

FEATURE POINTS

A SYSTEM FOR CALCULATING
EFFECTIVE CHARACTER LEVEL (ECL)
DESIGNED BY *yaba THE WHAT*

Charts Only – Early Beta Version
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FEATURE POINTS BY EFFECTIVE CHARACTER LEVEL					
ECL	Minimum FP	Balanced FP Min	Balanced FP Max	Maximum FP	Increment
0 + CL	Negative 30	10 FP	14 FP	18 FP	N/A
1 + CL	19 FP	30 FP	40 FP	46 FP	20
2 + CL	47 FP	53 FP	65 FP	71 FP	23
3 + CL	72 FP	79 FP	92 FP	99 FP	26
4 + CL	100 FP	108 FP	123 FP	131 FP	29
5 + CL	132 FP	140 FP	156 FP	165 FP	32
6 + CL	166 FP	175 FP	193 FP	202 FP	35
7 + CL	203 FP	213 FP	232 FP	242 FP	38
8 + CL	243 FP	254 FP	275 FP	286 FP	41
9 + CL	287 FP	298 FP	320 FP	332 FP	44
10 + CL	333 FP	345 FP	369 FP	381 FP	47
11 + CL	382 FP	395 FP	420 FP	433 FP	50
12 + CL	434 FP	448 FP	475 FP	489 FP	53
13 + CL	490 FP	504 FP	532 FP	547 FP	56
14 + CL	548 FP	563 FP	593 FP	608 FP	59
15 + CL	609 FP	625 FP	656 FP	672 FP	62
16 + CL	673 FP	690 FP	723 FP	740 FP	65
17 + CL	741 FP	758 FP	792 FP	810 FP	68
18 + CL	811 FP	829 FP	865 FP	883 FP	71
19 + CL	884 FP	903 FP	940 FP	959 FP	74
20 + CL	960 FP	980 FP	1019 FP		77

ABILITY SCORE ADJUSTMENT FEATURE POINT VALUES					
Score	Adjust	Bonus	Value	Inc.	Highest
1	-10	-5	-7 FP	N/A	Unplayable
2 / 3	-8	-4	-7 FP	0	Unplayable
4 / 5	-6	-3	-6 FP	1	Unplayable
6 / 7	-4	-2	-5 FP	1	-6 FP
8 / 9	-2	-1	-3 FP	2	-2 FP
10 / 11	0	0	0 FP	3	0 FP
12 / 13	2	1	4 FP	4	0 FP
14 / 15	4	2	9 FP	5	3 FP
16 / 17	6	3	15 FP	6	6 FP
18 / 19	8	4	22 FP	7	9 FP
20 / 21	10	5	30 FP	8	12 FP
22 / 23	12	6	39 FP	9	15 FP
24 / 25	14	7	49 FP	10	18 FP
26 / 27	16	8	60 FP	11	21 FP
28 / 29	18	9	72 FP	12	24 FP
30 / 31	20	10	85 FP	13	27 FP
32 / 33	22	11	99 FP	14	30 FP
34 / 35	24	12	114 FP	15	33 FP
36 / 37	26	13	130 FP	16	36 FP
38 / 39	28	14	147 FP	17	39 FP
40 / 41	30	15	165 FP	18	42 FP
42 / 43	32	16	184 FP	19	45 FP
44 / 45	34	17	204 FP	20	48 FP
46 / 47	36	18	225 FP	21	51 FP
48 / 49	38	19	247 FP	22	54 FP
50 / 51	40	20	270 FP	23	57 FP
52 / 53	42	21	294 FP	24	60 FP
54 / 55	44	22	319 FP	25	63 FP
56 / 57	46	23	345 FP	26	66 FP
58 / 59	48	24	372 FP	27	69 FP
60 / 61	50	25	400 FP	28	72 FP
62 / 63	52	26	429 FP	29	75 FP
64 / 65	54	27	459 FP	30	78 FP
66 / 67	56	28	490 FP	31	81 FP
68 / 69	58	29	522 FP	32	84 FP
70 / 71	60	30	555 FP	33	87 FP
72 / 73	62	31	589 FP	34	90 FP
74 / 75	64	32	624 FP	35	93 FP
76 / 77	66	33	660 FP	36	96 FP
78 / 79	68	34	697 FP	37	99 FP
80 / 81	70	35	735 FP	38	102 FP
82 / 83	72	36	774 FP	39	105 FP
84 / 85	74	37	814 FP	40	108 FP
86 / 87	76	38	855 FP	41	111 FP
88 / 89	78	39	897 FP	42	114 FP
90 / 91	80	40	940 FP	43	117 FP

