Brd: Standard abbreviation for bard.

break item: Render an item inoperable with a sudden application of force rather than by dealing it damage. To break an item, a character must succeed at a Strength check against a DC that depends on the item's construction (see Table 8–14: DCs to Break or Burst Items). If an item has lost half or more of its hit points, the DC to break it drops by 2 (see Table 8–15: Object Hardness and Hit Points).

bull rush: A miscellaneous action used to push an opponent straight back without dealing damage. A bull rush is a standard action that can be used as either an attack action or a charge action against an opponent up to one size category larger than the attacker. To perform a bull rush, the attacker moves into the defender's space; then both make opposed Strength checks. If the attacker's result is higher than the defender's, the defender is pushed back 5 feet. The attacker may move with the defender if desired, pushing the latter an additional 1 foot for each point of difference between the two check results, up to the attacker's normal movement limit. If the defender's check result equals or exceeds the attacker's, the latter moves 5 feet straight back, falling prone in that space if it is occupied.

burst: An area descriptor for spells and magical effects. A burst expands in all directions from a point of origin selected by the caster, affecting any and all eligible targets within its designated radius. Note that burst spells may affect targets around corners or otherwise hidden from the caster, but the spell effect itself cannot turn corners as a spread does.

cantrip: An arcane 0-level spell.

cast a spell: Trigger the magical or divine energy of a

spell by means of words, gestures, focuses, and/or special materials. Spellcasting requires uninterrupted concentration during the requisite casting time. Disruption forces the caster to make a successful Concentration check or lose the spell. Successful casting brings about the spell's listed effect or effects.

caster level: A measure of the power with which a spellcaster casts a spell. Generally, a spell's caster level is the spellcaster's class level.

caster level check: A roll of 1d20 + the caster level (in the relevant class). If the result equals or exceeds the DC (or the spell resistance, in the case of caster level checks made for spell resistance), the check succeeds.

casting time: The time required to cast a spell. Spells with a casting time of 1 action are cast as standard actions. Those requiring 1 full round to cast are cast as full-round actions. Spells with casting times longer than 1 round count as full-round actions for all the rounds encompassed in the casting time.

(cc): Standard abbreviation for cross-class (a skill that's not a class skill).

Cha: Standard abbreviation for Charisma.

channel energy: Tap and direct energy from another source (often extraplanar) to create a desired effect. Good clerics channel positive energy to heal wounds; evil clerics channel negative energy to inflict them. Clerics of all alignments channel divine energy from their deities to turn, command, rebuke, or bolster undead. Monks channel ambient energy for ki. In the same manner, lawful and chaotic energy can be channeled by creatures attuned to the proper sources.

Chaos: A cosmic force embodying the principles of freedom; the opposite of Law. Also, a spell domain composed of nine divine spells and a granted power embodying the principles of chaos.

chaotic: A spell descriptor denoting spells whose effects promote chaos. Also, an aspect of alignment stressing personal freedom, adaptability, and flexibility. Chaotic characters value individual freedom over adherence to authority.

character: A fictional individual within the confines of a fantasy game setting. The words "character" and "creature" are often used synonymously within these rules, since almost any creature could be a character within the game, and every character is a creature (as opposed to an object).

character class: One of the following eleven player character types: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, and wizard. Class defines a character's predominant talents and general function within an adventuring party. Character class may also refer to a nonplayer character class or a prestige class (see the *DUNGEON MASTER's Guide*).

character level: A character's total level. For a single-classed character, class level and character level are the same thing.

charge: An attack action in which the attacker moves in a straight line at up to double speed, then makes a single attack (regardless of the number the character would normally be entitled to make) with a +2 charge bonus to the attack roll. However, a -2 charge penalty applies to the charging character's AC because of the recklessness inherent in such an attack. A charge is a standard action.

charge bonus: The +2 bonus on an attack roll that a charging character gains.

charge penalty: The -2 penalty to AC that a charging character suffers.

Charisma: One of the six character abilities. Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. It represents actual personal strength of character, not merely the perception of others in a social setting. (That is, it is an absolute measurement, not a relative one.) The numerical rating of Charisma is called the Charisma score. Charisma is abbreviated Cha.

charm: A subschool of the Enchantment school of magic. A charm spell typically causes the subject to view the caster as a good friend.

check: A method of deciding the result when a character attempts an action (other than an attack or a saving throw) that has a chance of failure. Checks are based on a relevant character ability, skill, or other characteristic. Most checks are either ability checks or skill checks, though special types such as turning checks, caster level checks, dispel checks, and initiative checks also exist. The specific name of the check usually corresponds to the skill or ability used. To make a check, roll 1d20 and add any relevant modifiers. (Higher results are always better.) If this check result equals or exceeds the Difficulty Class number assigned by the DM (or the opponent's check, if the action is opposed), the check succeeds.

check result: The numerical result of a check; namely, the sum of the 1d20 roll plus any relevant modifiers.

checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the specific effect.

church: A religious organization devoted to the worship of one or more deities. A church consists of a body of worshipers and a corresponding ecclesiastical hierarchy.

circumstance modifier: A bonus or penalty based on situational factors rather than on innate character abilities. Such bonuses or penalties may apply either to a character's check or to the DC for that check. Circumstances that affect a character's ability to perform the task modify the check, while circumstances that affect how well the character must perform the task to succeed modify the DC. Situations that warrant circumstance modifiers include, but are not limited to: quality of tools for a job, accuracy of information, and preexisting attitudes of others. Circumstance modifiers stack with each other unless otherwise specified.

class: See character class.

class feature: Any special characteristic derived from a character class. A class feature can be a special attack form, a unique power, a spell-like or supernatural ability, or even easier access to certain feats, proficiencies, skills, or spell types. For example, turning undead is a class feature of clerics and paladins, and barbarian rage is a class feature of barbarians.

class level: A character's level in a single class. Class features generally depend on class level rather than character level.

class skill: A skill to which characters of a particular class have easier access than characters of other classes. (For example, Hide is a class skill for rangers and rogues.) Characters may buy class skills at a rate of 1 rank per skill point, as opposed to a half rank per skill point for cross-class skills. The maximum rank for a class skill is 3 plus the character's level.

cleric: One of the eleven character classes. A cleric is a master of divine magic and a capable warrior. Most clerics are officially ordained members of churches who are sworn to act in accordance with their deities' wishes. The standard abbreviation for cleric is Clr.

close: A range category for spells. Spells that operate at close range can reach a maximum distance of 25 feet +5 feet/two caster levels from the caster. If the spell is targeted or an effect spell, the magical effect it creates may be able to leave the initial range subsequently. If it is an area spell, the magical effect created never exceeds the range. However, if the area descriptor references creatures within range, the affected creatures may leave it.

Clr: Standard abbreviation for cleric.

cold: A spell descriptor denoting spells that inflict cold damage.

Colossal: The largest creature size category. A Colossal creature is typically 64 feet or more in height or length and weighs 250,000 pounds or more.

combat round: A 6-second unit of game time used to manage combat. Each combatant can normally take at least one action every combat round. A combat round is sometimes called simply a round.

combat sequence: The order of events in combat. Each battle should proceed as follows:

1. Each combatant starts the battle flat-footed.
2. The DM determines which characters are aware of their opponents at the start of the battle. If some, but not all, of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), those combatants each take a partial action during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the round ends. The combatant with the highest initiative acts again to begin the next initiative cycle. Steps 4 and 5 repeat until combat ends.

command word item: A magic item that activates when the user speaks a particular word or phrase. Activating a command word item does not require concentration and does not provoke attacks of opportunity.

command undead: The supernatural ability of evil clerics and some neutral clerics to control undead creatures by channeling negative energy. To command undead, the cleric must present an unholy symbol and make a successful turning check. Thereafter, the cleric may give mental orders to the affected undead as a standard action, and they obey to the best of their ability. See also turning check, turning damage, rebuke undead, and turn undead.

common races: The humanoid races most common to civilized lands, especially in and near population centers. The common races are human, dwarf, elf, gnome, halfling, half-elf, and half-orc.

competence bonus: A bonus that improves a character's performance at a particular task. Competence bonuses typically result from spells, magic items, or the use of special abilities. Such a bonus may apply to attack rolls, saving throws, skill checks, or any other checks to which a bonus relating to level or skill ranks would normally apply. It does not apply to ability checks, initiative checks, and so on.

compulsion: A subschool of the Enchantment school of magic. A compulsion spell forces the subject to act in a desired manner. Some such spells dictate the subject's actions (or the effects on the subject) directly, others allow the caster to determine the subject's actions, and still others grant the caster ongoing control over the subject.

Con: Standard abbreviation for Constitution.

concealment: Any circumstance other than physical cover that interferes with an attacker's accuracy. Degree of concealment depends upon the perception capabilities of the attacker, not the target. For example, a creature in darkness may have full concealment from an attacker with normal vision, but none from an attacker with darkvision. Likewise, all opponents of a blinded attacker have full concealment. There is a 50% miss chance for attacks against opponents with full concealment and a 20% miss chance against those with one-half concealment. If this concealment roll indicates a miss, the attack roll is ignored.

Concentration check: A skill check that is most commonly used to determine whether spellcasting in less-than-ideal circumstances results in loss of the spell. A spellcaster must make a Concentration check upon any interruption in casting (such as damage or other distraction), or when trying to cast while moving, defending,

or engaged in any other vigorous motion. To make a Concentration check, roll 1d20 and add the character's skill modifier for a caster who has the Concentration skill, or the Constitution modifier for one who doesn't.

cone: An area descriptor for spells and magical effects. A cone starts as a point directly before the caster and shoots outward in whatever direction the caster designates, widening out with increasing distance. A cone's width at a given distance from the caster equals that distance. For example, a 25-foot-long cone is 10 feet wide at 10 feet from the caster and 25 feet wide at its far end.

confused: Befuddled and unable to determine a course of action due to a spell or magical effect. A confused character's actions are determined by rolling 1d10 for each round the condition is in effect. On a result of 1, the character wanders away (unless prevented) for 1 minute. On a result of 2–6, the character does nothing for 1 round. On a result of 7–9, the character attacks the nearest creature for 1 round. On a result of 10, the character acts normally for 1 round. Any confused creature who is attacked, however, automatically responds in kind at the next opportunity, regardless of the die roll results.

Conjuration: A school of magic. The subschools of the Conjuration school are creation, healing, and summoning. Conjuration spells bring objects, creatures, materials, or effects to the caster, either from nothing or from another location.

conjure: Create or summon a creature, object, or effect.

conjurer: A wizard specializing in the Conjuration school of magic. Beginning conjurers must select their prohibited school or schools from the following: (1) Evocation, (2) any two of the following three schools: Abjuration, Enchantment, and Illusion, (3) Transmutation, or (4) any three schools.

Constitution: One of the six character abilities. Constitution measures a character's health and stamina. The numerical rating of Constitution is called the Constitution score. Constitution is abbreviated Con.

continuous damage: Damage from a single attack that continues to inflict injury every round without the need for additional attack rolls. Examples of continuous damage include the damage from *Melf's acid arrow* and from burning oil.

copper piece: The smallest unit of currency (abbreviated cp). Ten copper pieces equal 1 silver piece, and 100 copper pieces equal 1 gold piece.

corporeal: Having a physical body. See also incorporeal.

coup de grace: (Pronounced “koo-day-gras.”) An action that allows an attacker to attempt a killing blow against a helpless opponent. A coup de grace can be administered with a melee weapon, or with a bow or crossbow if the attacker is adjacent to the opponent. An attacker delivering a coup de grace automatically scores a critical hit, after which the defender must make a successful Fortitude save (DC 10 + damage inflicted) or die. Rogues also gain their extra sneak attack damage for this attack. Delivering a coup de grace provokes attacks of opportunity from threatening foes. A coup de grace is not possible against a creature immune to critical hits.

cover: Any barrier between an attacker and a defender. Such a barrier can be an object, a creature, or a magical force. Cover grants the defender a bonus to AC. The more cover the defender has, the higher the bonus. The DM may also impose other penalties or restrictions to attacks depending on the physical details of the cover. For example, only a long, piercing weapon, such as an arrow or spear, can strike effectively through an arrow slit. The amount of cover a given barrier offers is situational; a 3-foot wall that provides a human with one-half cover against kobolds might provide no cover at all against a giant. The DM subjectively determines the degree of cover a character has based on the situation, material, part of the body protected, and likelihood of attack against those areas. (See Table 8–9: Cover for the AC bonuses corresponding to different degrees of cover, examples of cover based on situations, and Reflex save bonuses for cover.) Cover bonuses do not stack with kneeling and certain other bonuses.

cowering: Frozen in fear and unable to take combat or movement actions. Cowering creatures lose all Dexterity bonuses, and attacks against them gain a +2 bonus.

cp: Standard abbreviation for copper piece.

creation: A subschool of the Conjuration school of magic. Creation spells manipulate matter to create objects or creatures in the places the spellcaster designates. Whether these creations are permanent or temporary depends on the duration of the spell (instantaneous or otherwise, respectively).

creature: A living or otherwise active being, not an object. The terms “creature” and “character” are sometimes used interchangeably.

creature or creatures: An area designator for spells and magical effects. This type of spell does not allow the caster to select individual targets. Rather, it affects some or all eligible creatures within a designated area (burst, cone, or other shape). Creature eligibility is defined in the spell description. For example, a spell that affects only living creatures does not affect constructs and undead within the designated area.

creature type: One of several broad categories of creatures. The creature types are aberration, animal, beast, construct, dragon, elemental, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, outsider, plant, shapechanger, undead, and vermin. (See the *MONSTER MANUAL* for full descriptions.)

crit: Standard abbreviation for critical hit.

critical hit: A hit that strikes a vital area and therefore deals double damage or more. To score a critical hit, an attacker must first score a threat (usually a natural 20 on an attack roll) and then succeed on a critical roll (just like another attack roll). Critical hit damage is usually double normal damage, which means rolling damage twice, just as if the attacker had actually hit the defender two times. (Any bonus damage dice, such as from a rogue's sneak attack, are not rolled multiple times, but added to the total at the end of the calculation.)

critical roll: A special second attack roll made in the event of a threat to determine whether a critical hit has been scored. If the critical roll is a hit against the target creature's AC, then the original attack is a critical hit. Otherwise, the original attack is a regular hit.

cross-class (cc) skill: A skill that is neither a class skill for a character nor an exclusive skill. Characters may buy cross-class skills at the rate of a half rank per skill point, as opposed to 1 rank per skill point for class skills. The maximum rank a character can achieve in a cross-class skill is one-half of the class skill maximum (3 plus the character's level), rounded neither up nor down.

cure: Magically heal damage to a living creature.

cure spell: Any spell with the word “cure” in its name, such as *cure minor wounds*, *cure light wounds*, or *cure critical wounds*.

current hit points: A character's hit points at a given moment in the game. Current hit points go down when the character suffers damage and go back up upon recovery. Current hit points cannot exceed original hit points except through the use of certain spells and magical effects that grant extra hit points.

damage: A decrease in hit points, an ability score, or other aspects of a character caused by an injury, illness, or magical effect. The three main categories of damage are normal damage, subdual damage, and ability damage. In addition, wherever it is relevant, the type of damage an attack inflicts is specified, since natural abilities, magic items, or spell effects may grant immunity to certain types of damage. Damage types include weapon damage (subdivided into bludgeoning, slashing, or piercing) and energy damage (positive, negative, acid, cold, electricity, fire, or sonic). Modifiers to melee damage rolls apply to both subcategories of weapon damage (melee and unarmed). Some modifiers apply to both weapon and spell damage, but only if so stated. Damage points are deducted from whatever character attribute has been harmed—normal and subdual damage from current hit points, and ability damage from the relevant ability score). Damage heals naturally over time, but can also be negated wholly or partially by curative magic.

damage reduction: A special defense that allows a creature to ignore a set amount of damage from most weapons, but not from energy attacks, spells, spell-like abilities, and supernatural abilities. A damage reduction entry in the description of a creature indicates the amount of damage the creature can ignore from each blow and the minimum power level of weapon that negates the ability. For purposes of damage reduction, weapons made of special materials (such as silver) and weapons with special magical properties (such as keenness) are the least powerful. Weapons with enhancement bonuses are more powerful than either of these types, and weapons with higher enhancement bonuses are more powerful than weapons with lower bonuses. For example, a 20th-level monk has damage reduction 20/+1. This means that the monk ignores the first 20 points of damage from any attack, unless that damage is dealt by a weapon with a +1 or better enhancement bonus, by a spell, or by a form of energy (fire, cold, etc.). A creature with damage reduction that attacks another with the same power inflicts damage normally if the defender is corporeal and vulnerable to the same or a

weaker type of weapon as the attacker. The amount of damage reduction is irrelevant in this case. (For example, two werewolves can harm each other normally.) Barbarians have damage reduction as a class feature, but theirs is a special type that negates a set amount of damage from any source.

darkness: A spell descriptor denoting spells that generate darkness. Darkness spells counter or dispel any light spells of an equal or lower spell level.

dazed: Unable to act normally. A dazed character can take no actions, but can defend against attacks normally.

dazzled: Unable to see well because of overstimulation of the eyes. A dazzled creature suffers a –1 penalty on attack rolls until the effect ends. Creatures typically become dazzled as a result of spells or magical effects that produce bright flashes of light, such as flare.

