

# Masters Of The Earth NPC/Monster Classes

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## Introduction

Although there is but one player character class, Non-player classes have several broad associated classes for use when determining hit die and abilities. Because NPC's and monsters are not greatly differentiated in this system they have been combined in most respects into a single document. Both may be referred to as 'creatures' and the term creature is in almost all respects synonymous with NPC or monster.

There are eleven primary templates or types and eleven subtypes in this revised system. Many of the magically based types and subtypes have been replaced with genre specific mutated types.

## Non-Player Characters, Monsters and Creatures

All NPC's roll a D6 for each assigned hit die +/- the hit die modifiers unless specifically stated otherwise. Some templates or specific types or subtypes may indicate other hit die assignments.

NPC's are handled much like monsters in the standard SRD/OGC, in that, every NPC has the primary class of NPC (Monsters in the standard SRD have the primary class of Monster). This doesn't preclude an NPC from gaining additional class levels in other classes. Any class that is considered as an associated class adds +1ECL to the total ECL rating. Non-associated class levels add +.5 to the total ECL rating until it equals its original NPC class hit die total, then every class level above that is counted as +1ECL.

**Starting Level of a Monster PC:** Monsters suitable for play as PC's have a level adjustment given in their statistics. Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. Effectively, monsters with a level adjustment become multi-class character when they take class levels. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it.

**Humanoids and Class Levels:** Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

**Level Adjustment and Effective Character Level:** To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels. The monster is considered to have experience points equal to the minimum needed to be a character of its ECL.

If you choose to equip a monster with gear, use its ECL as its character level for purposes of determining how much equipment it can purchase. Generally, only monsters with an Advancement entry of "By character class" receive NPC gear; other creatures adding character levels should be treated as monsters of the appropriate CR and assigned treasure, not equipment.

**Feat Acquisition and Ability Score Increases:** A monster's total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

## Skills and Feats

All types/templates gain a number of feats equal to their advancement table entries.

As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.

Creatures with an Intelligence score of "-" gain no skill points or feats.

## Class Tables

This table details how a character improves as he or she attains higher levels in the class. It includes the following information.

### **HD Level:**

The non-player character's level in the specified class.

### **Base Attack Bonus:**

The np-character's base attack bonus and number of attacks. The first number is the bonus gained for the first attack, the second number, when listed is the bonus for the second attack in a single combat round and lastly, the third number is the bonus for the third attack.

### **Saves, Good, Middle, Bad:**

The base save bonus for Fortitude, Reflex and Will saves. The GM decides which save is most appropriate to be the Good, Middle and Bad saves of individual NPC Monsters when it is not specifically stated.

### **Special (Feats):**

Some npc classes gain feats at specified levels of experience. An npc gains a feat upon meeting the level conditions described in each advancement table. These are in addition to any bonus racial feats assigned to the npc by the GM.

### **Class Features:**

This entry details special characteristics of the class, including bonus feats, bonus to defense, abilities and special abilities, that are gained as a character attains higher levels in the class or through the npc templates.

### **Weapon and Armor Proficiencies:**

What if any weapons and armor the npc type is typically proficient with (this is in addition to any Feats gained by level advancement)

## NPC Classes

\*NPC or monster class levels will normally be referred to in terms of Hit Die. I.e. a non-combatant citizen has 1d6+modifiers worth of hit die or an average of 3.5+modifiers HD.  
Random Class Levels: use only if determining a random encounter where Challenge Rating is of no concern to the GM.

### *Citizen, Non-Combatant (CNC)*

May be human or mutant humanoid of human or other origins.  
Class Levels = 1d6+mods

Table: Non-Combatant Citizen Advancement

HD Level	Base	Saves			Special
	Attack Bonus	Good	Middle	Bad	
1	+0	+0	+0	+0	Feat
2	+1	+1	+0	+0	
3	+1	+1	+1	+0	
4	+1	+1	+1	+1	Feat
5	+2	+2	+1	+1	
6	+2	+2	+2	+1	
7	+2	+2	+2	+2	Feat
8	+3	+3	+2	+2	
9	+3	+3	+3	+2	
10	+3	+3	+3	+3	Feat
11	+4	+4	+3	+3	
12	+4	+4	+4	+3	
13	+4	+4	+4	+4	Feat
14	+5	+5	+4	+4	
15	+5	+5	+5	+4	
16	+5	+5	+5	+5	Feat
17	+6/+1	+6	+5	+5	
18	+6/+1	+6	+6	+5	
19	+6/+2	+6	+6	+6	Feat
20	+7/+2	+7	+6	+6	
21	+7/+3	+7	+7	+6	
22	+7/+3	+7	+7	+7	Feat
23	+8/+4	+8	+7	+7	
24	+8/+4	+8	+8	+7	
25	+8/+5	+8	+8	+8	Feat
26	+9/+5	+9	+8	+8	
27	+9/+6/+1	+9	+9	+8	
28	+9/+6/+1	+9	+9	+9	Feat
29	+10/+7/+2	+10	+9	+9	
30	+10/+7/+2	+10	+10	+9	

### Class Features

**Weapon and Armor Proficiency:** CNC's are skilled with all basic and exotic (farm implements and tools) weapons. CNC's are not proficient with any type of armor nor with shields.

**Class Skills:** The CNC's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

## Citizen, Combatant (CC)

Class Levels = 2d6+mods

Table: Combatant Citizen Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+0	+0	+0	Feat
2	+1	+1	+0	+0	
3	+2	+1	+1	+0	Feat
4	+3	+1	+1	+1	
5	+4	+2	+1	+1	Feat
6	+5	+2	+2	+1	
7	+6	+2	+2	+2	Feat
8	+7	+3	+2	+2	
9	+8	+3	+3	+2	Feat
10	+8/+1	+3	+3	+3	
11	+8/+2	+4	+3	+3	Feat
12	+8/+3	+4	+4	+3	
13	+9/+4	+4	+4	+4	Feat
14	+9/+5	+5	+4	+4	
15	+10/+6	+5	+5	+4	Feat
16	+10/+7	+5	+5	+5	
17	+10/+8	+6	+5	+5	Feat
18	+11/+8/+1	+6	+6	+5	
19	+11/+8/+2	+6	+6	+6	Feat
20	+11/+9/+2	+7	+6	+6	
21	+12/+9/+3	+7	+7	+6	Feat
22	+12/+9/+4	+7	+7	+7	
23	+12/+10/+4	+8	+7	+7	Feat
24	+13/+10/+5	+8	+8	+7	
25	+13/+10/+6	+8	+8	+8	Feat
26	+13/+11/+6	+9	+8	+8	
27	+14/+11/+7	+9	+9	+8	Feat
28	+14/+11/+8	+9	+9	+9	
29	+14/+12/+8	+10	+9	+9	Feat
30	+15/+12/+9	+10	+10	+9	

### Class Features

**Weapon and Armor Proficiency:** CC's are skilled with all basic, and relic firearms weapons. CC's are also proficient with any type of basic armor and with shields.

### Class Skills

The CC's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Handle Animal (Cha), Jump (Str), Listen (Wis), Ride (Dex), and Swim (Str).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### *Nomen, Non-Combatant (NNC)*

Any of the average humanoid NPC races.

Class levels = 1d6+mods

Table: Non-Combatant Nomen Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+0	+0	+0	Feat
2	+1	+1	+0	+0	
3	+1	+1	+1	+0	
4	+2	+1	+1	+1	Feat
5	+2	+2	+1	+1	
6	+2	+2	+2	+1	
7	+3	+2	+2	+2	Feat
8	+3	+3	+2	+2	
9	+3	+3	+3	+2	
10	+4	+3	+3	+3	Feat
11	+4	+4	+3	+3	
12	+4	+4	+4	+3	
13	+5	+4	+4	+4	Feat
14	+5	+5	+4	+4	
15	+5	+5	+5	+4	
16	+6/+1	+5	+5	+5	Feat
17	+6/+1	+6	+5	+5	
18	+6/+2	+6	+6	+5	
19	+7/+2	+6	+6	+6	Feat
20	+7/+3	+7	+6	+6	
21	+7/+3	+7	+7	+6	
22	+8/+4	+7	+7	+7	Feat
23	+8/+4	+8	+7	+7	
24	+8/+5	+8	+8	+7	
25	+9/+5	+8	+8	+8	Feat
26	+9/+6/+1	+9	+8	+8	
27	+9/+6/+1	+9	+9	+8	
28	+10/+7/+2	+9	+9	+9	Feat
29	+10/+7/+2	+10	+9	+9	
30	+10/+8/+3	+10	+10	+9	

#### **Class Features**

**Weapon and Armor Proficiency:** NNC's are skilled with all basic and exotic (farm implements and tools) weapons. NNC's are not proficient with any type of armor nor with shields.

**Class Skills:** The NNC's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### *Nomen, Combatant (NC)*

Any of the stronger or more aggressive NPC races.

Class Levels = 2d6+mods

Table: Combatant Nomen Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+0	+0	+0	Feat
2	+1	+1	+0	+0	
3	+2	+1	+1	+0	Feat
4	+3	+1	+1	+1	
5	+4	+2	+1	+1	Feat
6	+5	+2	+2	+1	
7	+6	+2	+2	+2	Feat
8	+7	+3	+2	+2	
9	+8	+3	+3	+2	Feat
10	+8/+1	+3	+3	+3	
11	+8/+2	+4	+3	+3	Feat
12	+8/+3	+4	+4	+3	
13	+9/+4	+4	+4	+4	Feat
14	+9/+5	+5	+4	+4	
15	+10/+6	+5	+5	+4	Feat
16	+10/+7	+5	+5	+5	
17	+10/+8	+6	+5	+5	Feat
18	+11/+8/+1	+6	+6	+5	
19	+11/+8/+2	+6	+6	+6	Feat
20	+11/+9/+2	+7	+6	+6	
21	+12/+9/+3	+7	+7	+6	Feat
22	+12/+9/+4	+7	+7	+7	
23	+12/+10/+4	+8	+7	+7	Feat
24	+13/+10/+5	+8	+8	+7	
25	+13/+10/+6	+8	+8	+8	Feat
26	+13/+11/+6	+9	+8	+8	
27	+14/+11/+7	+9	+9	+8	Feat
28	+14/+11/+8	+9	+9	+9	
29	+14/+12/+8	+10	+9	+9	Feat
30	+15/+12/+9	+10	+10	+9	

#### **Class Features**

**Weapon and Armor Proficiency:** NC's are skilled with all basic, and relic firearms weapons. NC's are also proficient with any type of basic armor and with shields.

#### **Class Skills**

The NC's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Handle Animal (Cha), Jump (Str), Listen (Wis), Ride (Dex), and Swim (Str).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### *Beast, Intelligent (BI)*

Non-humanoid intelligent creature usually possessing, at least close to normal human level intellect. Includes the npc Talker genotype.

Class Levels = 1d6+mods

Table: Intelligent Beast Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+0	+0	+0	Feat
2	+1	+1	+0	+0	
3	+1	+1	+1	+0	
4	+2	+1	+1	+1	Feat
5	+2	+2	+1	+1	
6	+3	+2	+2	+1	
7	+3	+2	+2	+2	Feat
8	+4	+3	+2	+2	
9	+4	+3	+3	+2	
10	+5	+3	+3	+3	Feat
11	+5	+4	+3	+3	
12	+6/+1	+4	+4	+3	
13	+6/+1	+4	+4	+4	Feat
14	+7/+2	+5	+4	+4	
15	+7/+2	+5	+5	+4	
16	+8/+3	+5	+5	+5	Feat
17	+8/+3	+6	+5	+5	
18	+9/+4	+6	+6	+5	
19	+9/+4	+6	+6	+6	Feat
20	+10/+5	+7	+6	+6	
21	+10/+5	+7	+7	+6	
22	+11/+6/+1	+7	+7	+7	Feat
23	+11/+6/+1	+8	+7	+7	
24	+12/+7/+2	+8	+8	+7	
25	+12/+7/+2	+8	+8	+8	Feat
26	+13/+8/+3	+9	+8	+8	
27	+13/+8/+3	+9	+9	+8	
28	+14/+9/+4	+9	+9	+9	Feat
29	+14/+9/+4	+10	+9	+9	
30	+15/+10/+5	+10	+10	+9	

#### **Class Features**

**Weapon and Armor Proficiency:** BI's are not skilled with any weapons other than their natural weapons. BI's are not proficient with any type of armor nor with shields.