Bonus	GENERIC ATTACK BONUS FEATURE POINT VALUES				BASE ATTACK BONUS FEATURE POINT VALUES			
	Inc.	Value	Melee	Range	Chain	Inc.	Value	
-5	N/A	-10 FP	-5 FP	-5 FP				
-4	0	-10 FP	-5 FP	-5 FP				
-3	1	-9 FP	-4 FP	-4 FP				
-2	2	-7 FP	-3 FP	-3 FP				
-1	3	-4 FP	-2 FP	-2 FP				
0	4	0 FP	0 FP	0 FP	+0	N/A	0 FP	
1	6	6 FP	3 FP	3 FP	+1	8	8 FP	
2	8	14 FP	7 FP	7 FP	+2	10	18 FP	
3	10	24 FP	12 FP	12 FP	+3	12	30 FP	
4	12	36 FP	18 FP	18 FP	+4	14	44 FP	
5	14	50 FP	25 FP	25 FP	+5	16	60 FP	
6	16	66 FP	33 FP	33 FP	+6 / +1	18	78 FP	
7	18	84 FP	42 FP	42 FP	+7 / +2	20	98 FP	
8	20	104 FP	52 FP	52 FP	+8 / +3	22	120 FP	
9	22	126 FP	63 FP	63 FP	+9 / +4	24	144 FP	
10	24	150 FP	75 FP	75 FP	+10 / +5	26	170 FP	
11	26	176 FP	88 FP	88 FP	+11 / +6 / +1	28	198 FP	
12	28	204 FP	102 FP	102 FP	+12 / +7 / +2	30	228 FP	
13	30	234 FP	117 FP	117 FP	+13 / +8 / +3	32	260 FP	
14	32	266 FP	133 FP	133 FP	+14 / +9 / +4	34	294 FP	
15	34	300 FP	150 FP	150 FP	+15 / +10 / +5	36	330 FP	
16	36	336 FP	168 FP	168 FP	+16 / +11 / +6 / +1	38	368 FP	
17	38	374 FP	187 FP	187 FP	+17 / +12 / +7 / +2	40	408 FP	
18	40	414 FP	207 FP	207 FP	+18 / +13 / +8 / +3	42	450 FP	
19	42	456 FP	228 FP	228 FP	+19 / +14 / +9 / +4	44	494 FP	
20	44	500 FP	250 FP	250 FP	+20 / +15 / +10 / +5	46	540 FP	
NOTE	<p>Bonuses are applied in the following order: base attack bonus, ability score adjustments (strength/dexterity), general attack bonuses. On a creature with multiple adjustments, apply the value of the base attack bonus first, then apply the difference in ability score adjustment values based on their change in attack bonus, then apply the difference in values from general attack bonuses. (The added cost for the creature's highest ability score adjustment applies as normal for the actual ability score adjustments, ignoring other attack bonuses.)</p> <p>For example, consider a creature with +4 strength, no dexterity adjustment, +3 BAB from hit dice, and +2 general attack bonus. The value of BAB +3 is applied first. Next add the difference between +6 strength and +10 strength (providing the +2 added attack bonus). Then add the difference between +5 and +7 general melee attack bonus, and the difference between +3 and +5 general range attack bonus.</p>							

RACIAL HIT DICE

Good Saves	FP/HD*
0	1
1	2
2	3
3	4

Skill Points / HD	FP/HD*
2	1
4	2
6	3
8	4

HP/HD	FP/HD
1d4	2
1d6	3
1d8	4
1d10	5
1d12	6

* Skill points and save bonuses are worth double on the first hit die

SKILLS & FEATS

SKILL	VALUE PER PT	EXAMPLE
Standard Skill	0.5 FP	Search
Skill Group	1 FP	Craft (All)
Subskill	0.25 FP	Craft (Trapmaking)
Skill Sub-Option	0.5 FP	Craft (Any One)

Profession and Craft are eligible for subskill and skill group costs. Knowledge and Perform are eligible for skill group costs only.

FEAT ASPECT	VALUE
Basic Feat	3 FP
Starts a Feat Chain (prereq to 3+ other feats)	2 FP
Ability Score Prereq (per score per 4 pts above 10)	1 FP
Prerequisite Feat (per prereq)	1 FP
Class Level Prereq (per 4 class levels)	1 FP
Base Attack Bonus Prereq (per 3 points)	1 FP
Skill Ranks Prerequisite (per 4 points)	1 FP