DC: Standard abbreviation for Difficulty Class.

dead: A character dies when his or her hit points drop to –10 or lower. A character also dies when his or her Constitution drops to 0, and certain spells or effects (such as failing a Fortitude save against massive damage) can also kill a character outright. Death causes the victim's soul to leave the body and journey to an Outer Plane. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device).

deafened: Unable to hear. A deafened character suffers a –4 penalty to initiative, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who have been deafened from birth or childhood may grow accustomed to these drawbacks and even learn to overcome some of them (DM's discretion).

deal damage: Cause damage to a target with a successful attack. Weapons, creatures, spells, hazards, traps, and various magical effects are all capable of dealing damage. How much damage is dealt is usually expressed in terms of dice (for example, 2d6+4) and may have a situational modifier as well. (For example, the weapon deals triple damage on a critical hit.) However, damage dealt by a weapon or spell does not neces-

sarily equal damage taken by the target, because the target may have special defenses that negate some or all of the damage.

Death: A spell domain composed of nine divine spells and a granted power themed around the concept of death. Also a spell descriptor denoting spells and effects that slay living creatures. Creatures slain by a death effect cannot be raised by *raise dead*. Either *resurrection* or *true resurrection* is required to revivify such a corpse. See also *dead*.

deflection bonus: A modifier to Armor Class resulting from any of various spells or magical effects. A deflection bonus increases the recipient's AC by making attacks veer off harmlessly. Deflection bonuses do not stack with one another.

delay: A miscellaneous action that lowers a character's initiative result, thereby allowing some period of observation before any action is attempted. Delay is announced when it is the character's turn to act, but the amount of delay need not be specified. The character may simply act at any initiative count desired before the end of the round. However, delaying reduces that character's initiative result to the count at which the delayed action occurred for the rest of the combat. An initiative result can be lowered in this way to -10 minus the character's initiative bonus, but when the initiative count reaches that point, the character must act or forfeit any action that round. If two or more delaying characters want to act on the same initiative count, the one with the highest initiative bonus (or highest Dexterity, in case of a tie) acts first. If two or more delaying characters are trying to act last, the one with the highest initiative bonus may do so.

destroy undead: A possible result of an attempt to turn undead. If the cleric making the turn attempt has at least twice as many levels as the undead targets have Hit Dice, those undead that would normally have been turned are destroyed instead. A destroyed skeleton or zombie can't be animated again.

destroyed: Completely ruined or annihilated. Destroyed characters are dead, with no part of their bodies remaining to enable resurrection. However, *true resurrection* can still restore such a character to life.

Destruction: A spell domain composed of nine divine spells and a granted power themed around the concept of destruction.

detect: Discover, perceive, or locate an object, person, creature type, situation, or aura through primarily visual means. Detection can be accomplished through either physical or magical means, depending on what is being sought.

Dex: Standard abbreviation for Dexterity.

Dexterity: One of the six character abilities. Dexterity measures hand-eye coordination, agility, reflexes, and balance. The numerical rating of Dexterity is called the Dexterity score. Dexterity is abbreviated Dex.

DF: Standard abbreviation for divine focus.

Difficulty Class (DC): The target number that a player must meet or beat with a 1d20 roll (plus applicable modifiers) for a check or saving throw to succeed. Difficulty Classes other than those given in specific spell or item descriptions are set by the DM using the skill rules as a guideline.

Diminutive: A creature size category. A Diminutive creature is typically between 6 inches and 1 foot in height or length and weighs between 1/8 of a pound and 1 pound.

disabled: At exactly 0 current hit points. A disabled character is horribly wounded, but not unconscious. Such a character can move at half normal speed and take a partial action each round without risking further damage, but cannot perform any strenuous action. Taking a strenuous action while disabled causes the loss of 1 hit point at the end of that action, changing the character's status from disabled to dying, unless the act served to increase current hit points.

disarm: A miscellaneous action in combat enabling an attacker to remove a weapon from an opponent's hands. Any such attempt provokes an attack of opportunity from the defender, which occurs before the disarm attempt is resolved. Next, the attacker and defender make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger one gets a bonus of +4 per difference in size category on the attack roll. A defender using a weapon in two hands gains an additional +4 bonus to the roll. If the attacker wins the roll, the weapon is either on the ground at the defender's feet (if the attacker was already armed) or in the attacker's hands (if the attacker made the attempt unarmed). If the attacker loses the roll, the attempt fails, and the defender may immediately try to disarm the attacker.

with the same sort of opposed attack roll. The amount of time needed for a disarm attempt varies with the results.

disarm a trap: Render a trap harmless.

disbelief: A saving throw descriptor for certain spells from the Illusion school. A successful saving throw of this type allows the subject to disbelieve (ignore) the effect, though the illusion does not vanish. However, only a subject who interacts with the illusion may make a disbelief saving throw.

dismissible: A characteristic of a spell that can be terminated at will. The caster can end any spell listed as dismissible with a few words at any time before its duration expires. The standard abbreviation for dismissible in spell descriptions is (D).

dispel: Negate, suppress, or remove one or more existing spells or other effects on a creature, item, or area. Dispel usually refers to a *dispel magic* spell, though other forms of dispelling (such as dispel turning) are possible. Certain spells cannot be dispelled, as noted in the individual spell descriptions.

dispel check: A method of deciding the result when a spellcaster attempts a *dispel magic* spell. To make a dispel check, roll 1d20 and add 1 per caster level of the character making the attempt (maximum +10). This total is called the check result. The DC is 11 + the level of the spellcaster who initiated the effect being dispelled. If the check result equals or exceeds the DC, the dispel attempt succeeds and the magical effect ends (if the target was a creature or spell effect in the target area) or is suppressed for 1d4 rounds (if the target was a magic item). A separate dispel check is required against each spell or magic effect active on the target creature or in the target area of the *dispel magic*. A dispel check is also used to determine the results of using *dispel magic* as a counterspell against another caster, in the same manner. In this case, success indicates that the opponent's spell has been countered. Dispel checks against the caster's own spells automatically succeed.

dispel turning: Channel negative energy to negate a successful turning undead attempt by a good cleric or a paladin. To dispel turning, an evil cleric must make a turning check as if attempting to rebuke undead. If the check result is equal to or greater than the check result that the good cleric scored to turn the undead in the first place, the evil cleric rolls turning damage (2d6 + cleric level + Charisma modifier) to see how many Hit

Dice of undead are affected by the dispel. The turning effect ends immediately for the affected undead.

Divination: A school of magic focused on spells that reveal information. Divination spells enable the caster to learn secrets long forgotten, predict the future, find hidden things, and foil deceptive spells. With many divination spells, the more time the caster spends studying a target, the more information is revealed.

divine focus: An item of spiritual significance that serves as a focus for casting divine spells. The caster meditates upon the item while casting to focus the divine energy of the spell. The divine focus for a good cleric or a paladin is a holy symbol appropriate to the character's faith. The divine focus for an evil cleric is an unholy symbol. A sprig of mistletoe or holly serves as a divine focus for a druid or ranger. Divine focus is abbreviated DF.

divine spells: Spells of religious origin powered by faith or by a deity. Clerics, druids, paladins, and rangers cast divine spells.

diviner: A wizard specializing in the Divination school of magic. To become a diviner, the wizard must select any other single school as prohibited.

DM: Standard abbreviation for Dungeon Master.

dodge bonus: A bonus to Armor Class (and sometimes Reflex saves) resulting from physical skill at avoiding blows and other ill effects. Dodge bonuses are never granted by spells or magic items. Any situation or effect (except wearing armor) that negates a character's Dexterity bonus also negates any dodge bonuses the character may have. Dodge bonuses stack with other dodge bonuses.

domain: A granted power and a set of nine divine spells (one each of 1st through 9th level) themed around a particular concept and associated with one or more deities. The available domains are: Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water. (DMs may make additional domains of their own design available as desired.) A cleric has access to two domains, which are selected upon character creation. Alignment-oriented domains (Good, Evil, Law, and Chaos) must match the relevant alignment aspect of the cleric. Clerics of a particular deity must select their domains from those associated with that deity. Clerics

who don't follow a deity may choose two domains to represent their spiritual inclinations and abilities, so long as those choices work with their alignments. Each domain gives the cleric access to a domain spell of each spell level, as well as a granted power.

domain spell: A divine spell belonging to a domain. Each domain offers one spell of each spell level. In addition to their normal daily complement of spells, clerics can cast one domain spell per day for each spell level that their caster levels allow. This spell may be from either of their domains. Domain spells cannot be exchanged for *cure* or *inflict* spells.

double move: A movement-only action that lets a creature move up to double normal speed at the expense of attacking. It represents a hustle, which is about 6 mph for an unencumbered human. Double move is a standard action in which a move action takes the place of the attack action. Thus, a double move is really two move actions. Double movement that takes a character into or out of a threatened area still provokes attacks of opportunity from threatening enemies, but the space where the double move begins is not considered threatened, regardless of the circumstance.

double weapon: A weapon with two ends, blades, or heads that are both intended for use in combat. Any weapon for which two damage ranges are listed (such as 1d6/1d6 for the quarterstaff) is a double weapon. Examples include the quarterstaff, the orc double axe, the dire flail, the gnome hooked hammer, the two-bladed sword, and the dwarven urgrosh. Double weapons can be used to make an extra attack as if the wielder were fighting with two weapons (light weapon in the off hand). Normal penalties for two-handed fighting apply to this attack routine, which is a full attack (and a full-round action). A creature using a double weapon in one hand cannot make an extra attack with it.

Drd: Standard abbreviation for druid.

druid: One of the eleven character classes. Druids cast divine spells much the same as clerics do, though they get their spells from the power of nature, not from deities. Because druids try to live in harmony with the natural world, their spells are primarily oriented toward nature and animals. In addition to spells, increasing experience grants druids an array of magic powers, including the ability to take the shapes of animals.

Dungeon Master (DM): The player who portrays non-player characters, makes up the story setting for the

other players, and serves as a referee.

dying: Near death and unconscious. A dying character has -1 to -9 current hit points and can take no actions. The chance of recovery depends upon the level of intervention by others, as follows:

Untended: Dying characters who receive no assistance cannot recover hit points through natural healing. For such a character, roll d% at the end of each round. On a result of 01-90, the character loses 1 hit point; on a result of 91-00, the character stabilizes. Once the character is stable, roll d% for each hour of game time. On a result of 01-90, the character loses 1 hit point. On a result of 91-00, the character becomes conscious and disabled (as though at 0 hit points, although this does not alter a negative hit point total). Thereafter, roll d% each day. On a result of 01-90, the character loses 1 hit point; on a roll of 91-00, the character starts recovering hit points naturally. At that point, the character is no longer in danger of losing hit points, even if the current hit points are negative.

Tended: A successful Heal check at DC 15 stabilizes a dying character and prevents further hit point loss. An hour after the character becomes stable, roll d%. On a result of 91-00, the character becomes conscious and disabled (as though at 0 hit points, although this does not alter a negative hit point total). A character who remains unconscious nevertheless recovers hit points naturally and has the same chance to revive every hour. At 1 or more hit points, the character is back to normal.

Healed: If any sort of healing cures even 1 point of damage, the dying character stops losing hit points and becomes stable. A character whose current hit points are raised to 0 through healing becomes conscious and disabled. A dying character whose current hit points are raised to 1 or more by healing becomes fully functional again.

dwarf: One of the common races. Dwarves stand only 3 1/2 to 4 1/2 feet tall, but they are so broad and compact that they are, on average, almost as heavy as humans. Dwarven men are slightly taller and noticeably heavier than dwarven women. A typical dwarf has deep tan or light brown skin, dark eyes, and black, gray, or brown hair, worn long. The men wear beards that they value highly. Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishment, their knowledge of the earth's secrets, their hard work, and their capacity to drink ale.

Earth: One of the four classic elements of the fantasy world. Also, a spell domain composed of nine divine spells and a granted power themed around the element of earth.

effect: One of several possible forms in which a spell or magic effect may manifest. Effect designators include ray, spread, and individual creatures or objects that have been summoned or created. Summoned or created effects appear wherever the caster designates, within the spell's range. A mobile effect (such as a summoned creature) can thereafter move regardless of the spell's range.

effective ability decrease: A decrease in an ability score that ends when the condition causing it does.

effective hit point increase: Hit points gained through temporary increases in Constitution score. Unlike temporary hit points, points gained in this manner are not lost first, and must be subtracted from the character's current hit points at the time the Constitution increase ends. For example, a 5th-level barbarian temporarily gains a +4 bonus to Constitution, and with it an additional 10 hit points (2 per level), when in a barbarian rage. The barbarian then takes 12 points of damage in battle, bringing the character's current hit points to 2 below the original total. When the rage ends, the barbarian's Constitution score drops back to normal. The 10 hit points gained during that increase are immediately subtracted from the character's current hit points, bringing the total to 12 below the original hit point total. In other words, all the damage taken during the battle affects the barbarian immediately after the rage ends.

electricity: A spell descriptor denoting spells that inflict electricity damage.

electrum: A naturally occurring alloy of gold and silver.

Elemental Plane: One of the Inner Planes consisting entirely of one type of matter: Air, Earth, Fire, or Water.

elf: One of the common races. Elves are short and slim, standing about 4 1/2 to 5 1/2 feet tall and typically weighing 85 to 135 pounds, with elven men the same height as and only marginally heavier than elven women. Elves are graceful but frail. They tend to be pale-skinned and dark-haired, with deep green eyes and no facial or body hair. Elves possess unearthly grace and fine features. Many humans and members of

other races find them hauntingly beautiful. Elves are well known for their poetry, dance, song, lore, and magical arts. When danger threatens their homes, however, they reveal a more martial side, demonstrating skill with sword, bow, and battle strategy.

emanation: An area descriptor for spells and magical effects. An emanation expands in all directions from a point of origin designated by the caster, affecting all eligible targets within its radius, just like a burst. However, an emanation continues to radiate from the point of origin for the duration of the spell.

enchant: Use a spell from the Enchantment school.

enchanter: A wizard specializing in Enchantment spells. To become an enchanter, a wizard must select her prohibited school or schools from the following choices: (1) either Abjuration, Conjunction, Evocation, Illusion, or Transmutation, or (2) Divination and Necromancy.

Enchantment: A school of magic focused on spells that imbue the recipient with some property or grant the caster power over another being. The subschools of the Enchantment school are charm and compulsion. Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells.

encumbered: Heavily burdened by armor or items carried. Encumbrance defines a character's maximum Dexterity bonus to AC, armor check penalty, speed, and run factor. Typically, armor constitutes all or most of a character's encumbrance—that is, carrying normal gear won't slow the character down any more than armor worn already does. For a character who is weak or carrying a heavy load, encumbrance must be calculated by weight. To do this, total the weight of all the armor, weapons, and gear carried. Compare this total to the character's Strength on Table 9–1: Carrying Capacity to determine whether it is a light, medium, or heavy load. Then consult Table 9–2: Carrying Loads and determine the maximum Dexterity bonus to AC, check penalty, speed, and run factor for that load type. If the character is wearing armor, use the worse figure (from armor or from weight) for each category. Do not stack the penalties.

end of round: The point in a combat round when all the participants have completed all their allowed actions. End of round does not occur at any set initiative count. Rather, it occurs when no one else involved

in the combat has an action pending for that round. At that point, a new initiative cycle begins.

energy damage: Damage caused by one of five types of energy (not counting positive and negative energy): acid, cold, electricity, fire, and sonic.

energy drain: An attack that saps a living opponent's vital energy. Creatures with the energy drain power typically deliver the effect via a successful melee or ranged attack (often a touch attack). Each such blow inflicts one or more negative levels on the opponent, depending upon the attacker (see the *MONSTER MANUAL*). If an attack that delivers an energy drain scores a critical hit, it drains twice the listed amount for that creature. For each negative level inflicted on another creature, the attacker gains 5 temporary hit points and the creature loses 5 hit points. Also, the name of a spell that temporarily grants this power.