**Class Skills:** The BI's class skills (and the key ability for each skill) are Animal/Plant Empathy (Cha), Climb (Str), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Move Silent (Dex), Spot (Wis), Survival, any (Wis) and Swim (Str).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### *Beast, Non-Intelligent (BNI)*

Any non-humanoid creature possessing less than human level intelligence.

Class Levels = 1d6+mods

Table: Non-Intelligent Beast Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+0	+0	+0	Feat
2	+1	+1	+0	+0	
3	+2	+1	+1	+0	
4	+3	+1	+1	+1	Feat
5	+4	+2	+1	+1	
6	+5	+2	+2	+1	
7	+6	+2	+2	+2	Feat
8	+7	+3	+2	+2	
9	+8	+3	+3	+2	
10	+8/+1	+3	+3	+3	Feat
11	+8/+2	+4	+3	+3	
12	+8/+3	+4	+4	+3	
13	+9/+4	+4	+4	+4	Feat
14	+9/+5	+5	+4	+4	
15	+10/+6	+5	+5	+4	
16	+10/+7	+5	+5	+5	Feat
17	+10/+8	+6	+5	+5	
18	+11/+8/+1	+6	+6	+5	
19	+11/+8/+2	+6	+6	+6	Feat
20	+11/+9/+2	+7	+6	+6	
21	+12/+9/+3	+7	+7	+6	
22	+12/+9/+4	+7	+7	+7	Feat
23	+12/+10/+4	+8	+7	+7	
24	+13/+10/+5	+8	+8	+7	
25	+13/+10/+6	+8	+8	+8	Feat
26	+13/+11/+6	+9	+8	+8	
27	+14/+11/+7	+9	+9	+8	
28	+14/+11/+8	+9	+9	+9	Feat
29	+14/+12/+8	+10	+9	+9	
30	+15/+12/+9	+10	+10	+9	

#### **Class Features**

**Weapon and Armor Proficiency:** BNI's are not skilled with any weapons other than their natural weapons. BNI's are not proficient with any type of armor nor with shields.

**Class Skills:** The BNI's class skills (and the key ability for each skill) are Animal/Plant Empathy (Cha), Climb (Str), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Move Silent (Dex), Spot (Wis), Survival, any (Wis) and Swim (Str).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### Flora, Intelligent (FI)

Any plant based creature with at least normal human intellect.

Class Levels = 1d6+mods

Table: Intelligent Flora Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+0	+0	+0	Feat
2	+1	+1	+0	+0	
3	+1	+1	+1	+0	
4	+1	+1	+1	+1	Feat
5	+2	+2	+1	+1	
6	+2	+2	+2	+1	
7	+2	+2	+2	+2	Feat
8	+3	+3	+2	+2	
9	+3	+3	+3	+2	
10	+3	+3	+3	+3	Feat
11	+4	+4	+3	+3	
12	+4	+4	+4	+3	
13	+4	+4	+4	+4	Feat
14	+5	+5	+4	+4	
15	+5	+5	+5	+4	
16	+5	+5	+5	+5	Feat
17	+6/+1	+6	+5	+5	
18	+6/+1	+6	+6	+5	
19	+6/+2	+6	+6	+6	Feat
20	+7/+2	+7	+6	+6	
21	+7/+3	+7	+7	+6	
22	+7/+3	+7	+7	+7	Feat
23	+8/+4	+8	+7	+7	
24	+8/+4	+8	+8	+7	
25	+8/+5	+8	+8	+8	Feat
26	+9/+5	+9	+8	+8	
27	+9/+6/+1	+9	+9	+8	
28	+9/+6/+1	+9	+9	+9	Feat
29	+10/+7/+2	+10	+9	+9	
30	+10/+7/+2	+10	+10	+9	

#### Class Features

**Weapon and Armor Proficiency:** FI's are not skilled with any weapons other than their natural weapons. FI's are not proficient with any type of armor nor with shields.

**Class Skills:** The FI's class skills (and the key ability for each skill) are Animal/Plant Empathy (Cha), Climb (Str), Disguise (Cha), Intuit Direction (Wis), Listen (Wis), and Spot (Wis).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### Flora, Non-Intelligent (FNI)

Any plant based creature with less than human level intelligence, but still retaining intellect or abilities enough to interact with other characters.

Class Levels = 1d6+mods

Table: Non-Intelligent Flora Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+0	+0	+0	Feat
2	+1	+1	+0	+0	
3	+1	+1	+1	+0	
4	+2	+1	+1	+1	Feat
5	+2	+2	+1	+1	
6	+3	+2	+2	+1	
7	+3	+2	+2	+2	Feat
8	+4	+3	+2	+2	
9	+4	+3	+3	+2	
10	+5	+3	+3	+3	Feat
11	+5	+4	+3	+3	
12	+6/+1	+4	+4	+3	
13	+6/+1	+4	+4	+4	Feat
14	+7/+2	+5	+4	+4	
15	+7/+2	+5	+5	+4	
16	+8/+3	+5	+5	+5	Feat
17	+8/+3	+6	+5	+5	
18	+9/+4	+6	+6	+5	
19	+9/+4	+6	+6	+6	Feat
20	+10/+5	+7	+6	+6	
21	+10/+5	+7	+7	+6	
22	+11/+6/+1	+7	+7	+7	Feat
23	+11/+6/+1	+8	+7	+7	
24	+12/+7/+2	+8	+8	+7	
25	+12/+7/+2	+8	+8	+8	Feat
26	+13/+8/+3	+9	+8	+8	
27	+13/+8/+3	+9	+9	+8	
28	+14/+9/+4	+9	+9	+9	Feat
29	+14/+9/+4	+10	+9	+9	
30	+15/+10/+5	+10	+10	+9	

#### Class Features

**Weapon and Armor Proficiency:** FNI's are not skilled with any weapons other than their natural weapons. FNI's are not proficient with any type of armor nor with shields.

**Class Skills:** The FNI's class skills (and the key ability for each skill) are Animal/Plant Empathy (Cha), Climb (Str), Disguise (Cha), Intuit Direction (Wis), Listen (Wis), and Spot (Wis).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### *Automaton, Robot (AR)*

A class of construct or automaton with full mobility and limited reasoning and emotional capabilities.

Table: Robot Automaton Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+0	+0	+0	
2	+1	+1	+0	+0	
3	+2	+1	+1	+0	
4	+3	+1	+1	+1	
5	+4	+2	+1	+1	
6	+5	+2	+2	+1	
7	+6	+2	+2	+2	
8	+7	+3	+2	+2	
9	+8	+3	+3	+2	
10	+8/+1	+3	+3	+3	
11	+8/+2	+4	+3	+3	
12	+9/+3	+4	+4	+3	
13	+9/+4	+4	+4	+4	
14	+9/+5	+5	+4	+4	
15	+10/+6	+5	+5	+4	
16	+10/+7	+5	+5	+5	
17	+10/+8	+6	+5	+5	
18	+11/+8/+1	+6	+6	+5	
19	+11/+8/+2	+6	+6	+6	
20	+11/+9/+2	+7	+6	+6	
21	+12/+9/+3	+7	+7	+6	
22	+12/+9/+4	+7	+7	+7	
23	+12/+10/+4	+8	+7	+7	
24	+13/+10/+5	+8	+8	+7	
25	+13/+10/+6	+8	+8	+8	
26	+13/+11/+6	+9	+8	+8	
27	+14/+11/+7	+9	+9	+8	
28	+14/+11/+8	+9	+9	+9	
29	+14/+12/+8	+10	+9	+9	
30	+15/+12/+9	+10	+10	+9	

#### **Class Features**

**Weapon and Armor Proficiency:** AR's may be skilled with any weapon. AR's are not proficient with any type of armor nor with shields.

**Class Skills:** The AR's class skills (and the key ability for each skill) are any programmed.

**Skill Points at 1st Level:** Limited by memory slots only.

**Skill Points at Each Additional Level:** Automaton's do not gain or lose levels after construction.

### *Automaton, Android (AA)*

The latest, greatest class of created automaton, capable of at least human level reasoning and self awareness.

Table: Android Automaton Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+1	+0	+0	Feat
2	+1	+1	+1	+0	Feat
3	+1	+1	+1	+1	Feat
4	+2	+2	+1	+1	Feat
5	+2	+2	+2	+1	Feat
6	+3	+2	+2	+2	Feat
7	+3	+3	+2	+2	Feat
8	+4	+3	+3	+2	Feat
9	+4	+3	+3	+3	Feat
10	+5	+4	+3	+3	Feat
11	+5	+4	+4	+3	Feat
12	+6/+1	+4	+4	+4	Feat
13	+6/+1	+5	+4	+4	Feat
14	+7/+2	+5	+5	+4	Feat
15	+7/+2	+5	+5	+5	Feat
16	+8/+3	+6	+5	+5	Feat
17	+8/+3	+6	+6	+5	Feat
18	+9/+4	+6	+6	+6	Feat
19	+9/+4	+7	+6	+6	Feat
20	+10/+5	+7	+7	+6	Feat
21	+10/+5	+7	+7	+7	Feat
22	+11/+6/+1	+8	+7	+7	Feat
23	+11/+6/+1	+8	+8	+7	Feat
24	+12/+7/+2	+8	+8	+8	Feat
25	+12/+7/+2	+9	+8	+8	Feat
26	+13/+8/+3	+9	+9	+8	Feat
27	+13/+8/+3	+9	+9	+9	Feat
28	+14/+9/+4	+10	+9	+9	Feat
29	+14/+9/+4	+10	+10	+9	Feat
30	+15/+10/+5	+10	+10	+10	Feat

#### **Class Features**

**Weapon and Armor Proficiency:** AA's may be skilled with any weapon. AA's may be proficient with any type of armor or with shields.

**Class Skills:** The AA's class skills (and the key ability for each skill) are any programmed.

**Skill Points at 1st Level:** (8 + Int modifier) x 4

**Skill Points at Each Additional Level:** 4+Int Modifier.

### *Automaton, Facility (AF)*

A class of automaton incapable of mobility but still retaining a high level of cognitive powers and often self aware.

Table: Facility Automaton Advancement

HD Level	Base Attack Bonus	Saves			Special
		Good	Middle	Bad	
1	+0	+1	+0	+0	
2	+1	+1	+1	+0	
3	+1	+1	+1	+1	
4	+2	+2	+1	+1	
5	+2	+2	+2	+1	
6	+3	+2	+2	+2	
7	+3	+3	+2	+2	
8	+4	+3	+3	+2	
9	+4	+3	+3	+3	
10	+5	+4	+3	+3	
11	+5	+4	+4	+3	
12	+6/+1	+4	+4	+4	
13	+6/+1	+5	+4	+4	
14	+7/+2	+5	+5	+4	
15	+7/+2	+5	+5	+5	
16	+8/+3	+6	+5	+5	
17	+8/+3	+6	+6	+5	
18	+9/+4	+6	+6	+6	
19	+9/+4	+7	+6	+6	
20	+10/+5	+7	+7	+6	
21	+10/+5	+7	+7	+7	
22	+11/+6/+1	+8	+7	+7	
23	+11/+6/+1	+8	+8	+7	
24	+12/+7/+2	+8	+8	+8	
25	+12/+7/+2	+9	+8	+8	
26	+13/+8/+3	+9	+9	+8	
27	+13/+8/+3	+9	+9	+9	
28	+14/+9/+4	+10	+9	+9	
29	+14/+9/+4	+10	+10	+9	
30	+15/+10/+5	+10	+10	+10	

#### **Class Features**

**Weapon and Armor Proficiency:** AF's may be skilled with any weapon. AF's are not proficient with any type of armor nor with shields.

**Class Skills:** The AF's class skills (and the key ability for each skill) are any programmed.

**Skill Points at 1st Level:** Limited by memory slots only.

**Skill Points at Each Additional Level:** Automaton's do not gain or loose levels after construction.

## Hit Die Modifiers

(add or subtract from each die roll. Minimum of 1 point per die roll)

Size Class	Hit Die Modifiers	Combatant/Non-Intelligent HD Modifiers
Fine	-4	+0
Diminutive	-3	+0
Tiny	-2	+0
Small	-1	+1
Medium	+0	+1
Large	+1	+2
Huge	+2	+2
Gargantuan	+3	+3
Colossal	+4	+4

Bonus Hit Points derive from the creatures Constitution Modifier times the number of Hit Dice. So a non-com NPC with 16 Con and 4 NPC levels would have HD =  $4d6+12$  (+3 Con Mod X 4 NPC Levels). Every 4 bonus hit points = +1EL.