CASTS AS SPELLCASTING CLASS				
Caster Level	Cleric Sorcerer	Druid Wizard	Bard	Paladin Ranger
1	20 FP	16 FP	8 FP	0 FP
2	27 FP	22 FP	11 FP	0 FP
3	38 FP	31 FP	16 FP	0 FP
4	52 FP	43 FP	22 FP	3 FP
5	69 FP	58 FP	29 FP	6 FP
6	90 FP	76 FP	38 FP	11 FP
7	115 FP	97 FP	49 FP	15 FP
8	143 FP	121 FP	61 FP	21 FP
9	174 FP	148 FP	74 FP	27 FP
10	209 FP	178 FP	89 FP	34 FP
11	248 FP	211 FP	106 FP	42 FP
12	290 FP	247 FP	124 FP	50 FP
13	335 FP	286 FP	143 FP	60 FP
14	384 FP	328 FP	164 FP	69 FP
15	437 FP	373 FP	187 FP	80 FP
16	493 FP	421 FP	211 FP	91 FP
17	552 FP	472 FP	236 FP	103 FP
18	615 FP	526 FP	263 FP	116 FP
19	682 FP	583 FP	292 FP	129 FP
20	752 FP	643 FP	322 FP	143 FP

Note: spell save DC adjustments stack with the bonus (if any) from the highest mental ability score adjustment. To determine the value of a save DC adjustment, take the bonus (or penalty) of the highest mental ability score adjustment, add the listed save DC adjustment, and take the value listed. Then subtract the value for the ability score bonus alone.

BASE SPELL-LIKE ABILITY COST			
Spell Level	Value	Inc.	Caster Level Min
0	1 FP	N/A	1
1	4 FP	3	1
2	7 FP	3	3
3	10 FP	3	5
4	13 FP	3	7
5	17 FP	4	9
6	21 FP	4	11
7	25 FP	4	13
8	29 FP	4	15
9	34 FP	5	17

CASTER LEVEL ADJUST	INCREMENT		EXAMPLE ECL 6 CAST 2+ADJ
	ECL above caster level	Caster Level at least ECL	
-3	0	...	-2 FP
-2	0	2	-2 FP
-1	1	2	-1 FP
0	1	2	0 FP
1	2	6	2 FP
2	3	8	5 FP
3	4	10	9 FP
4	5	12	14 FP
5	6	14	28 FP
6	7	16	44 FP
...

Applies to all spells from class levels or equiv.
Increment determined by caster level immediately before adjustment.
Costs based on final ECL.

SPELL-LIKE ABILITIES : COST FOR USE AT WILL					
DURATION	RANGE				
	Self Only	Aura	Single Target	Target Area	Multiple Targets
1 round / level	6	8	8	8	8
1 minute / level	5	6	8	8	8
10 minutes / level	4	5	8	8	8
1 hour / level	3	4	8	8	8
12+ hours	2	3	8	8	8
Instantaneous	N/A	8 ^A	8 ^A	8 ^A	8 ^A
Concentration	6	8	8	8	8
Permanent	2	N/A	N/A	N/A	N/A
Until Discharged	N/A	N/A	N/A	N/A	N/A

^A Attack spells only.

SPELL SAVE DC ADJUSTMENT				
Bonus	Inc	All Schools	One School	Extra School
-3	0	-2 FP	-0.5 FP	0 FP
-2	0	-2 FP	-0.5 FP	0 FP
-1	1	-1 FP	-0.3 FP	0 FP
0	1	0 FP	0 FP	0 FP
1	2	2 FP	1 FP	0.5 FP
2	4	6 FP	3 FP	1.5 FP
3	6	12 FP	6 FP	3.0 FP
4	8	20 FP	10 FP	5.0 FP
5	10	30 FP	15 FP	7.5 FP
6	12	42 FP	21 FP	10.5 FP
...