Energy Plane: An Inner Plane containing a primal energy force. These planes are usually called the Positive Energy Plane and the Negative Energy Plane. Negative energy and positive energy originate on these planes, though they exist in plenty on the Material Plane as well.

engaged: Threatening or being threatened by an enemy. (Held, unconscious, or otherwise immobilized characters are not considered engaged unless they are actually being attacked.)

enhancement bonus: A modifier to AC, attack rolls, ability checks, skill checks, or weapon damage. Such a bonus represents an increase in the hardness and/or effectiveness of armor or a weapon, or a general bonus to an ability score. Enhancement bonuses typically stem from spells, magic item effects, and permanent magical enhancements to weapons.

enlargement modifier: A modifier to Strength (and sometimes Constitution) based on magical alteration of a creature's size. Size increases result in enlargement bonuses; size decreases result in enlargement penalties.

entangled: Ensnared in ropes, vines, a net, long grasses, a web, or any other bonds of similar size, shape, and strength. Entanglement impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and suffers a –2 penalty to attack rolls and a –4 penalty to its effective Dexterity

score. An entangled spellcaster must make a Concentration check to cast a spell successfully. The DC for the check equals that of the saving throw for the spell in question. Also, a term describing a character affected by the *entangle* spell.

ethereal: On the Ethereal Plane. An ethereal creature is invisible and intangible to creatures on the Material Plane, but visible and corporeal to creatures on the Ethereal Plane. As such, such a creature is capable of moving through solid objects on the Material Plane and in any direction (even up or down, albeit at half normal speed). Ethereal beings can see and hear what is happening in the same area of the Material Plane to a distance of 60 feet, but everything looks gray and insubstantial. Material beings cannot normally perceive ethereal ones. Other ethereal creatures and objects, however, seem normally material to them. An ethereal character can't attack material creatures, and most spells cast while ethereal affect only other ethereal things. An ethereal creature who becomes material while within a Material Plane object is shunted off to the nearest open space and suffers 1d6 points of damage per 5 feet so traveled. Force effects originating on the Material Plane can affect items and creatures that are ethereal, but the reverse is not true.

Ethereal Plane: A gray, foggy plane parallel to the Material Plane at all points. Creatures within the Ethereal Plane can see and hear into the Material Plane, though the reverse is not usually true. Certain spells, such as *ethereal jaunt* and *etherealness*, allow material creatures to access the Ethereal Plane. Force effects originating on the Material Plane can affect items and creatures on the Ethereal Plane, but the reverse is not true.

evasion: An extraordinary ability that is a class feature for monks and rogues. When exposed to any effect that normally inflicts half damage with a successful Reflex save (such as a *fireball*), a creature using evasion suffers no damage at all upon a successful save. (Full damage still applies on a failed saving throw, however.) Evasion is possible only when wearing light armor or no armor at all.

evil: An aspect of alignment that focuses on bringing harm, oppression, or death to other beings. Also, the opposite of good. Evil creatures generally act out of a general lack of compassion, for sport, or out of duty to some evil deity or master. Also, a spell descriptor denoting spells usable by evil and some neutral beings. Also,

when capitalized, a spell domain composed of nine divine spells and a granted power embodying the principles of evil.

Evocation: A school of magic focused on spells that manipulate energy or tap an unseen source of power to create something from nothing. Many of these spells produce visually spectacular effects, and evocation spells are famous for inflicting large amounts of damage.

evoker: A wizard specializing in Evocation spells. Beginning evokers must select their prohibited school or schools from one of the following choices: (1) Conjururation, (2) any two of the following three schools: Abjuration, Enchantment, and Illusion, (3) Transmutation, or (4) any three schools.

exclusive skill: A skill in which ranks can be purchased only by characters for whom they are class skills. Multiclass characters may not use skill ranks gained from level advancement in one class to purchase skills exclusive to another class.

exhausted: Tired to the point of significant impairment. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. An exhausted character moves at half normal speed and suffers an effective ability decrease of –6 to both Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued.

experience points (XP): A numerical measure of a character's personal achievement and advancement. Characters earn experience points by defeating monsters and other opponents and by resolving situations successfully. At the end of each adventure, the DM assigns experience to the characters based on what they have accomplished. Characters continue to accumulate experience points throughout their adventuring careers, gaining new levels in their character classes at certain experience point totals.

extraordinary ability (Ex): A nonmagical special ability (as opposed to a spell-like or supernatural ability). Some extraordinary abilities are not actions—that is, they simply come into play automatically under certain circumstances. For example, barbarians do not have to take an action to use their uncanny dodge ability; they simply dodge attacks more effectively all the time. Other extraordinary abilities do count as actions—most commonly standard actions that cannot be disrupted, do not require concentration, and do not pro-

voke attacks of opportunity. Extraordinary abilities that constitute attacks are usually free actions. Any exceptions to these general rules are noted in the descriptions of individual abilities.

face: The amount of floor space a creature requires to fight effectively. Face determines how many creatures can fight side by side in a corridor, as well as how many creatures can attack a single opponent at once. A creature's face depends upon both its size and its body shape, as given on Table 8–7: Creature Size and Scale. For example, both a purple worm and a kraken are Gargantuan creatures, but the worm requires an area 30 feet wide by 30 feet long for fighting, and the kraken requires an area 20 feet wide by 40 feet long. (A normalized character's face is generally 5 feet on a side.) In the same manner, face defines the portion of a creature's body susceptible to attack from a given direction. To determine how many opponents can attack a given creature simultaneously, simply compare the attackers' faces with whatever portion of the defender's face is open to attack. For example, one Small or Medium-size combatant can attack each 5-foot length of a creature's face, and four more such combatants can fit into the "corners" where the width and length of the face dimensions meet. Thus, a purple worm can be attacked simultaneously by a maximum of sixteen Medium-size opponents—three for each 15-foot "side" of its fighting area, and one for each corner. Note that an attacker's position relative to an opponent does not imply any type of hit location for a successful blow, because combatants are constantly moving and turning in battle.

fail: Achieve an unsuccessful result for a check, saving throw, or other determination involving a die roll. In some cases, consequences for failure are listed in individual check descriptions. (For example, falling is the penalty for failing a Climb check by more than 5 points.) In general, characters may take 20 to ensure success on checks that list no penalties for failure, or simply retry such checks as many times as desired. See also spell failure.

familiar: A magical beast that serves as companion and servant to an arcane spellcaster—usually a wizard or sorcerer. A typical familiar is an unusually tough and intelligent version of some small animal, such as a cat, ferret, crow, hawk, snake, owl, raven, spider, toad, weasel, or mouse. Familiars are physically similar to the normal creatures they resemble, but may have special abilities of their own or grant such to their masters (see

Table 3–18: Familiars). These creatures grow more powerful as their masters rise in level (see Table 3–19: Familiar Special Abilities). Calling a familiar takes 1 day and uses up magical materials costing 100 gp. The spellcaster may select the creature type that responds. Thereafter, if the familiar dies or is dismissed, its master must make a successful a Fortitude saving throw against DC 15 or lose 200 XP per class level (or half that with a successful saving throw). This loss cannot drop the character below 0 XP, however. A slain or dismissed familiar cannot be replaced for a year and a day, but it can be raised from the dead without loss of a level or Constitution point from itself or its master.

fatigued: Tired to the point of impairment. A fatigued character can neither run nor charge and suffers an effective ability decrease of –2 to both Strength and Dexterity. After 8 hours of complete rest, fatigued characters are back to normal.

avored weapon: The weapon or weapons that a particular deity prefers. Clerics consider it a point of pride to wield their deities' favored weapons in combat. The spell *spiritual weapon* always produces the favored weapon of the caster's deity, if any. Also, the weapon typically used by a particular character class, social class, or group (such as peasants of a given realm).

fear: A spell descriptor denoting spells that induce any of a variety of fear effects in the subject. Also, a spell name.

fear effect: Any spell or magical effect that causes the victim to become cowering, frightened, or panicked, or to suffer from some other fear-based effect defined in the description of the specific spell or item in question.

feat: A special feature that either grants a character a new capability or improves an existing one. The categories of feats are general, item creation, metamagic, and special. Certain feats require specifying a particular weapon, spell school, or other classification with which the feat can be used. Each character gains one feat upon creation, and humans also gain one additional feat at this time. An additional feat is gained at 3rd level and every three levels thereafter (at 6th, 9th, 12th, 15th, and 18th). Characters acquire feats based on total character level, not individual class levels. Additionally, fighters and wizards get extra class-related feats chosen from special lists (see Table 3–9: The Fighter and 3–20: The Wizard). A character must have any listed prerequisites to acquire or use a particular feat. All feats are selected by the player from those for which the character qualifies.

fight defensively: A method of performing either an attack action or a full attack action that concentrates on defense at the expense of offense. A character fighting defensively suffers a –4 penalty on all attack rolls in a given round and gains a +2 dodge bonus to AC for that same round.

fighter: One of the eleven character classes. A fighter is a warrior with exceptional combat capability. Whether they are questing knights, conquering overlords, king's champions, elite foot soldiers, hardened mercenaries, bandit kings, or simply adventurers, all fighters earn their living with their weapons. Fighters have the best all-around fighting capabilities of all the character classes. They are familiar with all standard weapons and armors, but most develop particular specialties with experience. The standard abbreviation for fighter is Ftr.

figment: A subschool of the Illusion school of magic. Figment spells produce false sensations, but no real effects of any kind. (That is, a figment cannot cause damage to objects or creatures, support weight, provide nutrition, provide protection from the elements, or the like.) The accuracy of sensations produced by a figment is subject to the caster's personal knowledge of the creature or item being copied. All those perceiving a figment perceive the same thing.

Fine: A creature size category. A Fine creature is typically 6 inches or less in height or length and weighs 1/8 pound or less.

Fire: One of the four classic elements of the fantasy world. Also, a spell domain composed of nine divine spells and a granted power themed around the element fire. Also, a spell descriptor denoting spells that produce or use fire.

flank: To be directly on the other side of a character who is being threatened by another character. A flanking attacker gains a +2 flanking bonus to attack rolls against the defender. A rogue can sneak attack a defender that she is flanking.

flask: A ceramic, glass, or metal container fitted with a tight stopper. A flask holds 1 pint of liquid.

flat-footed: Especially vulnerable to attacks at the beginning of a battle. Characters are flat-footed until their first turns in the initiative cycle. Flat-footed creatures cannot use their Dexterity bonuses to AC or make attacks of opportunity. Certain feats, class features,

spells, and magical effects negate some or all of the penalties for being flat-footed.

Fortitude save: A type of saving throw, related to a character's ability to withstand damage thanks to his physical stamina. Fortitude save = 1d20 + Fortitude base save bonus + Constitution modifier.

free action: One of several time-based action categories. Free actions (such as calling out to friends for aid) consume a negligible amount of time, and one or more such actions can be performed in conjunction with actions of other types. In extreme cases, the DM decides how many free actions are reasonable.

frightened: Fearful of a creature, situation, or object. Frightened creatures flee from the source of their fear as best they can. If unable to flee, they may fight, but suffer a -2 morale penalty to all their attack rolls, checks, and saving throws.

Ftr: Standard abbreviation for fighter.

full attack: One of several attack actions. Creatures able to attack more than once in a round must use a full attack to do so. Multiple attacks stemming from a high base attack bonus must be made in order from best to worst attack roll modifier. However, a character attacking with two weapons or with a double weapon can choose to strike with either weapon or head first. The target of any given attack may be specified at the time it occurs. Because full attack is a full-round action, the only movement possible in conjunction with it is one 5-foot step, which may occur before, after, or in between attacks. After the first attack, a character who has not yet taken a 5-foot step may opt for a regular move in lieu of the remaining attacks. (That is, the character can change to a normal attack action instead of completing the full attack, if desired.)

full hit points: An individual character's maximum hit points when undamaged.

full-round action: One of several time-based action categories. Full-round actions consume all of a character's effort during a round. The only movement possible in conjunction with a full-round action is a 5-foot step, which can occur before, after, or during the action. Some full-round actions (as specified in their descriptions) do not allow even this much movement. When using a full-round action to cast a spell whose casting time is 1 full round, the spell is not completed until the beginning of the caster's next turn.

gain: Acquire a bonus, class feature, special ability, or other different, new, or improved capability, either temporarily or permanently.

Gargantuan: A creature size category. A Gargantuan creature is typically between 32 and 64 feet in height or length and weighs between 32,000 and 250,000 pounds.

general feat: A broad category of feats available to characters of all classes. General feats lack the additional rules for use that item creation and metamagic feats have, though some do have prerequisites.

glamer: A subschool of the Illusion school of magic. A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else. Glamers can even make subjects seem to disappear. Like figments, glamers cannot produce any real effects, and the accuracy of visual or auditory sensations is subject to the caster's personal knowledge of the item to be duplicated.

gnome: One of the common races. Gnomes stand about 3 to 3 1/2 feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Males of the race like to wear short, carefully trimmed beards. Gnomes are welcome everywhere as technicians, alchemists, and inventors. They are known for their prankish sense of humor as well as their engineering skills.

gold piece: A unit of currency that is more valuable than a silver piece but less valuable than a platinum piece. One gold piece equals 10 silver pieces and 1 platinum piece equals 10 gold pieces. The standard abbreviation for gold piece is gp.

good: A spell descriptor denoting spells usable by good and neutral beings. Also, an aspect of alignment that focuses on protecting innocent life; the opposite of evil. Good creatures maintain a strong respect for life, concern themselves with the dignity of sentient beings, and make personal sacrifices to help others. Also, when capitalized, a spell domain composed of nine divine spells and a granted power embodying the principles of good.

gp: Standard abbreviation for gold piece.

grab: The initial attack required to start a grapple. To grab a target, the character must make a successful melee touch attack.

grant: Give a bonus, special ability, or other new or improved capability, either temporarily or permanently.

granted power: The special ability clerics gain from each of their selected domains. Granted powers may be spells, spell-like abilities, extraordinary abilities, supernatural abilities, access to additional skills at a lower than normal rate, or bonuses on checks or caster level for certain kinds of spells, among other things. Examples include casting healing spells at +1 caster level (Healing domain), using a death touch once per day (Death domain), and gaining the smite power (Destruction domain).

grapple: Wrestle or otherwise struggle hand-to-hand with one or more opponents. For monsters, grappling can also mean trapping victims in any number of ways (in a toothy maw, under a huge paw, etc.). A single creature can be grappled by up to four opponents of the same size category as itself. (Creatures one size category smaller than the defender count for half, creatures one size category larger than the defender count double, and creatures two or more size categories larger than the defender count quadruple.) To start a grapple, an attacker must first grab an opponent with a successful melee touch attack, then hold on with a successful opposed grapple check. This sequence allows the defender an attack of opportunity against the attacker. Failure at either step or damage to the attacker from the defender's successful attack of opportunity means the grapple attempt has failed. Attempts to grapple an opponent two or more size categories larger than the attacker always fail.

grapple check: A method of deciding the result when a character tries to grapple an opponent. One opposed grapple check is required to start a grapple. Thereafter, the attacker may make an opposed grapple check as an attack so long as the opponent has not escaped the grapple. Grapple check = $1d20 + \text{base attack modifier} + \text{Strength modifier} + \text{special size modifier}$. (The special size modifier is +4 for every size category above Medium-size or -4 for every size category below Medium-size.) Whichever combatant has the higher grapple check result wins. The winner can then choose among the following actions: damage the opponent, pin the opponent, break another's pin, or escape (from a pin or from the grapple).

grappled: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled character cannot move, cast a spell, fire a

ranged weapon, or undertake any action more complicated than making a barehanded attack, attacking with a Small weapon, or attempting to break free from the opponent. In addition, grappled characters do not threaten any area and lose any Dexterity bonuses to AC against opponents they aren't grappling. For creatures, grappling can also mean trapping opponents in any number of ways (in a toothy maw, under a huge paw, and so on).

grenadelike weapon: A ranged weapon that splashes on impact, dealing damage to creatures who are within 5 feet of the spot where it lands as well as to targets it actually hits. Attacks with grenadelike weapons are ranged touch attacks. Direct hits with them deal direct hit damage, as given on Table 7–10: Grenadelike Weapons. If an attack with such a weapon misses, roll 1d6 to see how many feet away from its target the weapon lands, adding +1 foot for every range increment of distance that it was thrown. Then roll 1d8 to determine the direction of deviation: 1 means long, 2 means long and to the right, 3 right, 4 short and right, 5 short, 6 short and left, 7 left, 8 long and left. Grenadelike weapons include flasks of acid and of alchemist's fire.

half: A saving throw descriptor for spells that deal damage. A successful saving throw of this type allows the subject to take only half the damage the spell would normally deal.

half rank: Half of one rank in a skill. Each skill point spent on a cross-class skill buys a half rank in that skill. This represents partial purchase of the next skill rank, but does not improve skill checks based on that skill.

half-elf: One of the common races. Most half-elves are the children of human–elf pairings. Some, however, are the children of parents who themselves are partly human and partly elven. To humans, half-elves look like elves. To elves, they look like humans. Half-elven height ranges from under 5 feet to almost 6 feet tall, and weight usually ranges from 90 to 180 pounds. Half-elven men are taller and heavier than half-elven women, but the difference is less pronounced than that found among humans. Half-elves are paler, fairer, and smoother-skinned than their human parents, but their skin tones, hair color, and other details vary just as human features do. Half-elves tend to have green, elven eyes, though a few second-generation half-elves have humanlike eyes. Though they may have many talents, half-elves tend not to fit in well with either human or elven society.

half-orc: One of the common races. Half-orcs are as tall as humans and a little heavier, thanks to their musculature. Their grayish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and coarse body hair make their lineage plain for all to see. In addition, any half-orc who has lived among or near orcs has scars. Half-orcs are known for their tenacity, courage, and combat prowess, as well as their love of simple pleasures.

halfling: One of the common races. Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. Their skin is ruddy, their eyes are black or brown, and their hair is black and straight. The men often have long sideburns, but beards are rare among them and moustaches are almost unseen. Halflings are known for their ample appetites, their opportunist natures, and their ability to survive in the worst of circumstances.

hardness: A measure of an object's ability to resist damage. Only damage in excess of the object's hardness is actually deducted from the object's hit points upon a successful attack.