Automatons do not use the standard NPC/Monster Hit Die system but do use the Hit Die Modifiers charts above. Automatons do not advance in any class level. Their NPC/monster level is a product of their size and function from production and they cannot gain or lose levels once created.

### Effective Hit Points

Combatant/Non-Intelligent

NPC/Monster level/HD X  $d6$ (+/- Constitution Modifiers and Size Class and Combatant/Non-Intelligent HD Modifiers per die roll) + any Character Levels obtained if appropriate.

Non-Combatant

NPC/Monster level/HD X  $d6$ (+/- Constitution and Size Class Modifiers) + any Character Levels obtained if appropriate.

### Automaton Hit Point Exceptions

Automaton hit points are calculated according to a modified procedure. Do not use any of the previous formulas. Refer to the Automatons chapter for process. Automatons assigned Hit Die are calculated according to size and do not use the standard D6 of other NPC classes. In addition, automatons do not advance in levels. They are the same level as when they are created or manufactured and cannot advance or lose levels. The automaton creation process may be considered special templates or types.

## Mutations and Special Abilities

When creating NPC races the GM should select those abilities and powers that most reflect the vision of the creature he has in mind. Existing Masters of the Earth elements allow the GM a wide latitude in doing so. Each creature is recommended to have not just an individual or cultural description, but an entire ecology. How does it fit in the greater world around it? This is just as important as finding out about its cultural habits.

The GM may take a normal, un-mutated creature and apply an npc/monster template to create new npc races or simply build from scratch from his own ideas.

## Effective Level and Challenge Rating Modifiers

### Mutation EL Mod

- 1 point mutation = +0.5 EL
- 2 point mutation = +1.0 EL
- 3 point mutation = +1.5 EL
- 4 point mutation = +2.0 EL
- 5 point mutation = +2.5 EL

### Defect EL Mod

- 2 point defect = - 0.5 EL
- 3 point defect = - 0.5 EL
- 4 point defect = - 1.0 EL
- 5 point defect = - 1.5 EL

Each beneficial mutation is an ECL increase, each deformity or defect is an NPC ECL decrease. As stated in the NPC classes section, each hit die is an ECL increase and each +2 hit die modifier is counted as an NPC ECL increase of +1 and every +4 bonus hit point modifier is a +1 ECL increase.

**EX:** A large 2 HD combatant nomen with (2) 1 point mutations and (1) 3 point mutation and (1) 2 point defect and no additional class levels =  $D6 \times 2$  NPC Class Levels (or HD)+1 size mod +2 combatant mod in HD =  $2 \times D6 + 3 / \text{die} = \text{min } 12 / \text{max } 18$  hit points = ECL3 [HD2+1ECL(HD adjust)]; Now add the modifiers: +2.5 mutations adjustment, -0.5 defects adjustment for a grand total of = **4.5ECL** (EL3 in levels +1.5 in EL modifiers). Each 4EL = 1 CR, so this creature would have a **CR of 1.25** .

Fractional CR's are possible in .25 increments and should be used to give a more exact CR reference for the GM to use when factoring encounter difficulties so that adjustment decisions may be properly made.

### RECAP

Each hit die is equivalent to a class level

Each +2 die roll modifier is an additional ECL.

Every 4 bonus hit points = +1 ECL (this is in addition to any HD modifiers and used at GM discretion)

EVERY 4 ECLs = +1 CR

Each one(1) CR is a challenge for a group of 4 pc's of the same level, so that a 4.5CR creature would be a good challenge for 4½ level 4 PC's.

### Special Ability Modifiers

The modifiers are for abilities that would affect combat or resolution of tasks or events. Abilities that have no bearing on these game aspects can be ignored at GM discretion.

Trivial Ability	+0CR
Minor Ability	+.5CR
Major Ability	+1CR

## IMPROVING MONSTERS

Each of the monster entries describes a typical creature of its kind. However, there are several methods by which extraordinary or unique monsters can be created using a typical creature as the foundation: by adding character classes, increasing a monster's Hit Dice, or by adding a template to a monster. These methods are not mutually exclusive—it's possible for a monster with a template to be improved by increasing its Hit Dice and adding character class levels and adding templates.

**Class Levels:** Intelligent creatures that are reasonably humanoid in shape may advance by adding class levels. Creatures that fall into this category have an entry of "By character class" in their Advancement line. When a monster adds a class level, that level usually represents an increase in experience and learned skills and capabilities. Beasts typically improve by adding HD.

**Templates:** Both intelligent and non-intelligent creatures with an unusual heritage or an inflicted change in their essential nature may be modified with a template. Templates usually result in tougher monsters with capabilities that differ from those of their common kin.

**Increased Hit Dice:** Unintelligent beasts or animals most often advance by increasing their Hit Dice. Creatures with increased Hit Dice are usually superior specimens of their race, bigger and more powerful than their run-of-the-mill fellows.

### Ability Score Arrays

Monsters are assumed to have completely average (or standard) ability scores—a 10 or an 11 in each ability, as modified by their racial bonuses. However, improved monsters are individuals and often have better than normal ability scores, and usually make use of either the elite array or the nonelite array of ability scores. Monsters who improve by adding a template, and monsters who improve by increasing their Hit Dice, may use any of the three arrays (standard, nonelite, or elite). Any monster unique enough to be improved could easily be considered elite.

**Elite Array:** The elite array is 15, 14, 13, 12, 10, 8. While the monster has one weakness compared to a typical member of its race, it is significantly better overall. The elite array is most appropriate for monsters who add levels in a player character class.

**Nonelite Array:** The nonelite array is 13, 12, 11, 10, 9, 8. The nonelite array does not necessarily make a monster better than normal, but it does customize the monster as an individual with strengths and weaknesses compared to a typical member of its race. The nonelite array is most appropriate for monsters who add class levels in a NPC class.

**Ability Score Improvement:** Treat monster Hit Dice the same as character level for determining ability score increases. This only applies to Hit Dice increases, monsters do not gain ability score increases for levels they "already reached" with their racial Hit Dice, since these adjustments are included in their basic ability scores.

The GM may at any time simply assign ability scores according to his or her vision of what the creature or monster should be.

### NPC/Monster Templates

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a freak of nature, the individual creation of a single experimenter, a random mutation or the first generation of offspring from parents of different species. This section replaces the Types and Subtypes sections of the SRD/OGC. Applying a templates CR Rating adjustment value does not account for other abilities that may be acquired, only the abilities listed in the types or subtypes description.

### Acquired and Inherited Templates

Some templates can be added to creatures anytime. Templates such as these are referred to as acquired templates, indicating that the creature did not always have the attributes of the template. Other templates, known as inherited templates, are part of a creature from the beginning of its existence. Creatures are born with these templates.

It's possible for a certain kind of template to be of either type or combined to create original creature types.

## Reading a Template

A template's description provides a set of instructions for altering an existing creature, known as the base creature. The changes that a template might cause to each line of a creature's statistics block are discussed below. Generally, if a template does not cause a change to a certain statistic, that entry is missing from the template description. For clarity, the entry for a statistic or attribute that is not changed is sometimes given as "Same as the base creature."

**Size and Type:** Templates often change a creature's type, and may change the creature's size. Unless a template indicates otherwise, the new creature has the traits of the new type but the features of the original type.

If a template changes a creature's size, use Table: Changes to Statistics by Size to calculate changes to natural armor, Armor Class, attack rolls, and grapple bonus.

**Hit Dice and Hit Points:** Most templates do not change the number of Hit Dice a monster has, but some do. Some templates change the size of a creature's Hit Dice (usually by changing the creature type). If the Hit Dice entry in a template description is missing, Hit Dice and hit points do not change unless the creature's Constitution modifier changes.

**Initiative:** If a template changes the monster's Dexterity, or if it adds or removes the Improved Initiative feat, this entry changes.

**Speed:** If a template modifies a creature's speed, the template states how that happens. More commonly, a template adds a new movement mode.

**Defense Rating:** If a template changes the creature's size, see Table: Changes to Statistics by Size to determine its new Defense Rating and to see whether its natural armor changes. In some cases the method of determining NPC Defense changes radically; the template description explains how to adjust the creature's AC or defense. Defense or Defense Rating is synonymous with AC or Armor Class.

**Base Attack/Grapple:** Templates usually do not change a creature's base attack bonus. If a template modifies a creature's base attack bonus, the template description states how that happens. Changes to a creature's Strength score can change a creature's grapple bonus, as can changes to its size.

**Attack and Full Attack:** Most templates do not change a creature's attack bonus or modes of attack, even when the creature's type changes (the creature's base attack bonus is the same as a creature of the original type). Of course, any change in ability scores may affect attack bonuses. If Strength or Dexterity changes, use the new modifier to determine attack bonuses. A change in a monster's size also changes its attack bonus; see Table: Changes to Statistics by Size.

**Damage:** Damage changes with Strength. If the creature uses a two-handed weapon or has a single natural weapon, it adds 1-1/2 times its Strength bonus to the damage. If it has more than a single attack then it adds its Strength bonus to damage rolls for the primary attack and 1/2 its Strength bonus to all secondary attacks.

**Space/Reach:** A template may change this entry if it changes the monster's size. Note that this table does not take into account special situations such as exceptional reach.

**Special Attacks:** A template may add or remove special attacks. The template description gives the details of any special attacks a template provides, including how to determine saving throw DCs, if applicable.

**Special Qualities:** A template may add or remove special qualities. The template description gives the details of any special qualities a template provides, including how to determine saving throw DCs, if applicable. Even if the special qualities entry is missing from a template description, the creature still gains any qualities associated with its new type.

**Base Saves:** As with attacks, changing a monster's type does not always change its base saving throw bonuses. You only need to adjust them for new modifiers for Constitution, Dexterity, or Wisdom. A template reads as follows; the Good save will always proceed the middle save and usually the bad save will not be listed, because it is not necessary to do so once the good and middle saves are known.

**Abilities:** If a template changes one or more ability scores, these changes are noted here.

**Skills:** As with attacks, changing a monster's type does not always change its skill points. Most templates don't change the number of Hit Dice a creature has, so you don't need to adjust skills in that case unless the key abilities for those skills have changed, or the template gives a bonus on one or more skills, or unless the template gives a feat that provides a bonus on a skill check.

Some templates change how skill points are determined, but this change usually only affects skill points gained after the template is applied. Treat skills listed in the base creature's description as class skills, as well as any new skills provided by the template.

**Feats:** Since most templates do not change the number of Hit Dice a creature has, a template will not change the number of feats the creature has. Some templates grant one or more bonus feats.

**Environment:** Usually the same as the base creature.

**Organization:** Usually the same as the base creature.

**Challenge Rating:** Some templates increase or decrease the creature's Challenge Rating. A template might provide a modifier to be added to the base creature's CR, or it might specify a range of modifiers depending on the base creature's original Hit Dice or CR.

**Advancement:** Usually the same as the base creature.

**Level Adjustment:** This line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment.

### Adding More Than One Template

In theory, there's no limit to the number of templates you can add to a creature. To add more than one template, just apply each template one at a time. Always apply inherited templates before applying acquired templates. Whenever you add multiple templates, pay attention to the creature's type, you may add a template that makes the creature ineligible for other templates you might want to add. Applying a template's CR Rating adjustment value does not account for other abilities that may be acquired, only the abilities listed in the types or subtypes description.

### Template Precedence Table

Not all types and subtypes can be used together. The following table details those types and subtypes which may or may not be used together and which features and traits have precedence over others.