BONUS	ARMOR BONUS FEATURE POINT VALUES							
	Natural Armor		Deflection / Luck		Dodge (All)		Dodge (One)	
	VALUE	INC.	VALUE	INC.	VALUE	INC.	VALUE	INC.
1	6 FP	6	8 FP	8	4 FP	4	3 FP	3
2	12 FP	6	16 FP	8	8 FP	4	6 FP	3
3	18 FP	6	24 FP	8	12 FP	4	9 FP	3
4	24 FP	6	32 FP	8	16 FP	4	12 FP	3
5	30 FP	6	40 FP	8	20 FP	4	15 FP	3
6	36 FP	6	48 FP	8	24 FP	4	18 FP	3
7	42 FP	6	56 FP	8	28 FP	4	21 FP	3
8	48 FP	6	64 FP	8	32 FP	4	24 FP	3
9	54 FP	6	72 FP	8	36 FP	4	27 FP	3
10	60 FP	6	80 FP	8	40 FP	4	30 FP	3
11	66 FP	6	88 FP	8	44 FP	4	33 FP	3
12	72 FP	6	96 FP	8	48 FP	4	36 FP	3
13	78 FP	6	104 FP	8	52 FP	4	39 FP	3
14	84 FP	6	112 FP	8	56 FP	4	42 FP	3
15	90 FP	6	120 FP	8	60 FP	4	45 FP	3
16	96 FP	6	128 FP	8	64 FP	4	48 FP	3
17	102 FP	6	136 FP	8	68 FP	4	51 FP	3
18	108 FP	6	144 FP	8	72 FP	4	54 FP	3
19	114 FP	6	152 FP	8	76 FP	4	57 FP	3
20	120 FP	6	160 FP	8	80 FP	4	60 FP	3
21	126 FP	6	168 FP	8	84 FP	4	63 FP	3
22	132 FP	6	176 FP	8	88 FP	4	66 FP	3
23	138 FP	6	184 FP	8	92 FP	4	69 FP	3
24	144 FP	6	192 FP	8	96 FP	4	72 FP	3
25	150 FP	6	200 FP	8	100 FP	4	75 FP	3
26	156 FP	6	208 FP	8	104 FP	4	78 FP	3
27	162 FP	6	216 FP	8	108 FP	4	81 FP	3
28	168 FP	6	224 FP	8	112 FP	4	84 FP	3
29	174 FP	6	232 FP	8	116 FP	4	87 FP	3
30	180 FP	6	240 FP	8	120 FP	4	90 FP	3
31	186 FP	6	248 FP	8	124 FP	4	93 FP	3
32	192 FP	6	256 FP	8	128 FP	4	96 FP	3
33	198 FP	6	264 FP	8	132 FP	4	99 FP	3
34	204 FP	6	272 FP	8	136 FP	4	102 FP	3
35	210 FP	6	280 FP	8	140 FP	4	105 FP	3
36	216 FP	6	288 FP	8	144 FP	4	108 FP	3
37	222 FP	6	296 FP	8	148 FP	4	111 FP	3
38	228 FP	6	304 FP	8	152 FP	4	114 FP	3
39	234 FP	6	312 FP	8	156 FP	4	117 FP	3
40	240 FP	6	320 FP	8	160 FP	4	120 FP	3