(harmless): A saving throw descriptor indicating that the spell in question is usually beneficial, not harmful. Nevertheless, a targeted creature can attempt a saving throw if desired.

haste bonus: A bonus resulting from a magical effect that causes the subject to move faster than normal.

HD: Standard abbreviation for Hit Dice (or Hit Die).

held: Carried, grasped, or worn by a creature. Also, physically restrained (for example, a held door). Also, when italicized, immobile as the result of a spell or magical effect (such as *hold person*). *Held* characters are helpless, since they cannot move or perform any physical actions. Such characters continue to breathe normally, however, and can take purely mental actions.

helpless: Paralyzed, bound, *held*, sleeping, unconscious, or otherwise completely at an opponent's mercy. An attack against a helpless creature can be either a regular attack (melee or ranged) or a coup de grace. A regular attack gains a +4 bonus if it is a melee attack, but not if it is ranged. Neither type of regular attack incurs attacks of opportunity from threatening foes. A helpless defender has an effective Dexterity score of 0 and an effective Dexterity modifier of -5, regardless of the actual score. Rogues may sneak attack a helpless oppo-

nent. A coup de grace is a full-round action in which the attacker uses a melee weapon, bow, or crossbow from an adjacent position to deliver a killing blow to a helpless opponent.

hit: Make a successful attack roll. A hit result indicates that the attacker has landed a solid enough blow to deal damage to the defender, regardless of any armor worn.

Hit Die (HD): A die rolled to generate a creature's hit point total. Hit Die type depends on character class (if any), creature type, or race. To generate a creature's hit point total, roll a die of the appropriate type once for each level or Hit Die the creature has, applying any Constitution modifier to each roll, and total the results. Each time a character gains a new level, the roll one new Hit Die of the appropriate type, apply any Constitution modifier, and add the result to the character's previous hit point total. (A character with a Constitution penalty gains at least 1 hit point with each new level, regardless of die roll results.) The term Hit Dice is synonymous with character level for spells, magic items, and magical effects that affect a certain number of Hit Dice of creatures.

hit point total: An individual character's maximum hit points when undamaged. A creature's hit point total is the sum of its Hit Die rolls plus Constitution modifiers. Damage taken is subtracted from the hit point total of a creature or object to determine its current hit points. See also full hit points.

hit points (hp): A measure of character health or object integrity. Damage decreases current hit points, and lost hit points return with healing or natural recovery. A character's hit point total increases permanently with additional experience and/or permanent increases in Constitution, or temporarily through the use of various special abilities, spells, magic items, or magical effects (see temporary hit points and effective hit point increase).

hp: Standard abbreviation for hit points.

Huge: A creature size category. A Huge creature is typically between 16 and 32 feet in height or length and weighs between 4,000 and 32,000 pounds.

human: One of the common races. Humans typically stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds, with men being noticeably taller and heavier than women. Thanks to their penchant for migration and conquest, and to their short

lifespans, humans are more physically diverse than the other common races, with skin shades that run from nearly black to very pale, eye color ranging from brown to blue, and curly, kinky, or straight hair of any color from black to blond. Males of the race have facial hair that may be sparse or thick, but they wear it in diverse ways or not at all. Plenty of humans have a dash of non-human blood, so they may demonstrate hints of elven, orc, or other lineages. Humans are known for their flexibility, ingenuity, and talent for survival.

Illusion: A school of magic focused on spells that alter perception or create false images. Illusion spells work by deceiving the senses or minds of others. They can cause creatures to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. The subschools of the Illusion school of magic are figment, glamor, pattern, phantasm, and shadow.

illusionist: A wizard specializing in the Illusion school of magic. Beginning illusionists must select their prohibited school or schools from the following choices: (1) either Abjuration, Conjunction, Enchantment, Evocation, or Transmutation, or (2) Divination and Necromancy.

improved evasion: An extraordinary ability similar to evasion. When exposed to any effect that normally inflicts half damage upon a successful Reflex save (such as a *fireball*), a creature using improved evasion suffers no damage at all upon a successful save, and only half damage upon a failed save. Improved evasion is a class feature for monks and rogues, as well as a special ability of familiars and paladin's mounts.

incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects. Even when struck by spells, magical effects, or magic weapons, however, they have a 50% chance to ignore any damage from a corporeal source. In addition, rogues cannot employ sneak attacks against incorporeal beings, since such opponents have no vital areas to target. An incorporeal creature has no natural armor bonus, but does have a deflection bonus equal to its Charisma modifier or +1, whichever is greater. Such creatures can pass through solid objects at will, but not through force effects. Therefore, their attacks negate the bonuses provided by natural armor, armor, and shields, but deflection

bonuses and force effects (such as *mage armor*) work normally against them. Incorporeal creatures move silently, so they cannot be heard with Listen checks unless they wish it.

inflict spell: A spell with the word "inflict" in its name, such as *inflict light wounds*, *inflict moderate wounds*, or *inflict critical wounds*.

inherent bonus: A bonus to an ability score resulting from powerful magic, such as a wish. Inherent bonuses cannot be dispelled. A character is limited to a total inherent bonus of +5 to any ability score. Inherent bonuses to a particular ability score do not stack, so only the best one applies.

initiative: A system of determining the order of actions in battle. Before the first round of combat, each combatant makes a single initiative check. (Typically, the DM makes one initiative check for all the monsters. Separate initiative checks for different groups of monsters or even for individual creatures are permissible, however, at the DM's option.) When combat begins, the participants act in order from highest initiative result to the lowest. If two combatants have the same initiative result, the one with the higher Dexterity acts first. If this does not break the tie, the players must flip a coin to decide who acts first. Once established, this initiative order remains the same throughout all succeeding rounds of combat, unless the individual participants take actions (such as delaying or readying actions) that change their own initiative results.

initiative check: A Dexterity check used to determine a creature's place in the initiative order for a combat. Initiative check = 1d20 + initiative modifier. This total is called the initiative result. Players make all initiative checks for their own characters, and the DM makes them for the opposition.

initiative count: The point in the initiative cycle when a combatant acts. At the beginning of each round, the DM starts counting downward from the highest initiative result among the participants. The combatants act when the initiative count matches their individual initiative results. (That is, a character with an initiative result of 15 acts on initiative count 15.) Spells and other effects that last a certain number of rounds end just before the initiative count on which they began. The initiative count ends when the last participant has acted, not on any particular number. At this point, a new initiative cycle begins.

initiative cycle: A circuit of initiative results in a combat round, beginning with the highest and ending with the lowest. Each creature participating in the battle acts when its initiative result matches the initiative count. Once each participant has had a chance to act, a new initiative cycle begins.

initiative modifier: A bonus or penalty to initiative. Initiative modifier = Dexterity modifier in most cases, though the Improved Initiative feat adds +4 to this total.

initiative order: The sequence in which creatures act in a particular combat. Initiative order begins with the combatant who has highest initiative result and continues downward in sequence to the one with the lowest. Each round uses the same initiative order unless individual creatures take actions that alter their own initiative results.

initiative result: The numerical total generated for an initiative check; namely, the sum of a 1d20 roll plus any relevant modifiers.

Inner Plane: One of several portions of the planar landscape that contain the primal forces—those energies and elements that make up the building blocks of reality. The Elemental Planes and the Energy Planes are Inner Planes.

insight bonus: A modifier that can apply to attack rolls, AC, saving throws, and various kinds of checks. An insight bonus improves performance at a given activity by granting the character an almost precognitive knowledge of what might occur. Insight bonuses typically result from spells, magic items, or magical effects.

Int: Standard abbreviation for Intelligence.

intuit: Know instinctively or detect without using the normal physical senses (that is, through intuition, hunch, skill, or magical ability). For example, dwarves can intuit depth underground, barbarians can intuit danger, and rogues can intuit the function of traps.

invisible: Visually undetectable. Invisible creatures gain a +2 bonus to attack rolls and negate Dexterity bonuses to their opponents' AC. Invisibility typically results from spells, magic items, magical effects, incorporeality, or innate abilities.

item creation feat: A feat that allows spellcasters to create a magic item of a certain type, such as a scroll, potion, or

wand. This feat always carries a high cost, regardless of the nature of the item created. To use this feat, the spellcaster must expend XP equal to 1/25 the cost of the item in gp, plus material costs equal to one-half the cost of the item in gp. In addition, a laboratory or magical workshop, special tools, and sufficient time (at least 1 day) to craft the item must be available. Item creation feats include Brew Potion, Craft Wand, and Scribe Scroll.

ki: A subtle energy that monks channel to power various special attacks and defenses. *Ki*-based class features include the monk's stunning attack, evasion, and *ki* strike. As monks gain experience and power, their *ki*-based abilities grow, giving them more and more power over themselves and, sometimes, over others.

ki strike: A supernatural ability that allows a monk to deal damage via an unarmed strike to a creature with damage reduction. The *ki* strike deals damage as a +1 weapon for a 10th-level monk, as a +2 weapon for a 13th-level monk, and as a +3 weapon for a 16th-level monk. *Ki* strike is a class feature for monks.

known spell: A spell that an arcane spellcaster has learned and can prepare. For wizards, knowing a spell means having it in their spellbooks. For sorcerers and bards, knowing a spell means having selected it when acquiring new spells as a benefit of level advancement. Wizards know more spells than do sorcerers and bards of the same level, but cannot access them as readily or as often.

Knowledge: A spell domain composed of nine divine spells and a granted power embodying the principles of knowledge. Also, the name of a skill.

language-dependent: Reliant on a target creature's ability to understand the user's words. Certain skills, spells, and magical effects are language-dependent. Also, a spell descriptor denoting spells that use intelligible language as a medium. If the subject of such a spell cannot comprehend the caster's words, whether because of language incompatibility or because background noise drowns out the words, the spell fails.

Large: A creature size category. A Large creature is typically between 8 and 16 feet in height or length and weighs between 500 and 4,000 pounds.

Law: A cosmic force embodying the principles of order; the opposite of Chaos. Also, a spell domain composed of nine divine spells and a granted power embodying the principles of Law.

lawful: A spell descriptor denoting spells whose effects promote Law. Also, an aspect of alignment stressing order, veracity, trustworthiness, reliability, tradition, and respect for authority. Lawful characters value the good of society over the interests of the individual.

learned spell: A spell that a spellcaster has acquired. For wizards, learning a spell means entering it into their spellbooks. For sorcerers and bards, learning a spell means selecting it during the spell acquisition phase of a level increase. After learning a spell, the spellcaster knows it and can prepare it. Wizards can learn more spells than can sorcerers and bards of the same level, but cannot thereafter access them as readily or as often.

level: A measure of advancement or power applied to several areas of the game.

Character Level: A measure of character advancement. Character level refers to the overall level of a multiclass or single-classed character. Each character begins play at 1st character level in one or more chosen classes. As soon as the character's accumulated XP total matches or exceeds the requirement for a new level (as given on Table 3–2: Experience and Level-Dependent Benefits), the character gains a new level, along with whatever benefits it brings. A character level increase raises base values (including attack bonus and saving throw bonuses), adds to skill points available, and sometimes provides access to ability score increases, additional feats, and class features.

Class Level: A character's level in a particular class. For a single-classed character, class level and character level are identical. For a multiclass character, however, character level is the sum of all class levels.

Spell Level: A measure of the difficulty and power of a given spell. Each spell level is accessible only to casters of a certain character level or higher. Spell level affects a character's ability to use a given spell as well as the DC of the target's saving throw against it. For example, to cast a given bard spell, a bard character must have a Charisma score of at least 10 plus the spell level. The DC for the saving throw (if any) against that spell is 10 + the spell level + the bard's Charisma modifier.

Caster Level: Usually, the class level (in the appropriate class) of the spellcaster attempting to use a spell. Some character classes (rangers and paladins) have

caster levels equal to one-half their respective class levels. Many spell effects increase in area, range, or potency with caster level.

light: A spell descriptor denoting spells that generate light. Light spells counter or dispel any darkness spells of an equal or lower spell level.

light weapon: A weapon with a size category smaller than that of the wielder. For example, a short sword (Small) is a light weapon for a human (Medium-size) wielder. Light weapons can be used in the off hand for two-handed fighting, and they are the only weapons that can be used while grappling. No higher Strength bonus applies for wielding a light weapon in two hands. Unarmed strikes are always considered as light weapons.

line of effect: A straight, unblocked line between two points relevant to a spell's effect. There must be a clear line of effect from the caster to the spell's target (for a targeted effect, such as *hold person*), point of origin (for spells that originate at a distance from the caster, such as *fireball*), or location of effect (for spells that produce an effect in a spot designated by the caster, such as *summon monster*). Likewise, bursts, cones, cylinders, and emanations affect only those areas, creatures, or objects with a clear line of effect from their points of origin (a burst's center, a cone's disk, a cylinder's circle, or an emanation's point of origin). Any solid barrier blocks a spell's line of effect. However, an otherwise solid barrier with a hole of at least 1 square foot through it is not a barrier for this purpose.

line of sight: An unobstructed line between two points such that a creature at one point can clearly see the other. Line of sight is blocked by solid barriers, as well as fog and other forms of visual obscurement. A character must have line of sight to the target to fire a ranged weapon effectively or to cast a targeted spell.

long: A range category for spells. Spells that operate at long range can reach a maximum distance of 400 feet+40 feet/caster level from the caster.

lose: Be deprived of a bonus, class feature, special ability, or other capability, either temporarily or permanently. The opposite of gain.

Luck: A spell domain composed of nine divine spells and a granted power themed around the concept of good or ill fortune.

luck bonus: A modifier that represents good fortune.

Luck bonuses typically apply to attack rolls, weapon damage rolls, skill checks, and/or saving throws. Such modifiers usually result from spells, magic items, or magical effects.

Magic: A spell domain composed of nine divine spells and a granted power themed around the use and dispelling of spell effects.

magic action: Any one of the following actions involving magic or special abilities: cast a spell, activate magic item, or use special ability. Casting a spell may be a standard action or a full-round action, depending on the spell. Activating a magic item and using a special ability are typically standard actions, unless otherwise noted.

make: Follow the usual procedure (typically rolling dice) for carrying out a particular game rule. To make an attack roll, skill check, saving throw, or ability check, roll 1d20 and add the appropriate modifiers. To “make” a roll can also mean to be successful at the check in question.

massive damage: At least 50 points of damage resulting from a single attack. This amount of damage represents a single trauma so major that it has a chance to kill even the toughest creature outright. Any character who survives the damage from an attack of this severity must make a successful Fortitude save (DC 15) or die anyway, regardless of current hit points. The massive damage rule does not apply in the case of a character who sustains a like amount of damage from multiple wounds, none of which dealt 50 or more points by itself.

masterwork: Exceptionally well-made, generally adding +1 to attack rolls (if the item is a weapon), reducing the armor check penalty by 1 (if the item is armor), or adding +2 to relevant skill checks (if the item is a tool). A masterwork item confers a bonus or benefit upon its user because of exceptional craftsmanship rather than magical enhancement. Masterwork items include weapons, armor, shields, and tools of all sorts (see Table 7–9: Special and Superior Items). To create a masterwork version of an item, a character must create both the standard item and the masterwork component as separate works. The masterwork component has its own price and DC. Once both components are completed, the masterwork item is finished. A masterwork weapon's bonus to attack rolls does not stack with enhancement bonuses.

material: A type of component for spells, both divine

and arcane. A material component is an object or objects that must be in the caster's possession, and must be manipulated or otherwise handled in order for the spell to be cast successfully. Material components are expended when the casting of a spell begins; they cannot be reclaimed and reused if the spell is interrupted and ruined before the casting is completed. Many material components are ordinary items that are generally assumed to be easily obtainable (and thus always present among a spellcaster's possessions). Other material components (those for which a value in gold pieces is given) are rare or expensive and must be specifically purchased or otherwise obtained.

Material Plane: The “normal” plane of existence, unique among all planes because it is naturally made up of building blocks (elements and energies) from all of the Inner Planes. Activities on the Material Plane frequently attract the attention of beings from the Outer Planes. The Material Plane is the reality where most campaigns take place.

medium: A range category for spells. Spells that operate at medium range can reach a maximum distance of 100 feet +10 feet/caster level from the caster.