Type <sup>®</sup>	Animal	Construct	Humanoid	M.Beast	M.Humanoid	Mu.Beast	Mu.Humanoid	Mu.Plant	Ooze	Plant	Vermin
Type/Subtype <sup>-</sup>											
Animal	-/4	-	-	x/4	-	x/4	-	x/5	x/5	x/5	x/5
Construct	-	-	-	-	-	-	-	-	-	-	-
Humanoid	-	-	-/4	-	x/4	-	x/4	x/6	x/6	x/6	-
M.Beast	x/6	-	-	-/5	-	x/5	-	x/7	x/7	x/7	-
M.Humanoid	-	-	x/5	-	-/5	-	x/5	x/8	x/8	x/8	-
Mu.Beast	x/7	-	-	x/6	-	-/6	-	x/9	x/9	x/9	-
Mu.Humanoid	-	-	x/6	-	x/6	-	-/6	x/10	x/10	x/10	-
Mu.Plant	x/3	-	x/3	x/3	x/3	x/3	x/3	-/4	x/4	x/4	x/4
Ooze	x/1	-	x/1	x/1	x/1	x/1	x/1	x/1	-/1	x/1	x/1
Plant	x/2	-	x/2	x/2	x/2	x/2	x/2	x/3	x/3	-/3	x/3
Vermin	x/5	-	-	-	-	-	-	x/2	x/2	x/2	-/2
Amphibious	x	-	x	x	x	x	x	-	x	-	x
Aquatic	x	-	x	x	x	x	x	-	-	-	x
Freak	x	-	x	x	x	x	x	x	-	x	-
Giant	x	-	x	x	x	x	x	x	x	x	x
Hardy	x	-	x	x	x	x	x	x	x	x	x
Morlock	x	-	x	x	x	x	x	-	-	-	x
Mutated	x	-	x	x	x	x	x	x	x	x	x
Reptilian	x	-	x	x	x	x	x	-	-	x	-
Resistant	x	-	x	x	x	x	x	x	x	x	x
Shapechanger	x	-	x	x	x	x	x	x	x	x	x
Swarm	x	-	-	-	-	x	-	x	x	x	x

## How to Read the Template Precedence Table

### Key:

M.Creature = Monstrous Creature

Mu.Creature = Mutated Creature

- = NOT a compatible template

x = a conditionally compatible template

- or x/# = non-compatible or compatible template / precedence number; summary of what precedence each type has when applying multiple template types. (refer to Template Precedence section)

Step 1: Find the base creature template across the horizontal row.

Step 2: Apply a legal template (type or subtype) from the vertical selections. (noted with an 'x')

Step 3: If applying more than one type template, take note of the precedence number associated with that type. (noted with a x/#)

Step 4: Refer to the Template Precedence section below for the specific features and trait precedence's of each applied template type. Features and traits are applied in the listed order of precedence. I.e. an ooze's features and traits are applied first and have precedence over those of a plant. Any plant features or traits that do not conflict with the ooze features and traits may be applied, any other type features and traits are applied in order under the same conditions. May require GM judgment.

Step 5: Add the CR or ECL adjustments for each type and subtype applied. Adjust as necessary using existing guidelines.

### Template Precedence

The features and traits listed in this section replace or supercede those listed for single type and subtype templates.

#### *Animal*

##### 1- Ooze

###### *Features:*

- D8 HD
- Base attack of non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

###### *Traits:*

- Low-light Vision
- Proficient with its natural attack forms only and not proficient with any armor
- Mindless: no Intelligence score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, stun, or critical hits
- Some oozes may have the ability to deal acid damage
- Eats, sleeps but does not breathe

##### 2- Plant

###### *Features:*

- D6 HD
- Base attack bonus of a non-Intelligent Plant
- Good Will and middle Fortitude saves
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points.

###### *Traits:*

- Low-light Vision
- Immunity to mind-effecting effects or mutations
- May be Mindless: no Int score.
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation and critical hits
- Plant Regeneration
- Proficient with it's natural attack forms only and not proficient with any armor or shields
- Eats, breathes and rooting

### 3- Mutant Plant

#### *Features:*

- D6 HD
- Base attack bonus equal to Intelligent Plants
- (2+Int Mod) per HD in skill points

#### *Traits:*

- Low-light Vision
- Apply the Mutant or Freak template subtypes
- Immunity to mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient with its natural attack forms only and not proficient with any armor
- Eats, breathes and rooting

### 4- Animal

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

### 5- Vermin

#### *Features:*

- D4 HD
- Base attack bonus equal to non-Intelligent Beast
- Good Reflex and middle Will saves
- For those vermin who aren't mindless, they receive (2+Int Mod) per HD in skill points

#### *Traits:*

- May be mindless: no Int score. Immune to all mind affecting affects
- Darkvision 60'
- Proficient with its natural weapons only and no armor or shields
- Eat, sleep and breathe

### 6- Monstrous Beast

#### *Features:*

- D8 HD
- Base attack bonus of a non-Intelligent Beast
- Good Fortitude and middle Reflex saves
- (2+Int Mod) per HD in skill points

#### *Traits:*

- Automatically has the Freak Subtype
- Darkvision 60'
- Proficient with its natural weapons only and no armor or shields
- Eat, sleep and breathe

### 7- Mutant Beast

#### *Features:*

- D6 HD
- Base attack bonus of an Intelligent Beast
- Good Reflex and middle Fortitude saves
- (2+Int Mod) per HD in skill points

#### *Traits:*

- Low-light Vision
- Apply the Mutated and/or Freak Subtype
- Proficient with its natural weapons only and no armor
- Eat, sleep and breathe

#### *Construct*

Constructs cannot have ANY other type or subtype template applied to them. They are artificial and constructed creatures that have little features or traits in common with the living.

## *Humanoid*

### 1- Ooze

#### *Features:*

- D8 HD
- Base attack of non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

#### *Traits:*

- Low-light Vision
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Mindless: no Intelligence score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Not subject to critical hits
- Some oozes may have the ability to deal acid damage.
- Eats, sleeps but does not breathe

### 2- Plant

#### *Features:*

- D6 HD
- Base attack bonus of a non-Intelligent plant
- Good Will and middle Fortitude saves
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points.

#### *Traits:*

- Low-light Vision
- May be Mindless: no Int score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient only with simple weapons and no armor or shields
- Eats, breathes and rooting

### 3- Mutant Plant

#### *Features:*

- D6 HD
- Base attack bonus equal to Intelligent Plants
- (2+Int Mod) per HD in skill points
- Good Will and middle Fortitude saves

#### *Traits:*

- Low-light Vision
- Apply the Mutant and/or Freak template subtypes
- Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient with all simple weapons, armor and shields
- Eats, breathes and rooting

### 4- Humanoid

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

### 5- Monstrous Humanoid

#### *Features:*

- D8 HD
- Good Fortitude and middle Reflex saves
- Base attack bonus equal to a Combatant Nomen
- Skill points equal to (2+Int Mod) per HD

*Traits:*

- Automatically has the Freak Subtype and/or the Animal Features defect
- Darkvision 60'
- Proficient with all simple weapons and any types mentioned in its entry.
- Proficient with whatever type of armor it is described as wearing and if it is proficient with armor it is also proficient with shields
- Eats, sleeps and breathes

6- Mutant Humanoid

*Features:*

- D6 HD
- Good Will and middle Fortitude saves
- Attack bonus of a non-Combatant Nomen
- (2+Int Mod) per HD in skill points

*Traits:*

- Apply the Mutated and/or Freak subtype templates
- Proficient with all simple weapons and any types mentioned in its entry.
- Proficient with whatever type of armor it is described as wearing and if it is proficient with armor it is also proficient with shields
- Eats, sleeps and breathes

*Monstrous Beast*

1- Ooze

*Features:*

- D8 HD
- No skills or feats (mindless)
- Base attack bonus of a non-Intelligent Plant
- Good Fortitude and middle Will saves

*Traits:*

- Darkvision 60'
- Automatically has the Freak Subtype
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Mindless: no Intelligence score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Not subject to critical hits
- Eats, sleeps but does not breathe

2- Plant

*Features:*

- D8 HD
- Base attack bonus of a non-Intelligent Plant
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points.
- Good Will and middle Fortitude saves

*Traits:*

- Darkvision 60'
- Automatically has the Freak Subtype
- May be Mindless: no Int score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Eats, breathes and rooting

3- Mutant Plant

*Features:*

- D8 HD
- (2+Int Mod) per HD in skill points
- Base attack bonus equal to Intelligent Plants
- Good Will and middle Fortitude saves

*Traits:*

- Darkvision 60'
- Apply the Mutant and/or Freak template subtypes
- Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Eats, breathes and rooting

4- Animal

*Features:*

- D8 HD
- Good Fortitude and middle Reflex saves
- Base attack bonus equal to non-Intelligent Beast
- (2+Int Mod) per HD in skill points

*Traits:*

- Darkvision 60'
- Apply the Freak subtype
- Proficient with its natural weapons only and no armor or shields
- Eat, sleep and breathe

5- Monstrous Beast

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

6- Mutant Beast

*Features:*

- D8 HD
- Good Fortitude and middle Reflex saves
- Base attack bonus of an Intelligent Beast
- (2+Int Mod) per HD in skill points

*Traits:*

- Apply the Mutated and/or Freak Subtype
- Darkvision 60'
- Proficient with its natural weapons only and no armor
- Eat, sleep and breathe

*Monstrous Humanoid*

1- Ooze

*Features:*

- D8 HD
- Base attack of non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

*Traits:*

- Low-light Vision
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Mindless: no Intelligence score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Not subject to critical hits
- Some oozes may have the ability to deal acid damage.
- Eats, sleeps but does not breathe

2- Plant

*Features:*

- D8 HD
- Base attack bonus of a non-Intelligent plant
- Good Will and middle Fortitude saves
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points.

*Traits:*

- Low-light Vision
- May be Mindless: no Int score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient only with simple weapons and no armor or shields
- Eats, breathes and rooting

3- Mutant Plant

*Features:*

- D8 HD
- Base attack bonus equal to Intelligent Plants
- (2+Int Mod) per HD in skill points
- Good Will and middle Fortitude saves

*Traits:*

- Low-light Vision
- Apply the Mutant and/or Freak template subtypes
- Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient with all simple weapons, armor and shields
- Eats, breathes and rooting

4- Humanoid

*Features:*

- D8 HD
- Base attack bonus of a Combatant Nomen
- Good Fortitude and middle Reflex saves
- (2+Int Mod) per HD in skill points

*Traits:*

- Darkvision 60'
- Apply the Freak subtype template
- Proficient with all simple weapons and any mentioned in its entry
- Proficient with all armor mentioned in its entry and if proficient with armor is also proficient with shields
- Eats, breathes and sleeps

5- Monstrous Humanoid

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

6- Mutant Humanoid

*Features:*

- D8 HD
- Good Will and middle Fortitude saves
- Attack bonus of a non-Combatant Nomen
- (2+Int Mod) per HD in skill points

*Traits:*

- Apply the Mutated and/or Freak subtype templates
- Proficient with all simple weapons and any types mentioned in its entry.
- Proficient with whatever type of armor it is described as wearing and if it is proficient with armor it is also proficient with shields
- Eats, sleeps and breathes

## *Mutant Beast*

### 1- Ooze

#### *Features:*

- D8 HD
- No skills or feats (mindless)
- Base attack bonus of a non-Intelligent Plant
- Good Fortitude and middle Will saves

#### *Traits:*

- Apply the Mutant and/or Freak Subtypes
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Mindless: no Intelligence score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Not subject to critical hits
- Eats, sleeps but does not breathe

### 2- Plant

#### *Features:*

- D6 HD
- Base attack bonus of a non-Intelligent Plant
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points.
- Good Will and middle Fortitude saves

#### *Traits:*

- Apply the Mutant and/or Freak Subtypes
- May be Mindless: no Int score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Eats, breathes and rooting

### 3- Mutant Plant

#### *Features:*

- D6 HD
- (2+Int Mod) per HD in skill points
- Base attack bonus equal to Intelligent Plants
- Good Will and middle Fortitude saves

#### *Traits:*

- Apply the Mutant and/or Freak template subtypes
- Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Eats, breathes and rooting

### 4- Animal

#### *Features:*

- D6 HD
- Good Fortitude and middle Reflex saves
- Base attack bonus equal to non-Intelligent Beast
- (2+Int Mod) per HD in skill points

#### *Traits:*

- Low-light Vision
- Apply the Mutant and/or Freak subtypes
- Proficient with its natural weapons only and no armor or shields
- Eat, sleep and breathe

## 5- Monstrous Beast

### Features:

- D8 HD
- Good Fortitude and middle Reflex saves
- Base attack bonus of an Intelligent Beast
- (2+Int Mod) per HD in skill points

### Traits:

- Apply the Mutated and/or Freak Subtypes
- Darkvision 60'
- Proficient with its natural weapons only and no armor
- Eat, sleep and breathe

## 6- Mutant Beast

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

### *Mutant Humanoid*

#### 1- Ooze

### Features:

- D8 HD
- Base attack of non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

### Traits:

- Low-light Vision
- Apply the Mutated and/or Freak Subtypes
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Mindless: no Intelligence score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Not subject to critical hits
- Some oozes may have the ability to deal acid damage.
- Eats, sleeps but does not breathe

#### 2- Plant

### Features:

- D6 HD
- Base attack bonus of a non-Intelligent plant
- Good Will and middle Fortitude saves
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points.