BONUS	DAMAGE REDUCTION FEATURE POINT VALUES																			
	DR / -		DR / Epic		DR / Alignment		DR / Adamantine		DR / Magic		DR / Silver		DR / Cold Iron		DR / Slashing		DR / Piercing		DR / Bludgeoning	
	VALUE	INC.	VALUE	INC.	VALUE	INC.	VALUE	INC.	VALUE	INC.	VALUE	INC.	VALUE	INC.	VALUE	INC.	VALUE	INC.	VALUE	INC.
0	8 FP	N/A	8 FP	N/A	6 FP	N/A	6 FP	N/A	6 FP	N/A	6 FP	N/A	6 FP	N/A	6 FP	N/A	4 FP	N/A	4 FP	N/A
1	16 FP	8	15 FP	7	12 FP	6	12 FP	6	10 FP	4	9 FP	3	9 FP	3	9 FP	3	7 FP	3	7 FP	3
2	24 FP	7.9	22 FP	6.9	18 FP	5.9	18 FP	5.9	14 FP	3.9	12 FP	2.9	12 FP	2.9	12 FP	2.9	10 FP	2.9	10 FP	2.9
3	32 FP	7.8	29 FP	6.8	24 FP	5.8	24 FP	5.8	18 FP	3.8	15 FP	2.8	15 FP	2.8	15 FP	2.8	13 FP	2.8	13 FP	2.8
4	40 FP	7.7	36 FP	6.7	30 FP	5.7	30 FP	5.7	22 FP	3.7	18 FP	2.7	18 FP	2.7	18 FP	2.7	16 FP	2.7	16 FP	2.7
5	48 FP	7.6	43 FP	6.6	36 FP	5.6	36 FP	5.6	26 FP	3.6	21 FP	2.6	21 FP	2.6	21 FP	2.6	19 FP	2.6	19 FP	2.6
6	56 FP	7.5	50 FP	6.5	42 FP	5.5	42 FP	5.5	30 FP	3.5	24 FP	2.5	24 FP	2.5	24 FP	2.5	22 FP	2.5	22 FP	2.5
7	63 FP	7.4	56 FP	6.4	47 FP	5.4	47 FP	5.4	33 FP	3.4	26 FP	2.4	26 FP	2.4	26 FP	2.4	24 FP	2.4	24 FP	2.4
8	70 FP	7.3	62 FP	6.3	52 FP	5.3	52 FP	5.3	36 FP	3.3	28 FP	2.3	28 FP	2.3	28 FP	2.3	26 FP	2.3	26 FP	2.3
9	77 FP	7.2	68 FP	6.2	57 FP	5.2	57 FP	5.2	39 FP	3.2	30 FP	2.2	30 FP	2.2	30 FP	2.2	28 FP	2.2	28 FP	2.2
10	84 FP	7.1	74 FP	6.1	62 FP	5.1	62 FP	5.1	42 FP	3.1	32 FP	2.1	32 FP	2.1	32 FP	2.1	30 FP	2.1	30 FP	2.1
11	91 FP	7	80 FP	6	67 FP	5	67 FP	5	45 FP	3	34 FP	2	34 FP	2	34 FP	2	32 FP	2	32 FP	2
12	98 FP	6.9	86 FP	5.9	72 FP	4.9	72 FP	4.9	48 FP	2.9	36 FP	1.9	36 FP	1.9	36 FP	1.9	34 FP	1.9	34 FP	1.9
13	105 FP	6.8	92 FP	5.8	77 FP	4.8	77 FP	4.8	51 FP	2.8	38 FP	1.8	38 FP	1.8	38 FP	1.8	36 FP	1.8	36 FP	1.8
14	112 FP	6.7	98 FP	5.7	82 FP	4.7	82 FP	4.7	54 FP	2.7	40 FP	1.7	40 FP	1.7	40 FP	1.7	38 FP	1.7	38 FP	1.7
15	119 FP	6.6	104 FP	5.6	87 FP	4.6	87 FP	4.6	57 FP	2.6	42 FP	1.6	42 FP	1.6	42 FP	1.6	40 FP	1.6	40 FP	1.6
16	126 FP	6.5	110 FP	5.5	92 FP	4.5	92 FP	4.5	60 FP	2.5	44 FP	1.5	44 FP	1.5	44 FP	1.5	42 FP	1.5	42 FP	1.5
17	132 FP	6.4	115 FP	5.4	96 FP	4.4	96 FP	4.4	62 FP	2.4	45 FP	1.4	45 FP	1.4	45 FP	1.4	43 FP	1.4	43 FP	1.4
18	138 FP	6.3	120 FP	5.3	100 FP	4.3	100 FP	4.3	64 FP	2.3	46 FP	1.3	46 FP	1.3	46 FP	1.3	44 FP	1.3	44 FP	1.3
19	144 FP	6.2	125 FP	5.2	104 FP	4.2	104 FP	4.2	66 FP	2.2	47 FP	1.2	47 FP	1.2	47 FP	1.2	45 FP	1.2	45 FP	1.2
20	150 FP	6.1	130 FP	5.1	108 FP	4.1	108 FP	4.1	68 FP	2.1	48 FP	1.1	48 FP	1.1	48 FP	1.1	46 FP	1.1	46 FP	1.1
21	156 FP	6	135 FP	5	112 FP	4	112 FP	4	70 FP	2	49 FP	1	49 FP	1	49 FP	1	47 FP	1	47 FP	1
22	162 FP	5.9	140 FP	4.9	116 FP	3.9	116 FP	3.9	72 FP	1.9	50 FP	1	50 FP	1	50 FP	1	48 FP	1	48 FP	1
23	168 FP	5.8	145 FP	4.8	120 FP	3.8	120 FP	3.8	74 FP	1.8	51 FP	1	51 FP	1	51 FP	1	49 FP	1	49 FP	1
24	174 FP	5.7	150 FP	4.7	124 FP	3.7	124 FP	3.7	76 FP	1.7	52 FP	1	52 FP	1	52 FP	1	50 FP	1	50 FP	1
25	180 FP	5.6	155 FP	4.6	128 FP	3.6	128 FP	3.6	78 FP	1.6	53 FP	1	53 FP	1	53 FP	1	51 FP	1	51 FP	1
26	186 FP	5.5	160 FP	4.5	132 FP	3.5	132 FP	3.5	80 FP	1.5	54 FP	1	54 FP	1	54 FP	1	52 FP	1	52 FP	1
27	191 FP	5.4	164 FP	4.4	135 FP	3.4	135 FP	3.4	81 FP	1.4	55 FP	1	55 FP	1	55 FP	1	53 FP	1	53 FP	1
28	196 FP	5.3	168 FP	4.3	138 FP	3.3	138 FP	3.3	82 FP	1.3	56 FP	1	56 FP	1	56 FP	1	54 FP	1	54 FP	1
29	201 FP	5.2	172 FP	4.2	141 FP	3.2	141 FP	3.2	83 FP	1.2	57 FP	1	57 FP	1	57 FP	1	55 FP	1	55 FP	1
30	206 FP	5.1	176 FP	4.1	144 FP	3.1	144 FP	3.1	84 FP	1.1	58 FP	1	58 FP	1	58 FP	1	56 FP	1	56 FP	1
31	211 FP	5	180 FP	4	147 FP	3	147 FP	3	85 FP	1	59 FP	1	59 FP	1	59 FP	1	57 FP	1	57 FP	1
32	216 FP	4.9	184 FP	3.9	150 FP	2.9	150 FP	2.9	86 FP	1	60 FP	1	60 FP	1	60 FP	1	58 FP	1	58 FP	1
33	221 FP	4.8	188 FP	3.8	153 FP	2.8	153 FP	2.8	87 FP	1	61 FP	1	61 FP	1	61 FP	1	59 FP	1	59 FP	1
34	226 FP	4.7	192 FP	3.7	156 FP	2.7	156 FP	2.7	88 FP	1	62 FP	1	62 FP	1	62 FP	1	60 FP	1	60 FP	1
35	231 FP	4.6	196 FP	3.6	159 FP	2.6	159 FP	2.6	89 FP	1	63 FP	1	63 FP	1	63 FP	1	61 FP	1	61 FP	1
36	236 FP	4.5	200 FP	3.5	162 FP	2.5	162 FP	2.5	90 FP	1	64 FP	1	64 FP	1	64 FP	1	62 FP	1	62 FP	1
37	240 FP	4.4	203 FP	3.4	164 FP	2.4	164 FP	2.4	91 FP	1	65 FP	1	65 FP	1	65 FP	1	63 FP	1	63 FP	1
38	244 FP	4.3	206 FP	3.3	166 FP	2.3	166 FP	2.3	92 FP	1	66 FP	1	66 FP	1	66 FP	1	64 FP	1	64 FP	1
39	248 FP	4.2	209 FP	3.2	168 FP	2.2	168 FP	2.2	93 FP	1	67 FP	1	67 FP	1	67 FP	1	65 FP	1	65 FP	1
40	252 FP	4.1	212 FP	3.1	170 FP	2.1	170 FP	2.1	94 FP	1	68 FP	1	68 FP	1	68 FP	1	66 FP	1	66 FP	1

