

Crowds:

(Core 436)

Urban streets are often full of people going about their daily lives. In most cases, it isn't necessary to put every 1st-level commoner on the map when a fight breaks out on the city's main thoroughfare. Instead, just indicate which squares on the map contain crowds. If crowds see something obviously dangerous, they'll move away at 30 feet per round at initiative count 0. It takes 2 squares of movement to enter a square with crowds. The crowds **provide cover** for anyone who does so, enabling a Stealth check and providing a bonus to Armor Class and on Reflex saves.

Directing Crowds:

It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.

If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine to whom the crowd listens. The crowd ignores everyone if none of the characters' check results beat the DCs given above.

Catching on Fire

(Core 444)

Characters at risk of catching fire are allowed a **DC 15 Reflex** save to avoid this fate. If a character's clothes or hair catch fire, he **takes 1d6 points of damage immediately**. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes **another 1d6 points** of damage that round. Success means that the fire has gone out—that is, once he succeeds on his saving throw, he's no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, **rolling on the ground or smothering** the fire with cloaks or the like permits the character another save with **a +4 bonus**.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Cover

(Core 195)

Cover and Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Stealth Checks: You can use cover to make a Stealth check. Without cover, you usually need concealment (see below) to make a Stealth check.

Soft Cover: Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Stealth check.

Partial Cover: If a creature has cover, but more than half the creature is visible, its cover bonus is reduced to a +2 to AC and a +1 bonus on Reflex saving throws. This partial cover is subject to the GM's discretion.

Total Cover: If you don't have line of effect to your target (that is, you cannot draw any line from your square to your target's square without crossing a solid barrier), he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Concealment

(Core 196)

Concealment Miss Chance: Concealment gives the subject of a successful attack a **20% chance** that the attacker missed because of the concealment. Make the attack normally—if the attacker hits, the defender must make a miss chance d% roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Stealth Checks: You can use concealment to make a Stealth check. Without concealment, you usually need cover to make a Stealth check.

Total Concealment: If you have line of effect to a target but not line of sight, he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a **50% miss** chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. An area of dim lighting or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance than other characters with the same light source. Although *invisibility* provides total concealment, sighted opponents may still make Perception checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth checks if moving, or a +40 bonus on Stealth checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual or auditory clues).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

Spit Acid (Ex)

(Advanced) Ankheg

Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (**Reflex DC 14 16 half**). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Flame Fountain Firework (UE)**Jaelle Goldtooth**

This hollow metal or wooden tube contains slow-burning powder. When you light the fuse (a move action), it creates a 3-foot-long, blazing fountain of red-hot fiery sparks. You wield this fountain of sparks as if it were a heavy mace. Attacks with the fountain are melee touch attacks. The fountain deals 1d8 points of fire damage (your Strength modifier does not apply to the damage).

The fountain sheds light as a torch and can ignite combustible materials such as parchment, straw, dry sticks, and cloth. Once ignited, it lasts for 1 minute. If extinguished before this time, the remaining duration is wasted. Crafting this item is a DC 25 Craft (alchemy) check.

Before Combat**Jaelle Goldtooth**

Goldtooth has already anointed her sword with giant wasp poison and three of her harrow cards with shadow essence. As soon as the PCs spot her, she activates her let fate decide ability. GMs can determine the outcome by flipping a coin, or by having the PCs randomly select one of two harrow cards (see below).

False Attacker (Ex)**Jaelle Goldtooth**

Whenever Jaelli strikes a foe from hiding, she can attempt a **Bluff** () check as an immediate action before rolling damage to convince the foe that another creature was the attacker. She attempts to convince the PCs that her attacks emerge from within the crowds. This Bluff check is opposed by the target's Perception or Sense Motive check, whichever has a higher bonus. It applies the normal modifiers for convincing a creature of a falsehood, but can be accomplished with just physical trickery (a shared language is not required). For example, she does not take a penalty on this Bluff check if the markets are still full of crowds, as there is another plausible origin for the attack. The GM should use her discretion to apply increasing penalties based on how little of the crowd remains in the Green Market. **If the Bluff check is successful, and Jaelli maintains concealment or cover, her stealth does not end.**

Let Fate Decide (Ex)**Jaelle Goldtooth**

Jaelli can declare two different actions that rely on different types of rolls or checks, such as attacking a creature (an attack roll) or sneaking past the same creature (a Stealth check). As a standard action, she can use a random method to choose one of the declared activities, such as flipping a coin, rolling a die, or drawing a harrow card. If she performs the chosen activity by the end of the next round (most likely, on her next turn), she gains a +2 luck bonus on the roll type required for that activity—attack rolls with a specific weapon, a specific skill check, a specific ability check, or a specific saving throw—for 1 minute. If the swindler does not perform this action in the round after using this ability, she becomes shaken for 1 minute instead. She can use this ability three times per day.

Quicker Than the Eye (Ex)**Jaelle Goldtooth**

When Jaelli uses **Sleight of Hand**, creatures take a –2 penalty on their Perception checks to notice the attempt. She also reduces the normal –20 penalty when attempting a Sleight of Hand check as a move action instead of as a standard action to –16. Lastly, she can draw hidden weapons or objects from her person as a move action instead of the usual standard action.