Medium-size: A creature size category. A Medium-size creature is typically between 4 and 8 feet in height or length and weighs between 60 and 500 pounds.

melee: Close combat. Melee combat consists of physical blows exchanged by opponents close enough to threaten one another's space. Typically, this means the opponents are adjacent (within 5 feet of one another), though creatures whose natural attack forms or weapons have reach may engage in melee at a greater distance from their opponents.

melee attack: Any physical attack form suitable for close combat. Melee attacks include attacks with melee weapons (those that do not have reach), unarmed strikes, most natural weapon use (horns, claws, teeth, etc.), plus special attack forms such as disarm, grab, and trip. Some thrown weapons can also be used to make melee attacks.

melee attack bonus: A modifier applied to a melee attack roll. Melee attack bonus = base attack bonus + Strength modifier + size modifier.

melee attack roll: A number that represents the overall outcome of a creature's attempt to strike an opponent in melee combat. To make a melee attack roll, roll

1d20 and add the appropriate modifiers for the attack type, as follows: melee attack roll = 1d20 + base attack bonus + Strength modifier + size modifier. The result is the AC hit. Therefore, to score a hit that deals damage, the melee attack roll must equal or exceed the target's Armor Class.

melee touch attack: A melee attack that delivers a special effect instead of damage. This type of attack involves physical contact between a specified part of the attacker's body (hand, lips, etc.) and the target creature. A melee touch attack requires a successful hit with a melee attack roll, but disregards target armor. That is, the target cannot benefit from any armor bonuses, shield bonuses, or natural armor bonuses to AC. (Other factors that can affect AC, such as size modifiers, Dexterity modifiers, and deflection bonuses, all apply normally to the target's AC, however.) Melee touch attacks can deliver various spells, as well as energy drain and other effects. This type of attack is also used to execute certain special attacks, such as grabs and trips.

melee weapon: A weapon designed for close combat. Most melee weapons are handheld and can be used only against opponents within 5 feet of the attacker. These include swords, daggers, axes, and clubs. A few, such as polearms, are reach weapons and can be used against opponents 10 feet from the attacker, but not against those closer. Some melee weapons can also be thrown, but these are generally more effective when used for melee. Melee weapons can inflict bludgeoning, piercing, or slashing damage.

metamagic feat: A feat that allows a spellcaster to prepare and cast spells with greater effect, as if the spells were of a higher spell level than they actually are. The use of a metamagic feat requires preparing a spell in a higher spell slot than it normally would occupy.

mind-affecting: Influencing a target's mind or the way a creature thinks. Certain skills, spells, and magical effects are mind-affecting. Also, a spell descriptor denoting spells that influence or alter mental processes. Mind-affecting spells include enchantments and certain illusions (specifically patterns and phantasms).

miss chance: The possibility that a successful attack roll misses anyway because of the attacker's uncertainty about the target's location. Miss chances range from 20% to 50% and occur when a target has concealment

(full or partial) or as a result of certain spells, magic items, and magical effects. When a miss chance applies with respect to a particular defender, the attacker makes a miss chance roll after any successful attack roll against that target.

miss chance roll: A d% roll to determine the success of an attack roll to which a miss chance applies. For example, if an attacker has already made a successful attack roll against a defender to whom a 20% miss chance applies, the attacker must then make a miss chance roll on d%. On a result of 01–20, the attack misses. On a result of 21–00, it hits.

Mnk: Standard abbreviation for monk.

modifier: Any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty. Modifiers with specific descriptors generally do not stack with others of the same type. If more than one modifier of a type is present, only the best bonus or worst penalty in that grouping applies. Bonuses or penalties that do not have descriptors stack with those that do.

monk: One of the eleven character classes. Monks are martial artists who specialize in unarmed strikes and use a variety of exotic powers. Monks typically dwell with others of their class in small, walled cloisters, pursuing personal perfection through a combination of action and contemplation. Monks are known for their ability to fight unarmed and unarmored. Their best-known feats are their ability to stun an opponent with an unarmed blow and their preternatural awareness of attacks. Though they don't cast spells, monks channel a subtle energy, called *ki*, which allows them to perform these and other amazing feats.

monster: Another name for creature, often used in spell names (such as the *summon monster* spells) or to indicate a larger set of qualifying beings than "person" (as in *charm monster* as opposed to *charm person*). Also, a creature most often (though not always) hostile to a character or an adventuring party. See the *MONSTER MANUAL* for game statistics of monsters.

morale bonus: A modifier representing the effects of greater hope, courage, and determination. Morale bonuses can apply to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. These modifiers usually result from supernatural abilities, spells, or magical effects.

mount: Any creature that a character can ride. Mounts allow characters to travel about faster and more easily. Typical mounts include horses, warhorses, mules, donkeys, ponies, and warponies. Special mounts include riding dogs, worgs, griffons, hippogriffs, unicorns, pegasi, and dragons.

mounted combat: Fighting while riding another creature. Riding into battle offers several advantages, particularly in conjunction with skills such as Ride, Mounted Archery, and Mounted Combat. Though warhorses and warponies are trained for combat, many other typical mounts (such as light horses, ponies, and heavy horses) are afraid of battle. The rider of such a creature must make a successful Ride check (DC 20) each round as a move-equivalent action just to control such a creature. A successful Ride check (DC 5) allows the rider to use both hands to attack and defend while mounted. A successful Ride check (DC 10) allows the rider to direct a trained mount (typically a warhorse or warpony) to attack in battle while the rider attacks normally. A mount acts on the rider's initiative result and performs as directed if controlled. The rider moves at the mount's speed, but the creature uses its own action to move. This leaves the rider free to take move-equivalent actions (such as loading a light crossbow) normally and still attack while the mount is moving. A rider can even exercise the full attack action while riding, if desired. However, if a mount moves more than 5 feet in a round, the rider can make only a partial melee attack.

move in: To maintain a grapple, the attacker must move into the target's space. This provokes attacks of opportunity from threatening enemies, but not from the target.

move action: The movement portion of a standard action. Movement up to a character's speed is permitted during a move action. Other movement-related actions include double move and charge.

move-equivalent action: An action that takes the place of moving at normal speed. A character can take a move-equivalent action instead of moving at normal speed in a standard action or as a partial action, or two move-equivalent actions instead of a double move. Move-equivalent actions include climbing (one-quarter speed), drawing or sheathing a weapon, readying or loosing a shield, opening a door, picking up an item, retrieving a stored item, moving a heavy object, standing up from a prone position, loading a hand crossbow or light crossbow, and mounting or dis-

mounting a horse. In addition, many feats and spells involve move-equivalent actions.

mundane: Normal, commonplace, or everyday. For example, mundane items are those with no magical enhancements. Mundane forms of movement include walking, swimming, and flight (for winged creatures), but not magically enabled forms such as *blink*, *dimension door*, *plane shift*, and teleport.

natural: Unmodified. A natural result on a roll or check is the actual number appearing on the die, not the modified result generated by adding bonuses or subtracting penalties. The word "natural" is typically used in conjunction with the result of a 1d20 roll (attack roll, skill check, or some other check). For example, a natural 20 means an unmodified result of 20 on a 1d20 roll.

natural ability: A nonmagical capability that a creature has by virtue of its species. Natural abilities include natural armor, natural attack routines, and similar gross physical qualities, such as low-light vision. Likewise, mundane movement capabilities, such as walking, swimming (for aquatic creatures), and flight (for winged creatures) are natural, but magically enabled movements, such as *blink*, *dimension door*, *plane shift*, *teleport*, etc., are not.

natural armor: Unusually tough skin or scaly hide that grants a creature extra protection from harm. Natural armor typically represents scales, fur, or layers of huge muscles.

natural armor bonus: A bonus to AC resulting either from a creature's naturally tough hide or from a spell, magic item, or magical effect that toughens the subject's skin.

natural attack routine: One or more attacks employing a creature's natural weapons. Examples of natural attack routines include claw/claw/bite, swoop and rake, and constriction. Attacks that duplicate magical effects, such as petrification, breath weapons, energy drain, and energy effects, are not considered natural.

natural weapon: A creature's body part that deals normal damage in combat. Natural weapons include teeth, claws, horns, tails, and other appendages.

nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move

action (or move-equivalent action) per turn. Creatures typically become nauseated as a result of a spell (such as *stinking cloud*) or magical effect.

negate: Invalidate, prevent, or end an effect with respect to a designated area or target.

negative energy: A black, crackling energy that originates on the Negative Material Plane. In general, negative energy heals undead creatures and hurts the living.

Negative Energy Plane: The Inner Plane from which negative energy originates.

negative level: A loss of vital energy resulting from energy drain, spells, magic items, or magical effects. For each negative level gained, a creature suffers a –1 penalty to all skill checks, ability checks, attack rolls, and saving throws, –5 hit points, and a –1 effective level penalty. (That is, whenever the creature's level is used in a die roll or calculation, reduce its value by 1 for each negative level.) In addition, a spellcaster so affected loses access to one spell per negative level from the highest spell level castable. If two or more spells fit this criterion, the caster decides which one becomes inaccessible. The lost spell becomes available again as soon as the negative level is removed, providing the caster would be capable of using it at that time. Negative levels remain in place for 24 hours after acquisition or until removed. After that period, the negative level goes away, but the afflicted creature must attempt a Fortitude save (DC = 10 + 1/2 the attacker's Hit Dice + the attacker's Charisma modifier) to determine whether there is a lasting effect. If the saving throw succeeds, there is no harm to the character. Otherwise, the creature's character level drops by one and any benefits acquired with that level are lost. The afflicted creature must make a separate saving throw for each negative level possessed.

none: A saving throw descriptor for spells that allow no saving throws against their effects.

nonintelligent: Lacking an Intelligence score. Nonintelligent creatures include less powerful undead (such as skeletons and zombies) and other mindless beings. Mind-affecting spells do not affect nonintelligent creatures.

nonplayer character (NPC): A character controlled by the Dungeon Master rather than by one of the other players in a game session, as opposed to a player character.

normal: Unharmed and unafflicted. A character in normal condition is at full hit points, free of disease, and unaffected by any spell, magic item, or magical effect.

normal damage: A hit point reduction resulting from real damage, as opposed to subdual damage.

NPC: Standard abbreviation for nonplayer character.

(object): A saving throw descriptor typically appended to indicate that the spell in question can be cast on objects. (Spells bearing this notation are not necessarily for use on objects exclusively, however.) Object targets receive saving throws only if they are magical or if they are attended (held, worn, grasped, etc.) by a creature resisting the spell. A magic item's Fortitude, Reflex, and Will saving throw bonuses are each equal to one-half its caster level plus 2. An attended normal object uses the saving throws of the creature attending it.

object or objects: An area designator for spells and magical effects. This type of spell does not allow the caster to select individual targets. Rather, it affects some or all eligible objects within a designated area (burst, cone, or other shape).

off hand: A two-handed creature's weaker or less dexterous hand. For a right-handed character, the left hand is the off hand. For a left-handed character, it is the right hand. Ambidextrous creatures have no off hand. An attack made with the off hand incurs a –4 penalty to the attack roll. In addition, only one-half of a character's Strength bonus may be added to damage dealt with an off-hand weapon.

off-hand weapon: A weapon wielded in a character's off hand.

one-handed weapon: A weapon with a size category the same as that of the wielder. For example, a longsword (Medium-size) is a one-handed weapon for a human (Medium-size) wielder. Fighting with two one-handed weapons incurs a –6 penalty for the primary attack and a –10 penalty for the off-hand attack. If the off-hand weapon is light, however, the penalties become –4 and –8, respectively. One and a half times a character's Strength bonus may be added to the damage dealt with a one-handed weapon wielded in two hands.

orison: A divine 0-level spell.

Outer Plane: One of several planes of existence where spirits of mortal beings go after death. These planes are

the homes of powerful beings, such as demons, devils, and deities. Individual Outer Planes typically exhibit the traits of one or two specific alignments associated with the beings who control them.

overland speed: Movement over long distances during a period of time longer than a round. Most overland movement is measured in hours or days.

overlap: Coexist with another effect or modifier in the same area or on the same target. Bonuses that do not stack with each other overlap instead, such that only the largest bonus provides its benefit. Spell effects of opposite types often suppress one another's effect when their areas overlap. For example, light and darkness spells of the same spell level suppress one another's effects in any overlapping area, leaving only the otherwise prevailing light conditions in effect. Also, spells providing resistance to or protection from the same category of damage as another such spell overlap rather than stacking. That is, damage of the specified type applies to each spell separately, such that only the most beneficial spell provides its benefit unless and until it ends.

overrun: An attack action in which the attacker attempts to charge past or over an opponent. An overrun takes place during the movement portion of a charge. To attempt this, the attacker must move at least 10 feet in a straight line into the defender's space, provoking attacks of opportunity normally. Then the defender chooses either to avoid or to block the attacker. In the former case, the attacker keeps moving. In the latter case, the attacker makes a trip attack. If the trip succeeds, the attacker can continue past in a straight line. Otherwise, the defender can try to trip the attacker. If this is successful, the attacker is prone in the defender's space. If it fails, the attacker must move 5 feet straight backward. (If that space is occupied, the attacker falls prone in that space.) The defender in an overrun may be up to one size category larger than the attacker. Only one overrun attempt may be made per action.

Pal: Standard abbreviation for paladin.

paladin: One of the eleven character classes. Paladins are champions of justice and destroyers of evil. Divine power protects them, warding off harm, defending against disease, healing wounds, and guarding against fear. When desired, paladins can direct this divine power to heal others and to destroy evil. In addition,

each paladin eventually gains the service of a mighty mount, who is intelligent and magically protected. Paladins must be lawful good, and they lose their divine powers if they deviate from that alignment. Additionally, paladins swear to follow a code of conduct that is in line with lawfulness and goodness. However, they need not devote themselves to single deities. The standard abbreviation for paladin is Pal.

paladin's mount: An unusually intelligent, strong, and loyal riding creature that serves a paladin. A paladin's mount is usually a heavy warhorse (for a Medium-size paladin) or a warpony (for a Small paladin). Such a mount is not a typical animal, but a magical beast with a variety of special powers (including bonus Hit Dice and natural armor) that increase with the character level of the paladin. A paladin can call a mount upon or after reaching 5th level. Should this creature die, the paladin may not call another for a year and a day. The creature that responds to the new call has all the accumulated abilities due a mount of the paladin's current level.

panicked: Extremely fearful of a creature, situation, or object. A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. In addition, the creature suffers a -2 morale penalty on saving throws. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. Panic may result from spells, magic items, or magical effects as well as from terrifying situations.

paralyzed: Unable to move or act physically. Paralyzed characters have effective Dexterity and Strength scores of 0 and are helpless. Paralysis usually results from supernatural abilities of creatures such as ghouls, or from spells, magic items, or magical effects.

partial: A saving throw descriptor denoting a spell that produces a lessened effect with a successful saving throw. For example, a successful saving throw against a spell that causes death might result in damage instead. The specific effect of a successful saving throw is detailed in the descriptive text accompanying the spell.

partial action: An abbreviated action. Characters do not choose to take partial actions, but they are sometimes mandated by situations, such as a character's condition or a previous decision. Circumstances that mandate partial actions include surprise rounds, readied

partial actions, and disabled, *slowed*, or otherwise hampered characters. Generally, a character can accomplish either portion of a standard action (that is, moving full speed or attacking) during a partial action, but not both. (The partial charge is the sole exception to this.) Some full-round actions can be completed in a partial action, but others must be completed the following round with another partial action. (In this case, the first partial action must be the the start full-round action.) Actions that take more than a round typically take twice as long to perform when partial actions are used to accomplish them. Thus, a spell that normally takes 1 minute to cast would instead take 2 minutes, etc. A 5-foot step is usually permitted in conjunction with a partial action.

party: An adventuring party.

pattern: A subschool of the Illusion school of magic. A pattern creates an image that affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

PC: Standard abbreviation for player character.

penalty: A negative modifier to a die roll. Modifiers with specific type descriptors (such as armor, enhancement, competence, etc.) generally do not stack with others of identical type. If more than one modifier of a given type is present, only the best bonus or worst penalty in that grouping applies. Bonuses or penalties that do not have type descriptors generally stack with those that do.

personal: A range category for spells. Spells that operate at personal range affect only the caster.

petrified: Turned to stone. Petrified characters cannot move or take actions of any kind, and they have effective Strength and Dexterity scores of 0. They are completely unaware of what occurs around them, since all of their senses have ceased to operate. If a petrified character cracks or breaks, but the broken pieces are joined with the body as it returns to flesh, the character is unharmed. Otherwise, the DM must assign some amount of permanent hit point loss and/or debilitation. Petrification may result from supernatural abilities, spells, magic items, or magical effects.

pinned: Held immobile (but not helpless) in a grapple. Opponents other than the character maintaining the pin gain a +4 bonus to attack rolls against a pinned creature.

plane of existence: One of many concurrent realities in separate dimensions that may be accessed by spells, spell-like abilities, magic items, or specific creatures. These planes include (but are not limited to) the Astral Plane, the Ethereal Plane, the Inner Planes, the Outer Planes, the Plane of Shadow, and various other realities. The “normal” world is part of the Material Plane.

Plane of Shadow: A plane of existence that pervades the Material Plane. The Plane of Shadow may be accessed and manipulated from the Material Plane through shadows. Shadow spells (such as *shadow walk*) make use of the substance of this plane in their casting.