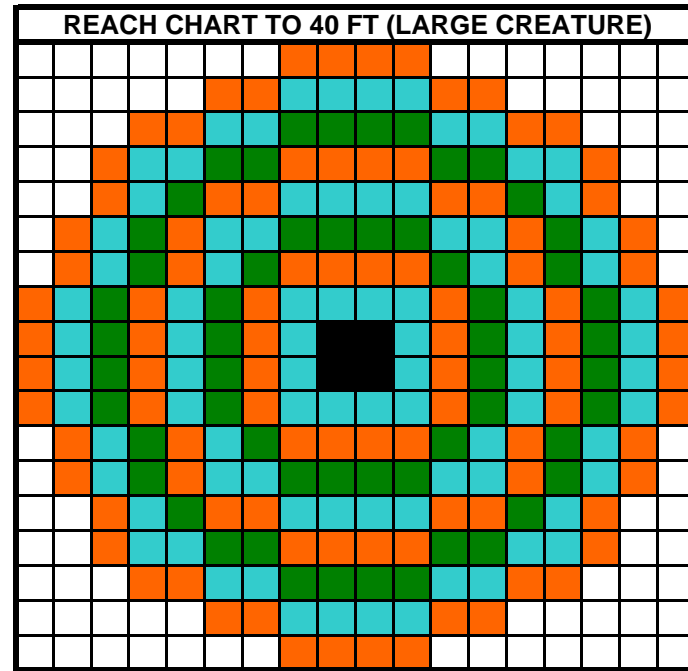
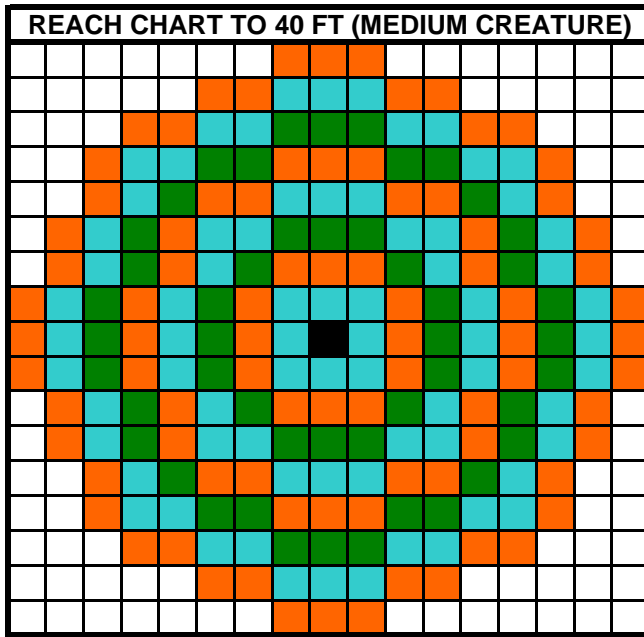
RESISTANCES & IMMUNITIES		
Effect	Save Bonus (per point)	Immunity
Critical Hits	N / A	5 FP
Sleep	1/4 FP	3 FP
Poison	1/2 FP	10 FP
Disease	1/2 FP	8 FP
Illusions	1/2 FP	10 FP
Enchantments	1/2 FP	10 FP
Humanoid / Animal Spells	1/4 FP	3 FP
Element / Energy Damage (per element / energy type)	1/2 FP	20 FP
General Saving Throw (any one: Fort, Reflex, or Will)	2 FP	50 FP
Spells & SLAs (with saves allowed only)	2 FP	100 FP
Spells & SLAs (all spells)	N / A	200 FP
Cloud-Based Effects	1/4 FP	3 FP
Suffocation	N / A	15 FP
Fatigue	N / A	10 FP
Spell School (any one)	1/2 FP	10 FP
Healing from Spells (see notes)	N / A	-12 FP
Natural Healing	N / A	-3 FP