### Traits:

- Low-light Vision
- Apply the Mutated and/or Freak Subtypes
- May be Mindless: no Int score. Immune to all mind effecting affects
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient only with simple weapons and no armor or shields
- Eats, breathes and rooting

#### 3- Mutant Plant

### Features:

- D6 HD
- Base attack bonus equal to Intelligent Plants
- (2+Int Mod) per HD in skill points

### Traits:

- Low-light Vision
- Apply the Mutant and/or Freak template subtypes
- Immune to all mind effecting affects

- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient with all simple weapons, armor and shields
- Eats, breathes and rooting

#### 4- Humanoid

##### *Features:*

- D6 HD
- Good Will and middle Fortitude saves
- Attack bonus of a non-Combatant Nomen
- (2+Int Mod) per HD in skill points

##### *Traits:*

- Apply the Mutated and/or Freak Subtypes
- Proficient with all simple weapons and any types mentioned in its entry.
- Proficient with whatever type of armor it is described as wearing and if it is proficient with armor it is also proficient with shields
- Eats, sleeps and breathes

#### 5- Monstrous Humanoid

##### *Features:*

- D8 HD
- Good Fortitude and middle Reflex saves
- Base attack bonus equal to a Combatant Nomen
- Skill points equal to (2+Int Mod) per HD

##### *Traits:*

- Apply the Mutated and/or Freak Subtypes
- Darkvision 60'
- Proficient with all simple weapons and any types mentioned in its entry.
- Proficient with whatever type of armor it is described as wearing and if it is proficient with armor it is also proficient with shields
- Eats, sleeps and breathes

#### 6- Mutant Humanoid

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

#### *Mutant Plant*

##### 1- Ooze

##### *Features:*

- D8 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

##### *Traits:*

- Low-light vision
- Apply the Mutant and/or Freak subtypes
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to do acid damage
- Immunity to the damaging effects of radiation
- Plant regeneration
- Not subject to critical hits or flanking
- Proficient with its natural weapons only and no armor or shields
- Eat, breathe, and root

## 2- Vermin

### Features:

- D4 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Will and middle Fortitude saves

### Traits:

- Darkvision 60'
- Apply the Mutant and/or Freak subtypes
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant regeneration
- Not subject to critical hits
- Proficient with its natural weapons only and no armor or shields
- Eat, breathe, and root

## 3- Plant

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

## 4- Mutant Plant

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

## 5- Animal

### Features:

- D6 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Will and middle Fortitude saves

### Traits:

- Low-light Vision
- Apply the Mutant and/or Freak subtypes
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant regeneration
- Not subject to critical hits
- Proficient with its natural weapons only and no armor or shields
- Eat, breathe, and root

## 6- Humanoid

### Features:

- D6 HD
- Base attack bonus equal to non-Intelligent Plant
- (2+Int Mod) per HD in skill points unless mindless
- Good Will and middle Fortitude saves

### Traits:

- Low-light Vision
- Apply the Mutant and/or Freak subtypes
- If mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant regeneration
- Not subject to critical hits
- Proficient with simple weapons unless mindless or whatever weapons it is described as having in its entry and never proficient with armor or shields unless also described as having them in its entry
- Eat, breathe, and root

## 7- Monstrous Beast

### Features:

- D8 HD
- Base attack bonus equal to non-Intelligent Plant
- (2+Int Mod) per HD in skill points unless mindless
- Good Will and middle Fortitude saves

### Traits:

- Darkvision 60'
- Apply the Mutant and/or Freak subtypes
- If mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant regeneration
- Not subject to critical hits
- Proficient its natural weapons only and not proficient with armor or shields
- Eat, breathe, and root

## 8- Monstrous Humanoid

### Features:

- D8 HD
- Base attack bonus equal to non-Intelligent Plant
- (2+Int Mod) per HD in skill points unless mindless
- Good Will and middle Fortitude saves

### Traits:

- Darkvision 60'
- Apply the Mutant and/or Freak subtypes
- If mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant regeneration
- Not subject to critical hits
- Proficient with simple weapons unless mindless or whatever weapons it is described as having in its entry and never proficient with armor or shields unless also described as having them in its entry
- Eat, breathe, and root

## 9- Mutant Beast

### Features:

- D6 HD
- Base attack bonus equal to non-Intelligent Plant
- (2+Int Mod) per HD in skill points unless mindless
- Good Will and middle Fortitude saves

### Traits:

- Low-light Vision
- Apply the Mutant and/or Freak subtypes
- If mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant regeneration
- Not subject to critical hits
- Proficient its natural weapons only and not proficient with armor or shields
- Eat, breathe, and root

## 10- Mutant Humanoid

### Features:

- D6 HD
- Base attack bonus equal to non-Intelligent Plant
- (2+Int Mod) per HD in skill points unless mindless
- Good Will and middle Fortitude saves

*Traits:*

- Low-light Vision
- Apply the Mutant and/or Freak subtypes
- If mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant regeneration
- Not subject to critical hits
- Proficient with simple weapons unless mindless or whatever weapons it is described as having in its entry and never proficient with armor or shields unless also described as having them in its entry
- Eat, breathe, and root

*Ooze*

1- Ooze

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

2- Vermin

*Features:*

- D6 HD
- Base attack bonus equal to a non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

*Traits:*

- Darkvision 60'
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Not subject to critical hits
- Proficient with their natural weapons only and no armor or shields
- Eat, Breathe but do not sleep

3- Plant

*Features:*

- D8 HD
- Base attack bonus equal to a non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

*Traits:*

- Low-light Vision
- Mindless, immune to all mid-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Not subject to critical hits or flanking
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe but do not sleep

4- Mutant Plant

*Features:*

- D8 HD
- Base attack bonus equal to a non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

*Traits:*

- Low-light Vision
- Apply the Mutant and/or Freak subtype template
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning

- Some oozes have the ability to cause acid damage
- Not subject to critical hits or flanking
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe but do not sleep

#### 5- Animal

##### *Features:*

- D8 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

##### *Traits:*

- Low-light vision
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Not subject to critical hits
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe but do not sleep

#### 6- Humanoid

##### *Features:*

- D8 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

##### *Traits:*

- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Not subject to critical hits
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe but do not sleep

#### 7- Monstrous Beast

##### *Features:*

- D8 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

##### *Traits:*

- Low-light vision
- Apply the Freak subtype template
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Not subject to critical hits
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe but do not sleep

#### 8- Monstrous Humanoid

##### *Features:*

- D8 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

##### *Traits:*

- Darkvision 60'
- Apply the Freak subtype template
- Mindless, immune to all mind-affecting effects or mutations

- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Not subject to critical hits
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe but do not sleep

#### 9- Mutant Beast

##### *Features:*

- D8 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

##### *Traits:*

- Low-light vision
- Apply the Mutant and/or Freak subtype templates
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Not subject to critical hits
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe but do not sleep

#### 10- Mutant Humanoid

##### *Features:*

- D8 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

##### *Traits:*

- Apply the Mutant and/or Freak subtype templates
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Not subject to critical hits
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe but do not sleep

#### *Plant*

##### 1- Ooze

##### *Features:*

- D8 HD
- Base attack bonus equal to a non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

##### *Traits:*

- Low-light Vision
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Plant Regeneration
- Immune to the damaging effects of radiation
- Not subject to critical hits or flanking
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe but do not sleep

##### 2- Vermin

##### *Features:*

- D4 HD
- Base attack bonus equal to a non-Intelligent Plant
- No skills or feats (mindless)
- Good Will saves and Middle Fortitude

*Traits:*

- Darkvision 60'
- Mindless, immune to all mid-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits or flanking
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe, and roots

3- Plant

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

4- Mutant Plant

*Features:*

- D6 HD
- Base attack bonus equal to Intelligent Plant
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points
- Good Will and middle Fortitude saves

*Traits:*

- Low-light Vision
- Immunity to mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis, and stunning
- Immunity to damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits
- Proficient with its natural weapons only and no armor or shields
- Eat, breathe and roots

5- Animal

*Features:*

- D6 HD
- Base attack bonus of a non-Intelligent Plant
- Good Will and middle Fortitude saves
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points

*Traits:*

- Low-light Vision
- May be Mindless: no Int score. Immune to mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation and critical hits
- Plant Regeneration
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Eats, breathes, and roots

6- Humanoid

*Features:*

- D6 HD
- Base attack bonus of an Intelligent Plant
- Good Will and middle Fortitude saves
- (2+Int Mod) per HD in skill points

*Traits:*

- Low-light Vision
- Immunity to mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Immune to critical hits
- Plant Regeneration
- Proficient with its natural attack forms and no armor or shields unless specified in its entry
- Eats, breathes, and roots

## 7- Monstrous Beast

### Features:

- D8 HD
- Base attack bonus of a non- Intelligent Plant
- Good Will and middle Fortitude saves
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points

### Traits:

- Darkvision 60'
- Apply the Freak subtype template
- May be Mindless: no Int score. Immune to mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation and critical hits
- Plant Regeneration
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Eats, breathes, and roots

## 8- Monstrous Humanoid

### Features:

- D6 HD
- Base attack bonus of an Intelligent Plant
- Good Will and middle Fortitude saves
- (2+Int Mod) per HD in skill points

### Traits:

- Darkvision 60'
- Apply the Freak subtype template
- Immunity to mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Immune to critical hits
- Plant Regeneration
- Proficient with its natural attack forms and no armor or shields unless specified in its entry
- Eats, breathes, and roots

## 9- Mutant Beast

- D6 HD
- Base attack bonus of a Intelligent Plant
- Good Will and middle Fortitude saves
- Some plants do not have an Int score, those that do have (2+Int Mod) per HD in skill points

### Traits:

- Low-light Vision
- Apply the Mutant and/or Freak subtype templates
- May be Mindless: no Int score. Immune to mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation and critical hits
- Plant Regeneration
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Eats, breathes, and roots

## 10- Mutant Humanoid

### Features:

- D6 HD
- Base attack bonus of an Intelligent Plant
- Good Will and middle Fortitude saves
- (2+Int Mod) per HD in skill points

### Traits:

- Darkvision 60'
- Apply the Mutant and/or Freak subtype templates
- Immunity to mind-affecting effects or mutations

- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation
- Immune to critical hits
- Plant Regeneration
- Proficient with its natural attack forms and no armor or shields unless specified in its entry
- Eats, breathes, and roots

## Vermin

### 1- Ooze

#### *Features:*

- D6 HD
- Base attack bonus equal to a non-Intelligent Plant
- No skills or feats (mindless)
- Good Fortitude and middle Will saves

#### *Traits:*

- Darkvision 60'
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Some oozes have the ability to cause acid damage
- Not subject to critical hits or flanking
- Proficient with their natural weapons only and no armor or shields
- Eat, Breathe but do not sleep

### 2- Vermin

This is the base template type of the creature, apply all features and traits as listed unless modified further by another template.

### 3- Plant

#### *Features:*

- D4 HD
- Base attack bonus equal to a non-Intelligent Plant
- No skills or feats (mindless)
- Good Will saves and Middle Fortitude

#### *Traits:*

- Darkvision 60'
- Mindless, immune to all mid-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant Regeneration
- Not subject to critical hits or flanking
- Proficient with their natural weapons only and no armor or shields
- Eat, breathe, and roots

### 4- Mutant Plant

#### *Features:*

- D4 HD
- Base attack bonus equal to non-Intelligent Plant
- No skills or feats (mindless)
- Good Will and middle Fortitude saves

#### *Traits:*

- Darkvision 60'
- Apply the Mutant and/or Freak subtypes
- Mindless, immune to all mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis and stunning
- Immunity to damaging effects of radiation
- Plant regeneration
- Not subject to critical hits
- Proficient with its natural weapons only and no armor or shields
- Eat, breathe, and root

## 5- Animal

### Features:

- D6 HD
- Base attack bonus of a non-Intelligent Plant
- Good Will and middle Fortitude saves
- No skills or feats (mindless)

### Traits:

- Low-light Vision
- Mindless, Immunity to mind-affecting effects or mutations
- Immunity to poison, sleep effects, paralysis, or stunning
- Immunity to the damaging effects of radiation and critical hits
- Plant Regeneration
- Proficient with its natural attack forms only and not proficient with any armor or shields
- Eats, breathes and roots

## Basic Type and Subtype Templates

Types are typically standalone template creatures and Subtypes that modify existing type templates.

**Type:** The type or subtype template

**Features:** Basic game related statistics where different from standards

**Traits:** Abilities or powers that effect features or game play

**Type:** inherited or acquired template

**CR Rating:** any modifiers to the total CR rating inherent to the creature due to features or traits.

**Amphibious Subtype:** This creature is able to breath both air and water.

**Traits:** An animal possesses the following traits (unless otherwise noted in a creature's entry).

—This creature has double the daily water ration requirements when on land.