Plant: A spell domain composed of nine divine spells and a granted power focused on communicating with and controlling plants.

platinum piece: The most valuable and rarest unit of currency. One platinum piece equals 10 gold pieces or 100 silver pieces. The standard abbreviation for platinum piece is pp.

player character (PC): A character controlled by a player other than the Dungeon Master, as opposed to a nonplayer character.

point of origin: The location in space where a spell or magical effect begins. The caster designates the point of origin for any spells in which it is variable.

points of damage: A number indicating the amount of damage dealt by a successful attack. Points of damage taken are subtracted from a character's current hit points on a one-for-one basis.

positive energy: A white, luminous energy that originates on the Positive Material Plane. Positive energy and negative energy (from the Negative Material Plane) are two of the primal building blocks of the Material Plane. Good clerics (and some neutral clerics) can channel positive energy to turn undead creatures, as well as to heal wounds and even restore life to creatures of the Material Plane.

Positive Energy Plane: One of the Inner Planes. The Positive Energy Plane is where positive energy originates, though it can also be found in plenty on the Material Plane and elsewhere.

pp: Standard abbreviation for platinum piece.

prerequisite: A requirement that must be fulfilled before a given benefit can be gained. Certain feats have prerequisites, such as other feats, particular classes, or

sufficiently high ability scores or base attack bonuses. Characters wishing to take these feats must first fulfill the listed requirements. However, a character can gain a feat at the same level at which the prerequisite is acquired. Characters who lose a prerequisite for any reason cannot use any feats that depend upon it until the prerequisite is regained.

profane bonus: A modifier to ability checks, turning checks, attack rolls, damage rolls, and/or saving throws. Profane bonuses stem from the power of evil, particularly certain spells and magical effects used by evil clerics.

projectile weapon: A device that uses mechanical force to propel a projectile toward a target. Projectile weapons include light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, whips, and repeating crossbows. Projectile weapons have a maximum range of ten range increments. Strength bonuses do not apply to damage dealt by a projectile weapon, unless it is a mighty bow.

prone: Lying on the ground. A prone character has a –4 penalty to AC and a –4 penalty on melee attack rolls. Such a character can make ranged attacks only with a crossbow. An attacker gets a +4 bonus when attacking a prone character with a melee attack or a –4 penalty when doing so with a ranged weapon. Standing up from prone is a move-equivalent action. A character may assume a prone position on purpose to gain extra defense against ranged attacks, or the position may result from tripping, falling, being overrun, or some other such event.

Protection: A spell domain composed of nine divine spells and a granted power themed around the concept of keeping oneself or another safe from harm.

race: A grouping of people who have common ancestries. The common races are human, dwarf, elf, gnome, half-elf, half-orc, and halfling. Race and class are selected for a new character just after ability scores are rolled. Racial modifiers are then applied to ability scores for characters of all races except human. These modifiers can bring a score above 18 or below 3, with the exception of Intelligence, which cannot drop below 3. Although all classes are available to all races, certain races perform better at certain classes.

racial bonus: A bonus granted because of the culture a particular creature was brought up in or because of innate characteristics of that type of creature.

range increment: A measurement in feet of the distance at which a particular weapon type can be used at optimal effectiveness. Any attack at less than the range increment is not penalized for range. Beyond that, each full range increment of distance between the attacker and the target incurs a cumulative –2 penalty to the ranged attack roll. Thrown weapons have a maximum range of five range increments. Projectile weapons have a maximum range of ten range increments.

range penalty: A modifier applied to a ranged attack roll based on distance. The range penalty is a cumulative –2 per full range increment of distance between attacker and target.

ranged attack: Any attack made at a distance with a ranged weapon. Ranged attacks can be made against any target within the weapon's maximum range and the attacker's line of sight. Making a ranged attack provokes attacks of opportunity from threatening enemies. Strength penalties (but not bonuses) are added to the damage from bows and slings, but not crossbows.

ranged attack roll: A number that represents the overall outcome of a creature's attempt to strike an opponent from a distance. To make a ranged attack roll, roll 1d20 and add the appropriate modifiers for the attack type, as follows: ranged attack roll = 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty. The result is the AC hit. Therefore, to score a hit that deals damage, the ranged attack roll must equal or exceed the target's Armor Class.

ranged touch attack: A ranged attack that disregards target armor in the same manner as a melee touch attack does. This type of attack requires a successful hit with a ranged attack roll, but the target cannot benefit from any armor bonuses, shield bonuses, or natural armor bonuses to AC. (Size modifiers, Dexterity modifiers, and deflection bonuses all apply normally to the target's AC, however.) Ranged touch attacks can deliver various spells (usually as rays), as well as energy drain and other effects. Attacks with grenadelike weapons are also ranged touch attacks.

ranged weapon: A weapon designed for ranged attacks. Ranged weapons are thrown or projectile weapons that are generally not effective in melee. Thrown weapons include darts, javelins, and throwing axes. Projectile weapons include bows, crossbows, and slings. Ranged weapons can inflict bludgeoning, piercing, or slashing damage. Strength bonuses apply to damage

dealt by thrown weapons, but not by projectile weapons (except mighty bows). All ranged weapons have range increments that define their optimum ranges. Strength penalties (but not bonuses) are added to the damage from bows and slings, but not crossbows.

ranger: A skilled hunter, stalker, and warrior of the wilderness. Rangers frequently serve as woodland protectors, aiding those who live in or travel through the forests. They have skills that allow them to survive in the wilderness, to find their prey, and to avoid detection. Finally, experienced rangers have such ties to nature that they can actually draw on natural power to cast divine spells, much as druids do. In addition, they often carry grudges against certain types of creatures and look for opportunities to find and destroy them. A ranger often has one or more animal companions that provide aid and protection. The standard abbreviation for ranger is Rgr.

rank bonus: A skill check modifier equal to the number of ranks a character has in that skill. A character with no ranks in a particular skill is untrained in it and does not get a rank bonus.

ray: An effect descriptor for spells and magical effects. A ray is a ranged touch attack that the caster aims as though using a ranged weapon. To score a hit, the caster must make a successful ranged touch attack. Unlike a targeted spell, a ray can be fired into the dark or at an invisible creature, though the appropriate penalties for blocked line of sight apply. If a ray spell has a duration, that value is the duration of the spell's effect.

reach weapon: A long melee weapon, or one that has a long haft. Reach weapons allow the user to threaten or strike at opponents 10 feet away with a melee attack roll. Most such weapons cannot be used to attack adjacent foes, however.

ready: A standard action that lets a character prepare a partial action but delay its execution. Characters wishing to ready actions may do so on their regular turns in the initiative order. Such a character must specify both the action and the circumstances under which it will occur. Then the readied partial action may be taken at any time before the character's next turn. (The partial action can even come before the action that triggers it.) For the rest of the fight, that character's initiative result is the count on which the readied action occurred. If the character's turn arrives again before the readied action has been taken, the readied action is lost, though

the character can ready the same action a second time. Readying an action does not provoke an attack of opportunity, though the action being readied might. Readied actions are often used against spellcasters to disrupt casting or cast counterspells. Another common use is to ready long, piercing weapons against a charge. A readied weapon of this type deals double damage if the user hits a charging character with it.

rebuke undead: A supernatural ability of evil clerics based on channeling negative energy. To use this ability, the evil cleric makes a turning check as if attempting to turn undead. Any undead that would normally be turned with that result are rebuked instead. A rebuked undead creature cowers from the rebuker. The effect lasts 10 rounds.

Reflex save: A type of saving throw, related to a character's ability to withstand damage thanks to his agility or quick reactions. Reflex save = 1d20 + Reflex base save bonus + Dexterity modifier.

regenerate: Regrow severed body parts and ruined organs, repair broken bones, and heal other damage through a spell, magic item, magical effect, or extraordinary ability. Severed body parts that are not reattached simply die, and the regenerating creature grows replacements at a rate specified in the individual spell or monster description. Most damage dealt to a naturally regenerating creature is treated as subdual damage, which heals at a fixed rate. However, certain attack forms (typically fire and acid) deal damage that does not convert to subdual damage. Such damage is not regenerated. Regeneration does not alter conditions that do not deal damage in hit points, such as poisoning and disintegration.

resistance bonus: A modifier to saving throws that provides extra protection against magic or harm. Resistance bonuses typically result from spells, magic items, or magical effects.

result: The numerical outcome of a check, attack roll, saving throw, or other 1d20 roll. The result is the sum of the natural die roll and all applicable modifiers.

Rgr: Standard abbreviation for ranger.

Rog: Standard abbreviation for rogue.

rogue: One of the eleven character classes. Rogues can be diplomats, spies, thugs, burglars, scouts, scoundrels, or any other profession involving trickery and skill at sneaking. In combat, a rogue can deliver extra damage

with a sneak attack. The higher the rogue's level, the more damage the sneak attack can inflict. Though rogues are not spellcasters themselves, they can figure out magic well enough to cast spells from scrolls, activate wands, and use just about any other magic item. Some rogues are members of an organized fellowship of rogues (a "guild of thieves"). Most, however, learned their skills from an independent mentor or are self-taught. The standard abbreviation for rogue is Rog.

roll: Throw one or more dice to resolve an attack, check, saving throw, or other game function.

round: A 6-second unit of game time used to manage combat. Every combatant may take at least one action every round.

run: A move action that allows a character to move up to four times normal speed (about 12 mph for an unencumbered human) in a straight line. A running character cannot avoid attacks and therefore cannot use any Dexterity bonuses that would normally apply to AC. Characters can run for a number of rounds equal to their individual Constitution scores. Upon reaching that limit, a character must succeed at a Constitution check (DC 10) to keep running. Each round, a new check (at a DC 1 point higher than the last) is required to continue. A character who fails this check must stop running immediately and rest for 1 minute (10 rounds) before running again. During a rest period, the character can move no faster than normal speed. Running is a full-round action that does not permit a 5-foot step.

(S): Standard abbreviation for shapeable.

sacred bonus: A modifier to ability checks, turning checks, attack rolls, damage rolls, and/or saving throws. Sacred bonuses stem from the power of good, particularly certain spells and magical effects used by good clerics.

save: Saving throw.

saving throw (save): A number that represents the overall chance for a creature or object to avoid some or all of the consequences of a spell, spell-like effect, supernatural ability, or special ability used against it. There are three types of saving throws, which are differentiated by the quality being used to avoid the effect. These are Reflex saving throws, Will saving throws, and Fortitude saving throws. The saving throw type required to avoid a given effect is listed with its description. To make a saving throw, roll 1d20 and add any

applicable modifiers resulting from race, class, ongoing spells, magic items or some other source. For example, a Fortitude saving throw = 1d20 + Fortitude base save bonus + Constitution modifier.

school of magic: A group of related spells that work in similar ways. The eight schools of magic available to spellcasters are Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. A beginning wizard can choose to specialize in one school of magic at the expense of one or more other schools. That is, specialists can obtain the spells of their chosen schools more easily, but the spells of the prohibited school or schools become unavailable. A few spells are universal and belong to no school.

scribe: Write a spell onto a scroll. To accomplish this, a spellcaster must know the spell and have the item creation feat Scribe Scroll. Scribing a scroll takes 1 day for each 1,000 gp in its base price (its spell level \times its caster level \times 25 gp). The spellcaster must spend 1/25 of this base price in XP and use up raw materials costing 1/2 this base price. In addition, scribing a spell with a costly material component or an XP cost requires that the spellcaster expend the material component or pay the XP cost.

scry: See and hear events from afar through the use of a spell (such as *scrying*) or a magic item (such as a *crystal ball*). Scrying most often requires gazing into a reflective surface, such as a mirror, a pool, a crystal, a gem, or a clear or translucent mineral. The Scry skill improves both the chances of successful scrying and the chances of noticing the scrying attempts of another.

sense: Detect through the normal physical senses. Characters may sense Enchantment effects and the motives of others, among other things.

set a weapon: Brace a long weapon (such as a halbspear, shortspear, trident, or dwarven urgrosh) against the ground or a solid object to meet an attack by a charging opponent. To set a weapon, a character must use the ready action. A set weapon deals double damage upon a successful hit against a charging character.

shadow: A subschool of the Illusion school of magic. The caster weaves shadow spells out of extradimensional energies from the Plane of Shadow to create an object or creature that is partially real (quasi-real). Shadows can have real effects, including inflicting real damage. Such damage is not automatically healed if the true nature of the illusion is later revealed.

shaken: Mildly fearful. A shaken character suffers a –2 morale penalty on attack rolls, checks, and saving throws.

shapeable: Moldable within stated limits. If a spell's area or effect entry ends with (S), the caster can shape the resultant magical energy as desired within certain limits. A shaped effect or area can have no dimension smaller than 10 feet. Other limitations are given in the individual spell descriptions. Many shapeable effects and areas are given as cubes to make it easy for casters to model irregular shapes. The standard abbreviation for shapeable in spell descriptions is (S).

shield bonus: A type of modifier that applies to Armor Class. A shield (either mundane or magical) grants the wearer a shield bonus, as do various spells, magic effects, and magic items. Shield bonuses do not stack with one another, though they do stack with natural armor bonuses and armor bonuses. $\text{Armor Class} = 10 + \text{armor bonus} + \text{shield bonus} + \text{Dexterity modifier} + \text{size modifier}$.

silver piece: A unit of currency that is more valuable than a copper piece but less valuable than a gold piece. One silver piece equals 10 copper pieces and 10 silver pieces equal 1 gold piece. The standard abbreviation for silver piece is sp.

single move action: A partial action involving movement. When a character must take only partial actions, a standard action breaks down into an activity (such as an attack) and a single move action. Movement up to a character's speed is permitted during a single move action.

size: The physical dimensions and/or weight of a creature or object. Creatures and weapons are divided into size categories. Creature size modifiers, derived from those categories, affect Armor Class, attack rolls, and Hide checks. Movement, lifting/carrying limits, and allowed weapon size categories also depend on creature size. The size categories, from smallest to largest, are Fine, Diminutive, Tiny, Small, Medium-size, Large, Huge, Gargantuan, and Colossal. Though these sizes apply to both creatures and weapons, the specific dimensions and weights given for the categories correspond only to creatures. Weapons are grouped into sizes according to what size creatures can effectively wield them. (That is, a creature can easily wield weapons of its own size category and smaller, but must use two hands to wield weapons one size category larger

than itself. A creature cannot wield weapons two or more size categories larger than itself.) Size categories also affect the number and sizes of creatures that can grapple a particular target.

size modifier: The bonus or penalty derived from a creature's size category. Size modifiers apply to Armor Class, attack rolls, Hide checks, and various other skill checks. In combat, larger creatures are easier to hit, but can hit their opponents more effectively. Smaller creatures are more difficult to hit, but cannot hit their opponents as well. These effects combine to produce no net effect for a fight between two creatures of the same size category. Creatures can acquire different size modifiers by increasing or decreasing their sizes through certain spells and magic items, or through special abilities that allow them to take the forms of other creatures.

skill: A talent that a character acquires and improves through training. Subskills that further define certain skills, such as Profession (herbalist), are included in parentheses after the skill names. Unlike feats, skills require checks for successful use. Each skill has a key ability associated with it. The modifier for that ability applies to all skill checks made against that skill. To use a skill, a character must make a successful skill check. Some skills allow retries without penalty, but others do not. In addition, many skills allow untrained use (that is, a character who does not have the skill can still attempt an action involving it). Such use requires a skill check as usual, but at 0 skill ranks. Ability modifiers associated with the skill's key ability apply normally to such a check.

skill check: A method of deciding the result when a character attempts an action that uses a skill. A skill check takes into account the character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account a particular race's knack for certain things (racial bonus) or what armor the character is wearing (armor check penalty), among other things. To make a skill check, roll 1d20 and add the character's skill modifier. This total is called the check result. (Higher results are always better, but a natural 20 is not an automatic success, and a natural 1 is not an automatic failure.) If the check result equals or exceeds the Difficulty Class number assigned by the DM (or the opponent's check, if the action is opposed) the check succeeds. Unless otherwise specified, a character can take 10 or take 20 on a skill check. If others help, a check that

would otherwise fail may succeed. In most cases, a character can try again if a skill check fails. Some skills, however, have natural consequences of failure that must be taken into account, and some are virtually useless once a check has failed. For most skills, when a character has succeeded once, additional successes are meaningless.

skill modifier: The bonus or penalty associated with a particular skill. Skill modifier = skill rank + ability modifier + miscellaneous modifiers. (Miscellaneous modifiers include racial bonuses, armor check penalty, situational modifiers, etc.) Skill modifiers apply to skill checks for character actions that make use of the corresponding skills.

skill points: A measure of a character's ability to gain and improve skills. Characters gain skill points with each advancement in character level, at a rate determined by their classes, Intelligence modifiers, and races, as given on Table 4–1: Skill Points per Level. They can then spend these skill points to purchase ranks in new skills or in skills already possessed. Class skills can be purchased at a rate of one rank per skill point, and cross-class skills at a rate of a half rank per skill point.

skill rank: A number indicating how much training or experience a character has with a given skill. Skill rank is incorporated into the skill modifier, which in turn improves the chance of success for skill checks with that skill. The maximum rank attainable in a class skill is character level plus 3. The maximum rank attainable in a cross-class skill is one-half that number (do not round up or down). Thus, skill ranks range from 0 (indicating no training at all) to 23 (for a 20th-level character who has increased a skill to its maximum rank). A character with no ranks in a skill may still be able to use it untrained if the skill description does not prohibit this. Skill ranks can be purchased with skill points at a rate of one rank per point for class skills or a half rank per point for cross-class skills.