BONUS	Fast Healing		Regeneration (SEE NOTES)		Energy Resistance (ANY ONE)		Spell Resistance	
	VALUE	INC.	VALUE	INC.	VALUE	INC.	VALUE	INC.
0	12 FP	N / A	32 FP	N / A	0.0 FP	N / A	0 FP	N / A
1	20 FP	8	40 FP	8	0.5 FP	0.5	2 FP	2
2	28 FP	8	48 FP	8	1.0 FP	0.5	4 FP	2
3	36 FP	8	56 FP	8	1.5 FP	0.5	6 FP	2
4	44 FP	8	64 FP	8	2.0 FP	0.5	8 FP	2
5	52 FP	8	72 FP	8	2.5 FP	0.5	10 FP	2
6	60 FP	8	80 FP	8	3.0 FP	0.5	12 FP	2
7	68 FP	8	88 FP	8	3.5 FP	0.5	14 FP	2
8	76 FP	8	96 FP	8	4.0 FP	0.5	16 FP	2
9	84 FP	8	104 FP	8	4.5 FP	0.5	19 FP	3
10	92 FP	8	112 FP	8	5.0 FP	0.5	22 FP	3
11	100 FP	8	120 FP	8	5.5 FP	0.5	25 FP	3
12	108 FP	8	128 FP	8	6.0 FP	0.5	28 FP	3
13	116 FP	8	136 FP	8	6.5 FP	0.5	31 FP	3
14	124 FP	8	144 FP	8	7.0 FP	0.5	34 FP	3
15	132 FP	8	152 FP	8	7.5 FP	0.5	37 FP	3
16	140 FP	8	160 FP	8	8.0 FP	0.5	40 FP	3
17	148 FP	8	168 FP	8	8.5 FP	0.5	44 FP	4
18	156 FP	8	176 FP	8	9.0 FP	0.5	48 FP	4
19	164 FP	8	184 FP	8	9.5 FP	0.5	52 FP	4
20	172 FP	8	192 FP	8	10.0 FP	0.5	56 FP	4
21	180 FP	8	200 FP	8	10.5 FP	0.5	60 FP	4
22	188 FP	8	208 FP	8	11.0 FP	0.5	64 FP	4
23	196 FP	8	216 FP	8	11.5 FP	0.5	68 FP	4
24	204 FP	8	224 FP	8	12.0 FP	0.5	72 FP	4
25	212 FP	8	232 FP	8	12.5 FP	0.5	77 FP	5
26	220 FP	8	240 FP	8	13.0 FP	0.5	82 FP	5
27	228 FP	8	248 FP	8	13.5 FP	0.5	87 FP	5
28	236 FP	8	256 FP	8	14.0 FP	0.5	92 FP	5
29	244 FP	8	264 FP	8	14.5 FP	0.5	97 FP	5
30	252 FP	8	272 FP	8	15.0 FP	0.5	102 FP	5
31	260 FP	8	280 FP	8	15.5 FP	0.5	107 FP	5
32	268 FP	8	288 FP	8	16.0 FP	0.5	112 FP	5
33	276 FP	8	296 FP	8	16.5 FP	0.5	118 FP	6
34	284 FP	8	304 FP	8	17.0 FP	0.5	124 FP	6
35	292 FP	8	312 FP	8	17.5 FP	0.5	130 FP	6
36	300 FP	8	320 FP	8	18.0 FP	0.5	136 FP	6
37	308 FP	8	328 FP	8	18.5 FP	0.5	142 FP	6
38	316 FP	8	336 FP	8	19.0 FP	0.5	148 FP	6
39	324 FP	8	344 FP	8	19.5 FP	0.5	154 FP	6
40	332 FP	8	352 FP	8	20.0 FP	0.5	160 FP	6