—An amphibian may hold its breath twice as long as normal without penalty on land or underwater.

—Low-light vision.

**Type:** Inherited

**CR Rating:** +0

**Animal Type:** An animal is a living, non-humanoid creature, usually a vertebrate with no mutation abilities and no innate capacity for language or culture.

**Features:** An animal has the following features (unless otherwise noted in a creature's entry).

—d6 Hit Dice unless specified.

—Base attack bonus equal to Non-Intelligent Beast.

—Good Reflex and middle fortitude saves (certain animals have different saves).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

**Traits:** An animal possesses the following traits (unless otherwise noted in a creature's entry).

—Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

—Low-light vision.

—Proficient with its natural weapons only. A non-combative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.

—Proficient with no armor unless trained for war.

—Animals eat, sleep, and breathe.

**Type:** Inherited

**CR Rating:** +0

**Aquatic Subtype:** These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it also possesses the amphibious subtype. An aquatic creature will usually have physical mutations such as webbed feet and hands, gills or fish eyes, etc.

*Features:* An Aquatic creature has the following features

—+2 Attack bonus when facing land dwellers in its own watery environment.

*Type:* Inherited or Acquired

*CR Rating:* +1 in water environments only

**Construct Type:** A construct is an automaton or artificially constructed creature.

*Features:* A construct has the following features.

—HD as specific type based on size class.

—Base attack bonus equal to the specific Automaton type.

—Good Reflex and middle Fortitude saves.

—Skill points vary according to installed components

*Traits:* A construct possesses the following traits (unless otherwise noted in a creature's entry).

—Immunity to all mind-affecting effects and morale effects.

—Immunity to poison, sleep effects, paralysis, stunning, suffocation and disease.

—Immunity to the damaging and mutational qualities of toxins and radiation, though they can become radiation carriers.

—Cannot heal damage on their own, but often can be repaired through the use of the repair skills.

—Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or drains, except power drain.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

—Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.

—Since it is not alive, a construct cannot heal or regenerate.

—Proficient with its natural weapons and any installed weapons mentioned in its entry.

—Proficient with no armor.

—Constructs do not eat, sleep, or breathe.

*Type:* Inherited

*CR Rating:* +2

**Freak Subtype:** A creature with this template has physical deformities that are apparent and severe. Roll on the physical defects tables for D4 times and apply those defects to another type or subtype template.

—Possesses the traits of its original type.

*Type:* Acquired or Inherited

*CR Rating:* -1 for each debilitating defect

**Giant Subtype:** A giant is a creature of great strength, usually of at least Large size.

*Features:* A giant has the following features.

—Increased HD at least one step ( a D6 HD would be a D8) unless specified.

—Base attack bonus equal to a Combatant or Non-Intelligent creature.

—Increased size class at least one step, minimum size large.

—+2 Strength per HD step increase.

*Type:* Inherited or Acquired

*CR Rating:* +2

**Hardy Subtype:** A hardy creature has adapted completely to its natural environment.

*Features:* A hardy creature has the following features.

—+2 to any Survival Skill checks while in its natural environment.

—+2 to the Hide Skill while in its natural environment.

—+1 Hit Points per HD.

*Type:* Inherited

*CR Rating:* +1, + EL of total extra hit points

**Humanoid Type:** A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium.

Humanoids of this sort are presented as either Combatants or Non-Combatants with the accompanying hit die adjustments and attack bonuses.

*Features:* A humanoid has the following features (unless otherwise noted in a creature's entry).

- D6 Hit Dice, or by character class.
- Base attack bonus equal to either a Combatant or Non-Combatant NPC.
- Good Fortitude and middle Reflex saves (usually; a humanoid's saves vary).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, or by character class.

*Traits:* A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with all simple weapons, or by character class or any racial weapons described in its entry.
- Proficient with whatever type of armor it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

*Type:* Inherited

*CR Rating:* +0

**Monstrous Beast Type:** Monstrous beasts are similar to animals, but with gross physical defects or appearances that are readily discernable.

*Features:* A monstrous beast has the following features.

- D8 Hit Dice unless specified.
- Base attack bonus equal to Non-Intelligent Beast.
- Good Fortitude and middle Reflex saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

*Traits:* A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Automatically has the Freak Subtype.
- Darkvision out to 60 feet.
- Proficient only with their natural weapons.
- Proficient with no form of armor.
- Monstrous beasts eat, sleep, and breathe.

*Type:* Inherited or Acquired

*CR Rating:* +1

**Monstrous Humanoid Type:** Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features.

*Features:* A monstrous humanoid has the following features.

- D8 Hit Dice unless specified.
- Base attack bonus equal to Combatant Nomen.
- Good Fortitude and middle Reflex saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

*Traits:* A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Automatically has either the Freak Subtype or the Animal Features defect or both.
- Darkvision out to 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids eat, sleep, and breathe.

*Type:* Inherited or Acquired

*CR Rating:* +1

**Morlock Subtype:** Morlocks have developed traits suitable for underground survival.

*Traits:* A morlock possesses the following traits

- Blindsight
- Low-light Vision
- Large oval eyes, -2 attack in bright light or daylight conditions and -1 Dex mod adjustment

Type: Inherited

CR Rating: +1 in darkness only, -1 in bright light or daylight conditions

**Mutant Beast Type:** Mutant beasts are similar to animals but can have Intelligence scores higher than 2. Mutant beasts usually have mutations and/or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

*Features:* A mutant beast has the following features.

—D6 Hit Dice unless specified.

—Apply the Mutated Subtype or Freakish Subtype templates.

—Base attack bonus equal to Intelligent Beast.

—Good Reflex and middle Fortitude saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

*Traits:* A mutant beast possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Proficient with its natural weapons only.

—Proficient with no armor.

—Mutant beasts eat, sleep, and breathe.

Type: Inherited or Acquired

CR Rating: Varies with assigned mutations or defects

**Mutant Humanoid Type:** Mutant humanoids are similar to humanoids but usually have mutations and/or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

*Features:* A mutant beast has the following features.

—D6 Hit Dice unless specified.

—Apply the Mutated Subtype or Freakish Subtype templates.

—Base attack bonus equal to Combatant or Non-Combatant Humanoid.

—Good Will and middle Fortitude saves (usually; a mutant humanoid's saves vary).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

*Traits:* A Mutant Humanoid possesses the following traits (unless otherwise noted in a creature's entry).

—Proficient with all simple weapons, or by character class.

—Proficient with whatever type of armor it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types.

Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.

—Mutant Humanoids breathe, eat, and sleep.

Type: Inherited or Acquired

CR Rating: Varies with assigned mutations or defects

**Mutant Plant Type:** This designation is covered by the Plant Type heading and is placed here for continuities sake. Any plant that can interact with other characters is by definition a mutant plant.

*Features:* A mutated plant has the following basic features.

—Apply the Mutant or Freak Subtype templates (Plant tables only).

—Base attack bonus equal to Intelligent Plant.

Type: Inherited

CR Rating: + varies with assigned mutations or defects

**Mutated Subtype:** The creature has been mutated by its environment in some way and has acquired mutations.

*Features:* A mutated creature has the following basic features.

Roll a D4. This is how many times you roll on the following mutation type table.

Mutation Type Table: Roll D8 (D4 times).

1- 5 Physical Mutations (roll in the psychometabolic section of the mutations chapter)

6-7 Mental Mutations (roll in the clairsentient, psychokinetic or telepathic sections)

8 Defect (roll in the defects section of the mutations chapter most appropriate for the type)

Apply these mutations from the most appropriate mutation or defect table to any other type or subtype

*Traits:* A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Possesses the traits of its original type  
*Type:* Acquired or Inherited  
*CR Rating:* Varies with assigned mutations or defects

**Ooze Type:** An ooze is an amorphous or mutable creature, usually mindless.

*Features:* An ooze has the following features.

- D8 Hit Die unless specified.
- Base attack bonus equal to Non-Intelligent Plant.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.
- Good Fortitude and middle Will saves.

*Traits:* An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects or mutations.
- Blind (but have the blindsight special quality), with immunity to any mutation or effect that relies on sight.
- Immunity to poison, sleep effects, paralysis, and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.
- Not subject to critical hits or flanking.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

*Type:* Inherited

*CR Rating:* +2

**Plant Type:** This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores and are not creatures, but objects, even though they are alive.

Plants come in two basic varieties, Woodies which have branches, limbs, leaves and bark-like surfaces and Spongies which have softer characteristics of sponges, mosses, lichen, and molds, etc.

*Features:* A plant creature has the following features.

- D6 Hit Die unless specified.
- Base attack bonus equal to the Non-Intelligent Plant tables.
- Good Will and middle Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.

*Traits:* A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting abilities or mutations.
- Immunity to poison, sleep effects, paralysis, and stunning.
- Immunity to the damaging effects of radiation.
- Plant Regeneration.
- Not subject to critical hits.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe, eat, and root.

*Type:* Inherited

*CR Rating:* +2, + varies with assigned mutations or defects

**Reptilian Humanoid Subtype:** These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

*Traits:* A reptilian humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Reptilian humanoids need only 1/2 the usual food and water requirements.
- Reptilian humanoids apply the Animal Features Defect, Reptilian.

*Type:* Acquired or Inherited  
*CR Rating:* +0

**Resistant Subtype:** The creature is immune to any single hazard and resistant to the rest.

*Features:* A resistant creature has the following features.

—Good Fortitude saves.

—Immune to the effects of either radiation, toxins or disease.

—+4 Fortitude saves vs the effects of toxins or diseases or radiation

*Type:* Inherited

*CR Rating:* +0

**Shapechanger Subtype:** A shapechanger has the mutational ability to assume one or more alternate forms. These forms will be noted in the creature's description.

*Traits:* A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

—Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.

—Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

*Type:* Acquired or Inherited

*CR Rating:* +1, + varies according to specific forms abilities. GM judgment required.

**Swarm Subtype:** A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

*Traits:* A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any mutation or effect that targets a specific number of creatures (an individual insect), with the exception of mind-affecting effects or mutations, if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from mutations or effects that affect an area, such as splash weapons and many area effect mutation abilities.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

*Swarm Attack:* Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A

swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are non-mutational, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

*Distraction (Ex):* Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Invocations or concentrating on mutations within the area of a swarm requires a Concentration check (DC 20 + mutant level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

*Type:* Inherited

*CR Rating:* +1 per Swarm Base Damage range above the first.

**Vermin Type:** This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

*Features:* Vermin have the following features.

—D4 Hit Die unless specified.

—Base attack bonus equal to Non-Intelligent Beasts.

—Good Reflex and middle Will saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

*Traits:* Vermin possess the following traits (unless otherwise noted in a creature's entry).

—Mindless: No Intelligence score, and immunity to all mind-affecting effects or mutations.

—Darkvision out to 60 feet.

—Proficient with their natural weapons only.

—Proficient with no armor.

—Vermin breathe, eat, and sleep.

*Type:* Inherited

*CR Rating:* -1

## Increasing Hit Die

As its Hit Dice increase, a creature's attack bonuses and saving throw modifiers might improve. It gains more feats and skills, depending on its type. Note that if a creature acquires a character class, it improves according to its class, not its type.

When you improve a monster by adding Hit Dice, use Table: Improved Monster CR Increase to determine the effect on the creature's CR. Keep in mind that many monsters that advance by adding Hit Dice also increase in size. Do not stack this CR increase with any increase from class levels. In general, once you've doubled a creature's CR, you should closely watch any additional increases in its abilities. Adding Hit Dice to a creature improves several of its abilities, and radical increases might not follow this progression indefinitely. Compare the monster's improved attack bonus, saving throw bonuses, and any DCs of its special abilities from the HD increase to typical characters of the appropriate level and adjust the CR accordingly.

**Table: Improved Monster CR Increase**

<b>Creature's Original Type</b>	<b>CR Increase</b>
Animal, mutated beast, monstrous beast, monstrous humanoid	+1 per 3 HD added
Animal, Construct(medium or smaller), humanoid, mutant beast, mutant humanoid, plant	+1 per 4 HD added
Vermin	+1 per 5 HD
Directly associated class levels	+1 per level added
<b>Other Modifiers:</b>	
Size increased to Large or larger	+1 to CR
Monster's ability scores based on elite array*	+1 to CR
HD step increase	+1 to CR
Monster possesses special attacks or qualities that significantly improve combat effectiveness	+2 to CR
Monster possesses special attacks or qualities that improve combat effectiveness in a minor way	+1 to CR
Template added	+ template CR modifier

\* Do not apply this increase if you advance a monster by class levels. (Monsters advanced by class levels are assumed to use the elite array.)