Small: A creature size category. A Small creature is typically between 2 feet and 4 feet in height or length and weighs between 8 pounds and 60 pounds.

somatic: A type of component for spells, both divine and arcane. A somatic component is a series of measured and precise gestures with the hands or other parts of the body. To cast a spell with a somatic component, the caster must have at least one hand free.

sonic: A spell descriptor denoting a spell that inflicts sound damage.

Sor: Standard abbreviation for sorcerer.

sorcerer: One of the eleven character classes. A sorcerer is a spellcaster with innate magical ability. Sorcerers use no books, no mentors, and no theories. They develop rudimentary powers at puberty, and their magic is intuitive rather than logical. Sorcerers know fewer spells than wizards do, and they acquire new spells more slowly. In addition, they cannot specialize in certain schools of magic the way wizards can. But sorcerers can cast their spells more often than wizards can, and they need not select and prepare them ahead of time. They also have more time to learn fighting skills and are proficient with simple weapons. The standard abbreviation for sorcerer is Sor.

sp: Standard abbreviation for silver piece.

special feat: A feat that is available only to a specified class. For example, only clerics or paladins can take Extra Turning, only fighters can take Weapon Specialization, and only wizards can take Spell Mastery.

speed: The number of feet an unencumbered creature can move when taking a standard action. Speed depends primarily on a character's race and armor. Humans, elves, half-elves, and half-orcs move at 30 feet when unencumbered, or at 20 feet when wearing medium or heavy armor. Dwarves, gnomes, and halflings move at 20 feet when unencumbered, or at 15 feet in medium or heavy armor. Shields do not affect speed.

spell: A one-time magical effect. The two primary categories of spells are arcane and divine. Clerics, druids, paladins, and rangers cast divine spells, while wizards, sorcerers, and bards cast arcane spells. Spells are further grouped into eight schools of magic (Abjuration, Conjururation, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation). Most spellcasting characters must prepare their spells ahead of time, though sorcerers and bards are exempt from this requirement.

spell completion item: A magic item (typically a scroll) that contains a partially cast spell. Since the spell preparation step has already been completed, all the user need do to cast the spell is complete the final gestures, words, etc., normally required to trigger it. To use a spell completion item safely, the caster must be high enough level in the appropriate class to cast the spell already, though it need not be a known spell. A caster who does not fit this criterion has a chance of spell failure. Activating a spell

completion item is a standard action and provokes attacks of opportunity just as casting a spell does.

spell component: Any of several triggers required to complete the casting of a spell. Components may be verbal (V), somatic (S), material (M), focus (F), divine focus (DF), or experience point (XP). Verbal components consist of a few words, which the caster must be able to speak aloud in a firm voice. Somatic components are gestures, most often complex, which the caster must have at least one hand free to perform. Material, focus, and divine focus components are objects that the caster must have readily available to complete the spell. Material components are consumed in the casting, but focus and divine focus components are not. Spells with an experience point component actually cost the caster experience points. To use such a spell, the caster must have enough XP to spare without losing a level in the process. A spell may have more than one kind of component.

spell descriptor: A term that provides additional information about how a particular spell functions or what kind of damage it inflicts. Descriptors govern how a spell interacts with other spells, special abilities, unusual creatures, alignment, and so on. The descriptors are acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation.

spell failure: The chance that a spell fails and is ruined when cast under less than ideal conditions. For example, wearing armor interferes with the gestures required to cast most arcane spells. Therefore, an arcane spellcaster who attempts to cast a spell with somatic components while wearing armor and/or using a shield must make an arcane spell failure roll against the appropriate entry in the Arcane Spell Failure column on Table 7–5: Armor. If the result indicates a failure, the spell does not work at all.

spell knowledge item: A magic item (such as a wand) that produces a particular spell effect. Any spellcaster whose class spell list includes a particular spell knows how to use a spell knowledge item that duplicates it, regardless of whether or not the character knows (or could know) that spell at the time. The user must determine what the spell stored in the item is before trying to use it. To activate the item, the user must speak a word, but no gestures or spell finishing are required. Activating a spell knowledge item is a standard action and does not provoke attacks of opportunity.

spell level: A number from 0 to 9 that indicates the general power of a spell.

spell-like ability (Sp): A special ability with effects that resemble those of a spell. In most cases, a spell-like ability works just like the spell of the same name, but a few are unique. Spell-like abilities are activated mentally and have no verbal, somatic, or material components. Using such an ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. If the user's concentration is broken, the ability does not work, but the attempt counts against the user's daily limit of uses. Unless noted otherwise, a spell-like ability has a casting time of 1 action, making its use a standard action. Armor never causes a chance of failure for a spell-like ability, even if its effect resembles that of an arcane spell with a somatic component. Spell-like abilities are subject to spell resistance and can be dispelled by *dispel magic*. They do not function in areas where magic is suppressed or negated (such as an *antimagic field*).

spell preparation: Part of the spellcasting process for wizards, clerics, paladins, rangers, and druids. Preparing a spell requires careful reading from a spellbook (for wizards) or devout prayers or meditation (for divine spellcasters). The character actually casts the first and lengthiest part of the spell during the preparation phase, leaving only the very end for completion at another time. To use a prepared spell, the character finishes the casting with the appropriate spell components—a few special words, some complex gestures, a specific item, or a combination of the three. A prepared spell is used up once cast and cannot be cast again until the spellcaster prepares it again. Sorcerers and bards need not prepare their spells.

spell resistance (SR): A special defensive ability that allows a creature or item to resist the effects of spells and spell-like abilities. To overcome spell resistance, a spellcaster (or user of a spell-like ability) must make a caster level check (1d20 + caster's level) at least equal to the target's spell resistance. Success indicates that the spell takes effect normally. Failure leaves the target unaffected. In most cases, spell resistance applies only when a resistant creature is the target of the spell, not when it encounters a spell that is already in place. A creature with spell resistance must voluntarily drop it to receive the effects of a spell (even one noted as harmless) without the caster level check described above. Supernatural abilities are not subject to spell resistance.

spell slot: The “space” in a spellcaster’s mind dedicated to holding a spell of a particular spell level. A spellcaster has enough spell slots to accommodate an entire day’s allotment of spells. Spellcasters who must prepare their spells in advance generally fill their spell slots during the preparation period, though a few slots can be left open for spells prepared later in the day. A spellcaster can always opt to fill a higher-level spell slot with a lower-level spell, if desired.

spell trigger item: A magic item (such as a wand) that produces a particular spell effect. Any spellcaster whose class spell list includes a particular spell knows how to use a spell trigger item that duplicates it, regardless of whether the character knows (or could know) that spell at the time. The user must determine what the spell stored in the item is before trying to use it. To activate the item, the user must speak a word, but no gesture or spell finishing is required. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

spell version: One of several variations of the same spell. The caster must select the desired version of the spell at the time of casting. *Symbol*, *dispel magic*, and *ice storm* each have multiple versions.

spontaneous casting: The special ability of a cleric to drop a prepared nondomain spell to gain a *cure* or *inflict* spell of the same level or lower. Since the substitution of spells occurs on the spur of the moment, clerics need not prepare their *cure* or *inflict* spells in advance. Clerics spontaneously casting *cure* or *inflict* spells can also cast metamagical versions of them if they have the appropriate feat. Casting a 1-action metamagical spell spontaneously is a full-round action, and spells with longer casting times require an extra full-round action to cast.

Which category of spell a cleric can spontaneously cast depends upon alignment. Good clerics or clerics of good deities channel positive energy to cast *cure* spells spontaneously, while evil clerics or clerics of evil deities channel negative energy to cast *inflict* spells spontaneously. Players of neutral clerics must decide at the time of character creation whether their characters channel positive or negative energy. This determines each neutral cleric’s spontaneous casting option as above, with three exceptions: All lawful neutral clerics of Wee Jas convert their spells to *inflict* spells, not *cure* spells. All clerics of St. Cuthbert and all nonevil clerics of Obad-Hai convert spells to *cure* spells, not *inflict* spells.

spread: An area or effect descriptor for spells. Spreads move out in all directions from a point of origin specified by the caster. Unlike bursts, spreads can turn corners and extend into areas that the caster can’t see. Therefore, the caster need not have line of effect to all portions of an effect spread. The distance covered by a spread is figured according to the actual distance the effect travels, taking into account any turns it makes. An example of a spell with area spread is *fireball*. An example of a spell with effect spread is *obscuring mist*.

SR: Standard abbreviation for spell resistance.

stable: Unconscious but not dying, with a current hit point total between –1 and –9. A dying character who is stabilized regains no hit points, but stops losing them at a rate of 1 per round. The chance for a dying character to become stable and what occurs thereafter vary with the treatment provided, as follows:

Untended: Dying characters who receive no assistance cannot recover hit points through natural healing. For such a character, roll d% at the end of each round. On a result of 01–90, the character loses 1 hit point; on a result of 91–00, the character stabilizes. Once the character is stable, roll d% for each hour of game time. On a result of 01–90, the character loses 1 hit point. On a result of 91–00, the character becomes conscious and disabled (as though at 0 hit points, although this does not alter a negative hit point total). Thereafter, roll d% each day. On a result of 01–90, the character loses 1 hit point; on a roll of 91–00, the character starts recovering hit points naturally. At that point, the character is no longer in danger of losing hit points, even if the current hit points are negative.

Tended: A successful Heal check at DC 15 stabilizes a dying character and prevents further hit point loss. An hour after the character becomes stable, roll d%. On a result of 91–00, the character becomes conscious and disabled (as though at 0 hit points, although this does not alter a negative hit point total). A character who remains unconscious nevertheless recovers hit points naturally and has the same chance to revive every hour. At 1 or more hit points, the character is back to normal.

Healed: If any sort of healing cures even 1 point of damage, the dying character stops losing hit points and becomes stable. A character whose current hit points rise to 0 through healing becomes conscious and disabled. A dying character whose current hit points are raised to 1 or more by healing becomes fully functional again.

stack: Combine for a cumulative effect. In most cases, modifiers to a given check or roll stack if they have different descriptors, but do not stack if they have the same descriptors, regardless of their sources. If the modifiers to a particular roll do not stack, only the best bonus or worst penalty applies. Dodge bonuses, circumstance bonuses, and synergy bonuses, however, do stack with one another unless otherwise specified. Also, an armor bonus from a shield stacks with an armor bonus from armor. Spell effects that do not stack may overlap, coexist independently, or render one another irrelevant, depending on their exact effects.

staggered: Having subdual damage equal to current hit points. A staggered character is so badly weakened or roughed up that only a partial action is possible each round. Characters are no longer staggered once their current hit points exceed their subdual damage.

standard action: The most basic type of action. Standard actions allow a character to perform an activity (attack, cast a 1-action spell, use a skill, etc.) and move a distance less than or equal to his or her speed. The character can move either before or after the activity. Characters can also perform as many free actions as the DM allows in conjunction with a standard action. Miscellaneous standard actions include ready a weapon, concentrate to maintain a spell, dismiss a spell, aid another, bull rush, feint, overrun (charge), heal a dying friend, use a 1-action skill, rebuke undead, turn undead, strike a weapon (attack), strike an object (attack), and total defense.

Str: Standard abbreviation for Strength.

Strength: One of the six character abilities. Strength measures a character's muscle and physical power. The numerical rating of Strength is called the Strength score. A character's Strength modifier applies to melee attack rolls, damage rolls for most melee and thrown weapons, Climb, Jump, and Swim checks (as well as other skill checks with Strength as their key ability), and Strength checks (for breaking down doors and the like). The standard abbreviation for Strength is Str. Also, a spell domain composed of nine divine spells and a granted power themed around the concept of physical power.

strike a weapon: Deliberately target a weapon or shield held by an opponent. The attacking weapon must be a slashing melee weapon no more than one size category smaller than the weapon attacked. Doing so provokes an

attack of opportunity from the opponent. After this is resolved, the attacker and defender make opposed attack rolls. If the attacker wins, roll damage and deal it to the weapon or shield. If the defender wins, the attempt fails. Strike a weapon is a standard action. If the attacking weapon does not have an enhancement bonus at least as high as that of the defending weapon or shield, the attempt automatically fails.

strike an object: Deliberately target an object with an attack. Unlike striking a weapon, this action has no restrictions as to the type or size of weapon used. Strike an object is a standard action. The ease of striking an object depends on its nature and situation, as follows:

Inanimate unattended objects: Attacking an inanimate, immobile object not in use by a creature does not provoke an attack of opportunity. Such an object has an AC of 10 + its Dexterity modifier (–5 for no Dexterity) plus its size modifier, and the attacker gains a +4 bonus on the attack roll. Attackers who use a full-round action to line up a shot automatically hit with a melee weapon and gain a +5 attack bonus with a ranged weapon. However, objects are immune to critical hits.

Inanimate attended objects: Attacking an attended (held, carried, or worn) object provokes an attack of opportunity from the attending creature. Such an object uses the attendant's Dexterity modifier (not its own –5), plus any magic deflection bonus to AC that creature may have. Attackers gain no bonuses to their attack rolls in this case. In addition, a held object gains a +5 bonus to AC because the creature can move it quickly out of harm's way.

Animated objects: These count as creatures for AC purposes (see the *MONSTER MANUAL* for details).

stunned: A stunned creature can't take actions and loses any positive Dexterity modifier to AC. Each attacker gains a +2 bonus to attack rolls against that creature. In addition, stunned characters immediately drop anything they are holding.

subdual damage: Nonlethal damage typically resulting from an unarmed attack, an armed attack delivered with intent to subdue, a forced march, or a debilitating condition such as heat or starvation. Subdual damage represents bruising, tiredness, and general disorientation rather than actual wounds. An attacker attempting to deal subdual damage with a melee weapon that typically deals normal damage incurs a –4 penalty on the attack roll. (Likewise, a weapon that typically deals sub-

dual damage can be used to deal real damage at a –4 attack roll penalty.) Subdual damage is accumulated and tracked, but not subtracted from a character's current hit points. If subdual damage ever exceeds current hit points for any reason, however, the character falls unconscious. A spell or magic item that cures hit point damage can also remove an equal amount of subdual damage. Both kinds of healing occur in their full normal amounts if both kinds of damage are present in the subject of a *cure* spell. Subdual damage heals normally at the rate of 1 hit point per hour per level.

subject: A creature affected by a spell. Typically, a successful targeted spell effect travels with the subject or subjects for the spell's duration. Creatures can enter and leave the area covered by an area or effect spell, becoming subject to the spell when they enter and free of it when they leave.

Summoning: A subschool of the Conjunction school of magic. A summoning spell instantly transports a creature or object to a place designated by the caster. When the spell ends, a summoned creature is instantly transported back to wherever it came from, but a summoned object does not return to its place of origin unless the spell description so indicates. Summoned creatures also return whence they came if killed or dropped to 0 hit points. (Such a creature is not dead, but requires 24 hours to reform. It cannot be summoned again during this period.)