## Size Increases

Generally, increasing a monster's size increases its combat effectiveness. Large creatures gain increased Strength, reach, and other benefits. Apply this modifier if you increase a creature beyond Medium and in conjunction with any other increases.

Be careful, though. Monsters that benefit from a smaller size may actually lose effectiveness because of a size increase. Monsters that don't benefit from size increases don't advance in that manner for this reason. A creature may become larger when its Hit Dice are increased (the new size is noted parenthetically in the monster's Advancement entry).

A size increase affects any special ability the creature has that is affected by size. Increased size also affects a creature's ability scores, AC, attack bonuses, and damage values as indicated on the tables below.

**Table: Changes to Statistics by Size**

<b>Old Size*</b>	<b>New Size</b>	<b>Str</b>	<b>Dex</b>	<b>Con</b>	<b>Natural Armor</b>	<b>AC/ Attack</b>
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium	+4	-2	+2	Same	-1
Medium	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

\*Repeat the adjustment if the creature moves up more than one size.

**Table: Increased Damage By Size**

<b>Old Damage (Each)*</b>	<b>New Damage</b>
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8

\* Repeat the adjustment if the creature moves up more than one size category.

## Advanced Monster Challenge Rating

When adding class levels to a creature with 1 or less HD, you advance the creature like a character. Otherwise, use the following guidelines.

### Adding Class Levels

If you are advancing a monster by adding player character class levels, decide if the class levels directly improve the monster's existing capabilities.

When adding class levels to a creature, you should give it typical ability scores appropriate for that class. Most creatures are built using the standard array of ability scores: 11, 11, 11, 10, 10, 10, adjusted by racial modifiers. If you give a creature a PC class use the elite array of ability scores before racial adjustments: 15, 14, 13, 12, 10, 8. Creatures with NPC classes use the non-elite array of 13, 12, 11, 10, 9, 8. T

### Associated Class Levels

Class levels that increase a monster's existing strengths are known as associated class levels. Each associated class level a monster has increases its CR by 1.

### Non-associated Class Levels

If you add a class level that doesn't directly play to a creature's strength the class level is considered non-associated, and things get a little more complicated. Adding a non-associated class level to a monster increases its CR by 1/2 per level until one of its non-associated class levels equals its original Hit Dice. At that point, each additional level of the same class or a similar one is considered associated and increases the monster's CR by 1.

## Adding Special Abilities

You can add any sort of mutation, or extraordinary ability to a creature. As with a class level, you should determine how much, or how little, this ability adds to the creature's existing repertoire. A suite of abilities that work together should be treated as a single modifier for this purpose. If the ability (or combination of abilities) significantly increases the monster's combat effectiveness, increase its CR by 2. Minor abilities increase the creature's CR by 1, and truly trivial abilities may not increase CR at all. If the special abilities a monster gains are not tied to a class or Hit Die increase, this CR increase stacks. A significant special attack is one that stands a good chance of incapacitating or crippling a character in one round. A significant special quality is one that seriously diminishes the monster's vulnerability to common attacks. Do not add this factor twice if a monster has both special attacks and special qualities. It should be noted that, although special abilities are mutation-like, they are specifically intended for NPC's as opposed to mutations which are more universal in their application. Make sure to "scale" your evaluation of these abilities by the monster's current CR.

### Monster Special Abilities

**Special Abilities:** A special ability is either Miscellaneous (Misc) or Extraordinary (Ex), Mental Mutation (MM) or Physical Mutation (PM). Some of these NPC abilities duplicate mutations. NPC's may also have mutations in addition to or instead of these special abilities.

*Miscellaneous:* Abilities that do not fit into any of the other specific categories. Typically, the use of these abilities will invoke attacks of opportunity and/or may be disrupted. See individual entries for specifics.

*Extraordinary:* Extraordinary abilities are non-mutational in nature and are not subject to any effect that disrupts mutations. Using an extraordinary ability is a free action unless otherwise noted.

*Mental Mutation:* Mental Mutation abilities are abilities that have no visible physical origin and emanate from the thoughts and mind of the invoking creature.

A mutation ability usually has a limit on how often it can be used. When not specified a mental mutation that can be used at will has no use limit. Using a mental mutation is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a mental mutation defensively and avoid provoking an attack of opportunity. The invocation of a mental mutation can be disrupted.

For creatures with mutation-like abilities, the creatures HD define any level-dependent variables (such as range and duration) the abilities might have unless specified. The saving throw (if any) against a mental mutation or MM-like ability is 10 + the level of the invoker + the creature's Wis modifier.

**Physical Mutation:** Physical Mutations are mutations that are physically altering, or emanate from the body or being of the creature. Using a physical mutation is a standard action unless it is 'constant' or noted otherwise. Physical mutations or abilities may have a use limit or be usable at will or in effect constantly without conscious effort. Those designated as being constant never require Concentration checks. Unless otherwise noted and where applicable, a physical mutation has an effective invocation level equal to the creature's Hit Dice. The saving throw (if any) against a physical mutation is 10 + the level of the invoker + the creature's Dex ability modifier.

## The Abilities

**Alternate Form (PM):** A creature with this special quality has the ability to assume one or more specific alternate forms. This ability works much like the *Shapeshifter* and *Change Shape* abilities, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, natural armor, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the mental abilities and mental attacks of its old form. It does not gain the mutational or special ability attacks of its new form.
- The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form.
- The creature retains its hit points and save bonuses, although its save modifiers may change due to a change in ability scores.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

**Blindsense (Ex):** Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class or defense against attacks from creatures it cannot see.

**Blindsight (Ex):** This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

**Breath Weapon (Ex or PM):** A breath weapon attack usually deals damage and is often based on some type of energy.

Such breath weapons allow a Reflex save for half damage (DC 10 + creature's HD + Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

**Change Shape (PM):** A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature:

—The creature retains the type and subtype of its original form. It gains the size of its new form.

—The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.

—The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.

—The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.

—The creature retains the ability scores of its original form.

—The creature retains its hit points and saves.

—The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

### **Charm and Compulsion (MM or PM)**

Many abilities and mutations can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types can effect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless.

- A *charmed* creature doesn't gain any ability to understand his new friend's language.

- A *charmed* character retains his original alignment and allegiances, generally with the exception that he now regards the *charming* creature as a dear friend and will give great weight to his suggestions and directions.

- A *charmed* character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).

- A *charmed* character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains *charmed*.

- A *charmed* character never obeys a command that is obviously suicidal or grievously harmful to her.

- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.

- A *charmed* character who is openly attacked by the creature who *charmed* him or by that creature's apparent allies is automatically freed of the effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the mutant; a compulsion makes the subject obey the mutant.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

### **Cold Immunity (Ex or PM)**

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Constrict (Ex):** A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's

entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

**Damage Reduction (Ex or PM):** A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks, non-physical mutations and some special abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to energy, mental attacks, piercing, bludgeoning, or slashing damage. Some monsters are vulnerable to certain materials, such as radiation, poisons, or heat. Attacks from these sources always do full damage regardless of source unless stated otherwise.

When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of source. A source of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A source must be both types to overcome this damage reduction. A source that is only one type is still subject to damage reduction.

### **Darkvision (Ex or PM)**

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

### **Disease (Ex or PM)**

If using the MOTE Disease and Remedies Chapters follow these guidelines.

A creature with this ability has an attack or ability that exposes the attacked character to a specific disease. Make a save to prevent the contraction of this disease. The specific disease will be listed with the attack information. Follow the rules in the Diseases and Remedies chapter. The basic chance to contract a disease is 5% per exposure. Creatures that have a greater chance of exposure will have a percentage associated with the attack description.

If not using the MOTE Disease and Remedies Chapter follow the original SRD guidelines below.

When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

#### **Disease Descriptions**

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

*Disease:* Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

*Infection:* The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

*DC:* The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

*Incubation Period:* The time before damage begins.

*Damage:* The ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

*Blinding Sickness*: Spread in tainted water.

*Cackle Fever*: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

*Demon Fever*: Night hags spread it. Can cause permanent ability drain.

*Devil Chills*: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

*Filth Fever*: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

*Mindfire*: Feels like your brain is burning. Causes stupor.

*Mummy Rot*: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

*Red Ache*: Skin turns red, bloated, and warm to the touch.

*The Shakes*: Causes involuntary twitches, tremors, and fits.

*Slimy Doom*: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

**Table: Diseases**

Disease	Infection DC	Incubation	Damage
Blinding sickness <sup>5</sup>	Ingested 16	1d3 days	1d4 Str <sup>1</sup>
Cackle fever	Inhaled 16	1 day	1d6 Wis
Demon fever <sup>5</sup>	Injury 18	1 day	1d6 Con <sup>2</sup>
Devil chills <sup>3</sup>	Injury 14	1d4 days	1d4 Str
Filth fever <sup>5</sup>	Injury 12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled 12	1 day	1d4 Int
Desert rot <sup>4</sup>	Contact 20	1 day	1d6 Con
Red ache <sup>5</sup>	Injury 15	1d3 days	1d6 Str
Shakes	Contact 13	1 day	1d8 Dex
Slimy doom	Contact 14	1 day	1d4 Con <sup>2</sup>

1 Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

2 When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.

3 The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

4 Successful saves do not allow the character to recover. Only medical healing can save the character.

5 The character is able to heal damage normally

**Healing a Disease**: Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting. Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule does NOT apply while a disease is in progress unless it specifically says so.

### **Evasion and Improved Evasion (Ex)**

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Most creatures cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

**Fast Healing (Ex or PM)**: A creature with the fast healing special quality regains hit points at an exceptionally fast rate, usually doubles the number of natural hit point and healing stamina recovery, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

**Fire Immunity (Ex or PM)**

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

**Flight (Ex or PM or MM):** A creature with this ability can cease or resume flight as a free action.

**Frightful Presence (Ex or MM):** The creature is SO hideous as to defy logic and understanding. This special quality makes a creature's very presence unsettling to foes. Often the mere appearance of the creature causes an opponent to become fearful and sometimes when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the frightful creature and/or its actions may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually sight or 30 feet, and the duration is usually 1d6 rounds unless specified. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + creature's HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

**Gaze Attacks (Misc):** Gaze attacks cause no effect or damage by themselves. It is merely a vehicle for mind attacks that require the attention of the victim. If a character is not paying any attention to the attacker with a mental mutation that requires the victim's attention, then the attack will automatically fail. The victim and attacker must have eye contact where the mutation effect can be attempted. A potential victim may deliberately choose to avoid eye contact but suffers a -2 penalty to all melee attacks directed at the target and a -4 to all ranged attacks. Gaze attacks are handled as ranged 'touch attacks' and disregard armor.

**Healing Stamina (Misc):** The creature has an HS score, representing their capacity to recover quickly from injury between combat sessions. Creatures use these points to recover hit points. Thus a character may be wounded by the end of a fight, but then recover to full strength before the next fight begins. Over time these HS points would be depleted and the creature would be unable to recover from battle wounds. HS points effectively double the number of available hit points that a creature has. This does not, however, increase the amount of damage a creature can take in any single combat period, as reserve points are only available between combat periods. Healing Stamina points can only restore hit points at the rate of 1 hit point per 10 minutes if the creature is performing non-strenuous activities. No climbing, swimming or fighting, etc. Anything more than a leisurely stroll negates the ability to recover hit points. HS points restore subdual damage just as if it were real damage or a GM may elect to allow natural recovery of subdual damage (1 point per level per hour). In fact the GM may elect to NOT use Healing Stamina at any time, allowing natural healing to occur or unnatural recovery methods to be used, such as mutations or medical devices of the ancients. Since this ability is handled between combat sessions it will have little effect on NPC/Monster EL/CR ratings. Most combats are over with long before healing stamina becomes a factor. Besides, combat is a strenuous activity. The HS ability is typically reserved for player characters or extraordinary NPC's that are expected to be reoccurring.

**Improved Grab (Ex):** If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

## Invisibility (MM)

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

### Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result -4
Running or charging	Move Silently check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one. A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice,

and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility. An invisible burning torch still gives off light, as does an invisible object with a light source attached to it.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart most *detect* mutations.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

**Low-Light Vision (Ex or PM):** A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

**Manufactured Weapons (Misc):** Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes “found items,” such as rocks and logs, that a creature wields in combat—in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature’s description indicates otherwise and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual –5 penalty (or –2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature’s primary natural weapon.