Sun: A spell domain composed of nine divine spells and a granted power themed around the brilliance and warmth of the sun.

supernatural ability (Su): A magical power that produces a particular effect, as opposed to a natural, extraordinary, or spell-like ability. Using a supernatural ability generally does not provoke an attack of opportunity. Supernatural abilities are not subject to dispelling, disruption, or spell resistance. However, they do not function in areas where magic is suppressed or negated, such as inside an *antimagic field*. Various bardic abilities (such as inspire courage, countersong, and inspire greatness), clerical abilities (such as turning, rebuking, commanding, or bolstering undead), monk abilities (such as stunning attack, *ki* strike, diamond body, quivering palm, and empty body), a paladin's smite evil ability, a dragon's fiery breath, a medusa's petrifying gaze, and a spectre's energy draining are all examples of supernatural abilities. Using a supernatural ability is a standard action unless otherwise specified.

suppress: Cause a magical effect to cease functioning without actually ending it. When the suppression ends, the spell effect returns, provided it has not expired in the meantime.

surprise: A special situation that occurs at the beginning of a battle if some (but not all) combatants are unaware of their opponents' presence. In this case, a surprise round happens before regular rounds begin. In initiative order (highest to lowest), those combatants who started the battle aware of their opponents each take a partial action during the surprise round. Creatures unaware of opponents are flat-footed through the entire surprise round and do not enter the initiative cycle until the first regular combat round. The DM determines who is aware of whom at the start of a battle, often by calling for Listen checks, Spot checks, or other checks from the characters.

synergy bonus: A modifier resulting from an unusually beneficial interaction between two related skills. In general, having 5 or more ranks in a skill gives a character a +2 bonus on skill checks using its synergistic skills, as noted in the skill descriptions. For example, Animal Empathy can provide bonuses for Handle Animal checks.

tactical speed: The number of feet a character moves in a standard action, as determined by race and armor (or other encumbrance). In general, each 10 feet per round of tactical speed equates to 1 mile per hour of overland speed.

take damage: Sustain damage (either real or subdual) from a successful attack. Note that damage dealt by an opponent does not necessarily equal damage taken, as various special defenses may reduce or negate damage from certain kinds of attacks.

take 10: To reduce the chances of failure on certain skill checks by assuming an average die roll result (10 on a 1d20 roll). Taking 10 means that the character is taking special care with a task and trying not to make mistakes. To take 10, do not roll 1d20 for the skill check. Instead, assume a die roll result of 10 and add the applicable modifiers to obtain the skill check result. Taking 10 automatically results in success for many routine tasks with low to average DCs. Distractions or threats make it impossible for a character to take 10. In addition to normal skill checks, characters may take 10 on routine untrained skill checks or on ability checks not associated with a particular skill

(such as breaking down a door). They cannot, however, take 10 on caster level checks.

take 20: To greatly reduce the chance of failure for certain skill checks by assuming that a character makes sufficient retries to obtain the maximum possible check result (as if a 20 were rolled on 1d20). Characters who take 20 are assumed to repeat a task over and over until they get it right. It takes about twenty times as long as making a single check would take. To take 20, do not roll 1d20 for the skill check. Instead, assume a die roll result of 20 and add the applicable modifiers to obtain the skill check result. Taking 20 results in success for any task that the character would normally have even a slight chance of success with. To exercise this option, a character must have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and the skill in question must carry no penalties for failure. Characters can also take 20 on ability checks of all sorts, but not on caster level checks.

target: The intended recipient of an attack, spell, supernatural ability, extraordinary ability, or magical effect. If a targeted spell is successful, its recipient is known as the subject of the spell.

teleportation: A spell descriptor denoting spells whose effects involve instantaneous travel between locations on the same plane.

temple: A building consecrated to one or more deities. A temple typically houses the ecclesiastical hierarchy of a church and provides space and facilities for worship. Temples devoted to good deities usually sell holy water at cost to aid followers in defending themselves and others against evil.

temporary hit points: Hit points gained for a limited time through certain spells (such as *aid*) and magical effects. Unlike effective hit point increases, temporary hit points are "extras" that do not count against the character's current hit points when the effect that granted them ends. That is, when temporary hit points expire, the recipient's current hit points drop back to what they were before the "extra" points were added. (If damage has already reduced the recipient's current hit points below what they were when the temporary hit points were gained, the character's current hit points remain the same when the effect ends.) For example, a cleric casts *aid* on a fighter, adding 6 temporary hit points to the fighter's current hit points (26) for a total of 32. While the

spell is still in effect, 3 points of damage from an arrow drop the fighter's hit points to 29. When the *aid* spell ends, the fighter's current hit points drop back down to 26, as though no damage had occurred at all. Note that when temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

threat: A possible critical hit. A threat occurs when the attack roll result is in the threat range for the weapon used. At that point, a critical roll must be made immediately to determine whether a critical hit has occurred. To do this, roll 1d20 and add all the same modifiers that applied to the attack roll just made. If the critical roll results in a hit (but not necessarily a threat) against the target's AC, the original hit is a critical hit. If the critical roll is a miss, then the hit is just a regular hit.

threat range: All natural die roll results that constitute a threat when rolled for an attack roll. For most weapons, the threat range is 20, but some weapons have threat ranges of 19–20 or even 18–20. However, any attack roll that does not result in a hit is not a threat, whether or not it lies within the weapon's threat range.

threaten: To be able to make an attack of opportunity against an opponent within reach. Creatures threaten all areas into which they can make melee attacks, even when it is not their turn to take an action.

threatened area: An area within an opponent's reach. Generally, characters threaten all areas within 5 feet of them, though reach weapons can alter this range. Certain actions provoke attacks of opportunity when taken within a threatened area.

thrown weapon: A weapon that relies purely on the attacker's muscle power to propel it toward a target. Thrown weapons include daggers, clubs, halbspears, shortspears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets. Thrown weapons have a maximum range of five range increments and must be thrown one-handed. (A character can throw a two-handed weapon with one hand, but doing so counts as a full-round action because the weapon is bulkier and harder to handle than most thrown weapons.) Other common items, such as small rocks, small animals, vases, pitchers, etc., can also be used as improvised thrown weapons at an attack roll penalty of –4. These have a range increment of 10 feet and deal damage as determined by the DM. Strength bonuses apply to damage dealt by a thrown weapon.

Tiny: A creature size category. A Tiny creature is typically between 1 and 2 feet in height or length and weighs between 1 and 8 pounds.

total defense: A standard action in which the character does nothing but defend and move normal speed. Total defense grants the character a +4 dodge bonus to AC for 1 round, beginning at the start of the action.

total skill modifier: The sum of all applicable bonuses and penalties for a particular skill check. The total skill modifier includes ability modifier, rank bonus, and any miscellaneous modifiers, such as armor check penalty, racial bonuses, and situational modifiers.

touch: A range category for spells. Spells that operate at touch range discharge when the caster successfully touches a target.

touch attack: An attack in which the attacker must touch the opponent to discharge a spell, supernatural ability, or magical effect. Touch attacks may be either melee or ranged. Either type requires a successful hit with the appropriate kind of attack roll, and the target cannot benefit from any armor bonuses, shield bonuses, or natural armor bonuses to AC. (Other factors that can affect AC, such as size modifiers, Dexterity modifiers, and deflection bonuses, all apply normally to the target's AC, however.) Touch attacks can deliver various spells, as well as energy drain and other effects. This type of attack is also used to execute certain special attacks, such as grabs and trips. Touch attacks do not provoke attacks of opportunity when discharged on armed opponents. See also melee touch attack and ranged touch attack.

touch spell: A spell that delivers its effect when the caster touches a target creature or object. The caster of a touch spell can touch one friend as a standard action or up to six friends as a full-round action. Touching an opponent requires either a melee touch attack or a ranged touch attack, depending upon the spell. A caster who doesn't discharge a touch spell on the round it is cast can hold its charge indefinitely. But if the caster touches anything or anyone, even unintentionally, while holding a charge, the spell discharges. A held touch spell dissipates if the caster casts another spell before discharging it.

trained: Having at least 1 rank in a skill. Many skills can be used untrained by making a successful skill check using 0 skill ranks. Others, such as Spellcraft, can be used only by characters who are trained in that skill.

Transmutation: One of the eight schools of magic. Transmutation spells transform the recipient physically or change the properties of some creature, thing, or condition in a more subtle way. A transmutation spell usually changes only one of the target's properties, but it can be any property. A wizard who specializes in the Transmutation schools is called a transmuter.

transmute: Change one or more properties of a creature, object or situation by magic.

transmuter: A specialist in the Transmutation school of magic. A beginning transmuter must select a prohibited school or schools from among the following choices: (1) Conjuration, (2) Evocation, (2) any two of the following three schools: Abjuration, Enchantment, and Illusion, or (4) any three schools.

Travel: A spell domain composed of nine divine spells and a granted power focused on movement from one location to another.

Trickery: A spell domain composed of nine divine spells and a granted power focused on chicanery, deception, and duplicity.

trigger: A, action, word, or condition that discharges a spell, trap, or held action. For example, a trap might discharge when more than 10 pounds of weight rests upon a particular section of floor, or a spell might discharge when a living creature passes within 5 feet. Some triggers can be bypassed by taking special precautions. For example, a careful rogue might discover the tripwire that triggers a pit trap and step over it. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers.

trip: A special melee attack that leaves the opponent prone rather than dealing damage. Tripping an enemy requires a melee touch attack. If this is successful, the attacker then makes a Strength check opposed by the defender's Dexterity or Strength check (whichever has the higher modifier). Bonuses or penalties based on size category (+4 for every size category larger than Medium-size and -4 penalty for every size category smaller than Medium-size) apply to both the attacker's and defender's rolls. A defender with more than two legs (or one who is otherwise more stable than a normal humanoid) also gains a +4 stability bonus to this roll. If the attacker wins, the defender trips. Otherwise, the defender may immediately attempt to trip the attacker with another such opposed check. A trip attack

against a mounted opponent allows the defender to oppose the attempt with a Ride skill check instead of the Dexterity or Strength check, if desired. If the attacker succeeds, the defender is pulled from the mount. Characters can attempt trip attacks against opponents up to one size larger than themselves.

turn: The portion of each combat round in which a particular character acts. A character's turn occurs at the same point in the initiative order throughout an entire battle, unless the character takes an action (such as delaying or refocusing) that alters it.

turned: Affected by a turning 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.

turning check: A method of deciding how much positive or negative energy a cleric is able to channel when attempting to turn or rebuke undead. To make a turning check, roll 1d20 and add the cleric's Charisma modifier. This total is called the check result. (Higher results are always better.) Compare the check result with Table 9–15: Turning Undead to determine the most powerful undead creature that can be turned (or rebuked) with that attempt. With a given turning attempt, a cleric can turn undead creatures whose Hit Dice are less than or equal to, but not exceeding, the result on this table. The total number of undead turned is determined by the turning damage roll.

turning damage: The number of Hit Dice of undead that are turned or rebuked with a particular turning check. Turning damage = 2d6 + cleric level + Charisma modifier. If the turning damage roll indicates fewer Hit Dice turned than any of the undead creatures within 60 feet possess, the cleric does not have the power to turn even a single undead creature. The cleric may skip over already turned undead that are still within range so as not to waste turning capacity on them.

turning undead: The supernatural ability of good clerics and paladins to drive off or destroy undead by channeling positive energy. Those neutral clerics who have chosen to channel positive energy can turn undead as well. Evil clerics and neutral clerics who have chosen to channel negative energy can rebuke, command, or bolster undead in the same manner. The exceptions to this rule are lawful neutral clerics of Wee Jas, who rebuke undead rather than turning them, plus all clerics of St. Cuthbert and all nonevil

clerics of Obad-Hai, who turn undead rather than rebuking them.

Turning is an attack that requires presentation of the cleric's holy symbol. To turn undead, make a turning check and consult Table 8–16: Turning Undead to determine the most powerful undead creature that can be turned with this check. Next, roll turning damage to see how many Hit Dice of undead actually turn. (If the cleric has at least twice as many levels as the undead have Hit Dice, any that would normally turn are destroyed instead.) The range of the turning effect is 60 feet from the cleric, with the closest turnable undead reacting first. Undead with total cover relative to the cleric are not affected in any case.

Turned undead flee from the cleric for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower (treat as stunned). If the cleric approaches within 10 feet of them, however, they overcome being turned and act normally. The cleric can attack the turned undead with ranged attacks from 10 feet or more away, and others can attack them in any fashion without breaking the turning effect.

Turning may be attempted a number of times per day equal to 3 + the cleric's Charisma modifier. Turning undead is a standard action that does not provoke attacks of opportunity.

two-handed weapon: A weapon with a size category one step larger than that of the wielder. For example, a greataxe (Large) is a two-handed weapon for a human (Medium-size) wielder. One and a half times the character's Strength bonus may be added to damage dealt with a two-handed melee weapon. No Strength bonus applies to damage with a two-handed projectile weapon, however, unless it's a mighty bow. A character can also throw a two-handed weapon with one hand, but doing so counts as a full-round action. A character using a two-handed weapon may not use a shield.

unarmed attack: A melee attack made with no weapon in hand. Typical unarmed attacks include punches, kicks, and head butts. Attacking unarmed provokes an attack of opportunity from an armed defender, which occurs before the attacker's unarmed attack. It does not provoke attacks of opportunity from other foes, nor does it provoke one from an unarmed foe, however. Some unarmed creatures, such as monks, characters with the Improved Unarmed Strike feat, spellcasters delivering touch attack spells, or creatures with claws,

fangs, and similar natural physical weapons, make attacks that count as armed despite the fact that they have no weapons in hand. Note that this designation counts for both offense and defense. (That is, not only does a monk not provoke an attack of opportunity when attacking an armed foe, but another creature making an unarmed attack against a monk does provoke an attack of opportunity from the defender.) Unarmed attacks deal subdual damage.

unarmed strike: A successful blow, typically for for subdual damage, from a character attacking without weapons. Most Medium-size characters deal 1d3 points of subdual damage with an unarmed strike, which may be a punch, kick, head butt, or other type of attack. Most Small characters deal 1d2 points of subdual damage with such an attack. (An attacker can, if desired, accept a -4 attack roll penalty to deal normal damage instead of subdual damage. This declaration must be made before the attack roll.) The damage from an unarmed strike is considered weapon damage for the purpose of effects that grant a bonus to weapon damage. Unarmed strikes count as light weapons for purposes of two-weapon attack penalties and so on. The Weapon Finesse feat allows characters to apply their Dexterity modifiers instead of their Strength modifiers to attack rolls with an unarmed strike. Monks are highly trained in unarmed combat, so they have more options for unarmed strikes and deal more damage than normal with them. Monks can make unarmed strikes with either fist interchangeably or even from elbows, knees, and feet. A monk fighting with a one-handed weapon can make an unarmed strike as an off-hand attack with the standard penalties for two-weapon fighting. Damage for a monk's unarmed strike is 1d6 or a Medium-size monk or 1d4 for a Small monk.

unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -9, or from subdual damage in excess of current hit points. A character unconscious from negative hit points is dying if hit points are still being lost at the rate of 1 per round, or stable otherwise. A dying character has a 10% chance per round to stabilize. Failure means the character loses another hit point. Each hour after stabilization, the unconscious character has a 10% chance to regain consciousness. Failure means the character loses another hit point instead. A character unconscious from subdual damage wakes up when current hit points equal or exceed subdual

damage, or when the character's 10% chance per minute to wake up and be staggered succeeds. Spellcasters who are rendered unconscious retain any spellcasting ability they had before that event.

unlimited: A range category for spells. Spells that operate at unlimited range can reach anywhere on the same plane of existence.

untrained: Having no ranks in a skill. Many skills can be used untrained by making a successful skill check using 0 ranks and including all other modifiers as normal. Other skills can be used only by characters who are trained in that skill.

use-activated item: A magic item that activates upon typical usage for a normal item of its type. For example, a character can activate a potion by drinking it, a magic sword by swinging it, a lens by looking through it, or a cloak by wearing it. Continually functioning items, such as a *cloak of resistance* or a *headband of intellect*, are most often worn. A few, like a pearl of wisdom, must simply be on the character's person. However, some wearable items, such as a *ring of invisibility*, must still be activated when the character wants them to function. Although doing this sometimes requires a command word, more often the character can just mentally will the activation to happen. The item description states whether a command word is needed in such a case. Unless stated otherwise, activating a use-activated magic item is either a standard action (if its use requires time before the result occurs, like drinking a potion) or not an action at all (if the item's activation takes no extra time, such as swinging a magic sword). Use-activation does not provoke attacks of opportunity unless the use involves committing an action that of itself provokes an attack of opportunity, such as running through a threatened area with magic boots. Characters do not learn what a use-activated item does just by wearing or using it unless the benefit occurs automatically with use.

verbal: A type of component for spells, both divine and arcane. A verbal component is a few words, which must be spoken in a firm, clear voice. To cast a spell with a verbal component, the caster must be able to speak audibly.

vial: A ceramic, glass, or metal container, usually no more than 1 inch wide and 3 inches high, fitted with a tight stopper. A vial holds 1 ounce of liquid.

War: A spell domain composed of nine divine spells and a granted power focused on warfare and battle prowess.

ward: Protect a creature or object with an abjuration spell or effect.

Water: One of the four classic elements of the fantasy world. Also, a spell domain composed of nine divine spells and a granted power themed around the element of water.

Will save: A type of saving throw, related to a character's ability to withstand damage thanks to his mental toughness. Will save = 1d20 + Will base save bonus + Wisdom modifier.

Wis: Standard abbreviation for Wisdom.

Wisdom: One of the six character abilities. Wisdom measures a character's willpower, common sense, perception, insight, and intuition. Whereas Intelligence represents the ability to analyze information, Wisdom is about being in tune with and aware of one's surroundings. Clerics, druids, paladins, and rangers get bonus spells based on their Wisdom scores. A character's Wisdom modifier applies to Will saves for negating *charm person* and other spells, and to Heal, Listen, Spot, Sense Motive, and other skill checks for skills with Wisdom as the key ability. The numerical rating of Wisdom is called the Wisdom score. Wisdom is abbreviated "Wis."

Wiz: Standard abbreviation for wizard.

wizard: One of the eleven character classes. A wizard is a potent spellcaster schooled in the arcane arts. Wizards typically spend years in apprenticeship to learn the arts of magic, studying musty old tomes, debating magical theory with their peers, and practicing minor magics whenever they can. To a wizard, nothing is as important as learning and improving spells. Like casters of divine spells, wizards must prepare their spells in advance, though they do so by studying their spellbooks rather than meditation and praying. Wizards are uniquely capable of creating magic items, from simple scrolls to powerful staves. To do so, however, they must invest some part of themselves in the process. Socially, wizards see themselves as members of a distinct, if diverse, group. In civilized lands where they study in academies, schools, or guilds, wizards identify themselves and others according to membership in these formal organizations. The standard abbreviation for wizard is Wiz.

XP: Standard abbreviation for experience points.