**Movement Modes (Misc or PM):** Creatures may have modes of movement other than walking and running. These are natural, unless specifically noted in a monster description.

*Burrow:* A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

*Climb:* A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a –5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

*Fly:* A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

—Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.

—Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.

—Average: The creature can fly as adroitly as a small bird.

—Poor: The creature flies as well as a very large bird.

—Clumsy: The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

*Swim:* A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

**Mutation Immunity (Ex):** A creature with mutational immunity avoids the effects of mutations and mutation-like abilities that directly affect it. This works exactly like mutation resistance, except that it cannot be overcome. Sometimes mutation immunity is conditional or applies to only mutations of a certain type. Mutations that state no mutation immunity are unaffected by this ability.

**Mutation Resistance (Ex):** A creature with mutation resistance can avoid the effects of mutations and mutation-like abilities that directly affect it. To determine if a mutation or mutation-like ability works against a creature with mutation resistance, the invoker must make an invocation level check (1d20 + invoker level). If the result equals or exceeds the creature's mutation resistance, the mutation works normally, although the creature is still allowed a saving throw.

**Mutated (MM or PM):** These are mutational abilities that a creature generates with the power of its mind or body. The effects of this are governed by the individual mutation ability.

**Natural Armor (Ex or PM):** Natural armor improves a creature's defense rating or armor class by natural means. Typically, it is thick or hardened skin or flesh that is amorphous or not easily damaged. When a creature possesses this feature, it will be noted in its description and how much the defense is improved in the defense rating heading. Natural armor bonuses greater than +4 usually preclude the use of wearable armors unless specifically stated in the description.

**Natural Weapons (Ex or PM):** Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or arm-like limbs can make a slam attack with each arm). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a –5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a –2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

*Bite:* The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

*Claw or Talon:* The creature rips with a sharp appendage, dealing piercing and slashing damage.

*Gore:* The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

*Slap or Slam:* The creature batters opponents with an appendage, dealing bludgeoning damage.

*Sting:* The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

*Tentacle:* The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

**Nonabilities (Misc):** Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

*Strength:* Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

*Dexterity:* Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as invoking mutations), it applies its Intelligence

modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

**Constitution:** Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

**Intelligence:** Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

**Wisdom:** Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

**Charisma:** Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

**Paralysis (Ex or PM):** This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

**Poison (Ex or PM):** Poison attacks deal initial damage, such as ability damage (see page 305) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. A creature's descriptive text provides the details.

A creature with a poison attack is immune to its own poison and the poison of others of its kind.

The Fortitude save DC against a poison attack is equal to 10 + 1/2 poisoning creature's racial HD + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text).

A successful save avoids (negates) the damage.

**Pounce (Ex):** When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

**Powerful Charge (Ex):** When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

**Rake (Ex):** A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

**Regeneration (Ex or PM):** Regeneration comes in two forms. If you are using the alternate Healing Stamina and Regeneration rules from the MOTE setting, then regeneration is handled thusly; The mutant with this ability has an accelerated rate of healing. In fact the mutant is constantly converting 1Hp/round reserve point to replace lost hit points and gains 1HP/hour in reserve hit points. Crippling injuries or lost limbs, all can be healed over time. Even brain or nerve damage can be healed, but lost memories due to brain damage can never be regenerated and are lost for good. In addition a creature with this form is immune to paralysis and shape changing or degenerating environmental effects such

as radiation, etc. He may add his Wisdom when saving against poison effects. Medical drugs have no effect on this character unless he fails his Fort save.

Otherwise, regeneration is handled in this fashion; A creature with this ability is difficult to kill. Damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.

Attack forms that don't deal hit point damage ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

*Plant Regeneration:* Most plants have the ability to completely regenerate or otherwise reconstitute themselves in some way over time if not completely destroyed.

To see if a plant can regenerate after being declared 'dead', simply roll against DC10 + any damage beyond zero that the plant character has suffered in order to 'die'. This modified DC is then compared to a roll of the dice +/- the plant creature's Constitution modifiers. If the roll exceeds the modified regeneration DC, then the plant character has not actually died and is able to regenerate over time, but must begin again at its smallest size category. This ability for spongys is conditional. They must first save against the death of their host to avoid their own demise.

Another aspect of plant regeneration is their ability to completely heal damage. If they lose an eye, organ, or limb, they can, over time grow a replacement. No damage is permanent as long as they live through it. They heal and regain HS points at double the rate of other character types.

If at anytime they lose more than 25% of their mass, they lose a size class until they again grow back naturally.

**Resistance to Energy (Ex or PM):** A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored.

**Rooting (Ex):** Plants need to eat and rest, they do this by 'rooting' in good topsoil at least once a day for 4 hours. During this period, the plant creature may be considered dormant, which is equivalent to 'sleep' in everyway. The four hours do not have to be consecutive but must be at least an uninterrupted hour each time in order to count toward the total. If rooting is not done for some reason, it has the same effect as if a warm-blooded creature had missed an entire days worth of meals or sleep. Harsh soil environments halves the benefits of rooting or doubles the time needed to gain the same amount of benefit.

**Scent (Ex):** This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location. A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

**Sonic Attacks (Ex or PM):** Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has

taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

**Summon (MM):** A creature with the *summon* ability can summon specific other creatures of its kind, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate invocation level is given for each summoning ability for purposes of Concentration checks. No experience points are awarded for summoned monsters unless specified by GM.

**Swallow Whole (Ex):** If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally  $10 + 1/2$  its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

**Telepathy (MM):** A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

**Trample (Ex):** As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a  $-4$  penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage +  $1-1/2$  times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a  $-4$  penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage. The save DC against a creature's trample attack is  $10 + 1/2$  creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

**Tremorsense (Ex or PM):** A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

**Treasure (Misc):** This entry in a monster description describes how much wealth a creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure tend to carry and use these, leaving bulky items

at home. Treasure can include coins, goods, and items. Creatures can have varying amounts of each, as follows.

*Standard:* Refer to the treasure tables and roll d% once for each type of treasure (Coins, Goods, Items) on the Level section of the table that corresponds to the creature's Challenge Rating (for groups of creatures, use the Encounter Level for the encounter instead). Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll for each type of treasure two, three, or four times.

*None:* The creature collects no treasure of its own.

*Nonstandard:* Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

*Fractional Coins:* Roll on the Coins column in the section corresponding to the creature's Challenge Rating, but divide the result as indicated.

*% Goods or Items:* The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the given percentage. On a success, make a normal roll on the appropriate Goods or Items column (which may still result in no goods or items).

*Double Goods or Items:* Roll twice on the appropriate Goods or Items column.

*Parenthetical Notes:* Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "none" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. Treat all results from that column as the indicated type of treasure.

It's sometimes necessary to reroll until the right sort of item appears.

**Vampiric Drain (PM or MM):** This attack saps a living opponent's vital energy in some way and happens automatically when a melee or mutational attack hits. Each successful energy drain bestows one or more negative ability, mutation, energy or hit point effects (the creature's description specifies how many). If an attack that includes a drain scores a critical hit, it drains twice the given amount. Drained abilities, mutations or hit points are in turn gained by the draining creature unless otherwise specified in the creature's description. Occasionally the drain will NOT benefit the attacker. When this attack is made via a creature, it always requires a touch attack roll even though it is occasionally a mental ability. Drain effects caused by gases, spores or other sources are area effect and do not require an attack, the character must save on contact or exposure.

A drain can be temporary or permanent. The specific type and whether this is so is stated in the creature's description.

*Ability Drain:* One or more of a character's ability scores suffer a -d4 drain, unless specified in the attack description. The type of ability drained will be listed in the attack description as well. These points are then added to the attacking creature's total for a period of 1 minute per HD of attacking creature. The drained opponent regains those ability points back at a rate of 1 per hour unless the drain is said to be permanent.

*Mutation Drain:* One or more mutations are drained from the target opponent. The attacked creature loses the use of it for the duration and in turn that mutation is bestowed on the draining character, unless specified. Certain, 'constant' use physical mutations can not be drained and are immune to the drain effect. Mutations drained are gained back at a rate of 1 per hour. The attacking creature retains the mutations for a period equal to 1 minute for every HD of the creature.

*Hit Point Drain:* Hit Points are drained at a rate of 1 per HD of the attacking creature unless specified in the attack description. These hit points are retained by the attacker for a period of 1 minute for every HD of that creature. The opponent regains lost hit points at his natural heal rate and if using the optional Healing Stamina rules, those apply as well.

A Fortitude save (DC 10 + draining creature's HD + draining creature's Cha modifier; must be made. The exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. A separate saving throw is required for each successful attack. Hit Point drain can never be permanent. Eventually the body will naturally replace any drained Hit Points in the form of blood.

*Energy Drain:* The being is able to directly drain energy from an object or opponent. The rate of drain is 1 hour or 'shot' or single powered feature or ability per HD of attacking creature per attack. This drain is permanent and may only be restored through a standard non-combat recharge action. If at anytime the attacker drains more than stated energy reserve of an object or opponent, that object or powered opponent ceases to function.

## MONSTER FEATS

These feats apply to abilities most commonly found amongst monsters or are related to monsters.

### ABILITY FOCUS [GENERAL]

Choose one of the creature's special attacks.

**Prerequisite:** Special attack.

**Benefit:** Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

**Special:** A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

### AWESOME BLOW [GENERAL, FIGHTER]

**Prerequisites:** Str 25, Power Attack, Improved Bull Rush, size Large or larger.

**Benefit:** As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

### EMPOWER MUTATION ABILITY [GENERAL]

**Prerequisite:** Physical or Mental Mutation.

**Benefit:** Choose one of the creature's mutation abilities, subject to the restrictions below. The creature can use that ability as an empowered mutation ability once per day per 4 hit die (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered mutation ability, all variable, numeric effects of the mutation ability are increased by one half. Saving throws and opposed rolls are not affected. Mutation abilities without random variables are not affected.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its mutations.

### FLYBY ATTACK [GENERAL]

**Prerequisite:** Fly speed.

**Benefit:** When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

**Normal:** Without this feat, the creature takes a standard action either before or after its move.

### HOVER [GENERAL]

**Prerequisite:** Fly speed.

**Benefit:** When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or invoke a mutation instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-mutational origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to invoke a mutation.

**Normal:** Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

#### IMPROVED NATURAL ARMOR [GENERAL]

**Prerequisites:** Natural armor, Con 13.

**Benefit:** The creature's natural armor bonus increases by 1.

**Special:** A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

#### IMPROVED NATURAL ATTACK [GENERAL]

**Prerequisite:** Natural weapon, base attack bonus +4.

**Benefit:** Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

#### INCREASED HIT DIE [GENERAL]

**Prerequisite:** None

**Benefit:** The creature is an outstanding physical specimen of its type. The creature's HD are increased by one step, so that if an Animal has this feat, its HD increases from the original D6 to D8. The creature's size class increases as well (refer to the Changes to Statistics by Size table).

**Normal:** Without this feat, a creature has only the original HD assignment of its type or subtype template.

#### MULTIATTACK [GENERAL]

**Prerequisite:** Three or more natural attacks.

**Benefit:** The creature's secondary attacks with natural weapons take only a -2 penalty.

**Normal:** Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

#### MULTIDEXTERITY [GENERAL]

The creature is adept at using all its natural weapons at once.

**Prerequisite:** Three or more natural weapons

**Benefit:** the creature's secondary attacks with natural weapons suffer only a -2 penalty.

**Normal:** Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

#### MULTIWEAPON FIGHTING [GENERAL]

**Prerequisites:** Dex 13, three or more hands.

**Benefit:** Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

**Normal:** A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

**Special:** This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

#### QUICKEN MUTATION ABILITY [GENERAL]

**Prerequisite:** Possess an eligible mutation

**Benefit:** Choose one of the creature's mutation abilities, subject to the restrictions described below.

The creature can use that ability as a quickened mutation ability One times per day for every three HD of the creature or unless specified differently.

Using a quickened mutation ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another mutation ability—in the same round that it uses a quickened mutation ability. The creature may use only one quickened mutation ability per round however.

**Normal:** Normally the use of a mutation ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its mutation abilities.

#### SNATCH [GENERAL]

**Prerequisite:** Size Huge or larger.

**Benefits:** The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one. The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

#### WINGOVER [GENERAL]

**Prerequisite:** Fly speed.

**Benefits:** A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

**This Ends the MOTE NPC Classes Document** [BACK TO THE TOP](#)

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