FEATURE	BLINDSIGHT		BLINDSENSE		TREMORSENSE		SCENT		DARKVISION		LOW-LIGHT VISION	
INTERVAL	5 ft (1 square)		5 ft (1 square)		5 ft (1 square)		5 ft (1 square)		60 ft (12 squares)		as per light source	
BONUS	VALUE	INC	VALUE	INC	VALUE	INC	VALUE	INC	VALUE	INC	VALUE	INC
0	5 FP	N/A	4 FP	N/A	3 FP	N/A	0 FP	N/A	2 FP	N/A	N/A	N/A
1	9 FP	4	7 FP	3	5 FP	2	1 FP	1	3 FP	1	N/A	N/A
2	13 FP	4	10 FP	3	7 FP	2	2 FP	1	4 FP	1	1 FP	1
3	17 FP	4	13 FP	3	9 FP	2	3 FP	1	5 FP	1	2 FP	1
4	21 FP	4	16 FP	3	11 FP	2	4 FP	1	6 FP	1	3 FP	1
5	24 FP	3	19 FP	3	13 FP	2	5 FP	1	7 FP	1	4 FP	1
6	27 FP	3	21 FP	2	15 FP	2	6 FP	1	8 FP	1	5 FP	1
7	30 FP	3	23 FP	2	17 FP	2	7 FP	1	9 FP	1	6 FP	1
8	33 FP	3	25 FP	2	19 FP	2	8 FP	1	10 FP	1	7 FP	1
9	35 FP	2	27 FP	2	21 FP	2	9 FP	1	11 FP	1	8 FP	1
10	37 FP	2	29 FP	2	23 FP	2	10 FP	0.5	12 FP	1	9 FP	0.5
11	39 FP	2	30 FP	1	24 FP	1	10 FP	0.5	13 FP	1	9 FP	0.5
12	41 FP	2	31 FP	1	25 FP	1	11 FP	0.5	14 FP	1	10 FP	0.5
13	42 FP	1	32 FP	1	26 FP	1	11 FP	0.5	15 FP	1	10 FP	0.5
14	43 FP	1	33 FP	1	27 FP	1	12 FP	0.5	16 FP	1	11 FP	0.5
15	44 FP	1	34 FP	1	28 FP	1	12 FP	0.5	17 FP	1	11 FP	0.5
16	45 FP	1	35 FP	1	29 FP	1	13 FP	0.5	18 FP	1	12 FP	0.5
17	46 FP	1	36 FP	1	30 FP	1	13 FP	0.5	19 FP	1	12 FP	0.5
18	47 FP	1	37 FP	1	31 FP	1	14 FP	0.5	20 FP	1	13 FP	0.5
19	48 FP	1	38 FP	1	32 FP	1	14 FP	0.5	21 FP	1	13 FP	0.5
20	49 FP	1	39 FP	1	33 FP	1	15 FP	0.5	22 FP	1	14 FP	0.5
...	...	1	...	1	...	1	...	0.5	0.5

SPEED (in 5 ft squares)	FLIGHT AT WILL MANEUVERABILITY				
	Clumsy	Poor	Average	Good	Perfect
Increment	1.0 FP	1.5 FP	2.0 FP	2.5 FP	3.0 FP
1	13 FP	16 FP	18 FP	21 FP	23 FP
2	14 FP	17 FP	20 FP	23 FP	26 FP
3	15 FP	19 FP	22 FP	26 FP	29 FP
4	16 FP	20 FP	24 FP	28 FP	32 FP
5	17 FP	22 FP	26 FP	31 FP	35 FP
6	18 FP	23 FP	28 FP	33 FP	38 FP
7	19 FP	25 FP	30 FP	36 FP	41 FP
8	20 FP	26 FP	32 FP	38 FP	44 FP
9	21 FP	28 FP	34 FP	41 FP	47 FP
10	22 FP	29 FP	36 FP	43 FP	50 FP
11	23 FP	31 FP	38 FP	46 FP	53 FP
12	24 FP	32 FP	40 FP	48 FP	56 FP
13	25 FP	34 FP	42 FP	51 FP	59 FP
14	26 FP	35 FP	44 FP	53 FP	62 FP
15	27 FP	37 FP	46 FP	56 FP	65 FP
16	28 FP	38 FP	48 FP	58 FP	68 FP
17	29 FP	40 FP	50 FP	61 FP	71 FP
18	30 FP	41 FP	52 FP	63 FP	74 FP
19	31 FP	43 FP	54 FP	66 FP	77 FP
20	32 FP	44 FP	56 FP	68 FP	80 FP
21	33 FP	46 FP	58 FP	71 FP	83 FP
22	34 FP	47 FP	60 FP	73 FP	86 FP
23	35 FP	49 FP	62 FP	76 FP	89 FP
24	36 FP	50 FP	64 FP	78 FP	92 FP
25	37 FP	52 FP	66 FP	81 FP	95 FP
26	38 FP	53 FP	68 FP	83 FP	98 FP
27	39 FP	55 FP	70 FP	86 FP	101 FP
28	40 FP	56 FP	72 FP	88 FP	104 FP
29	41 FP	58 FP	74 FP	91 FP	107 FP
30	42 FP	59 FP	76 FP	93 FP	110 FP
31	43 FP	61 FP	78 FP	96 FP	113 FP
32	44 FP	62 FP	80 FP	98 FP	116 FP
33	45 FP	64 FP	82 FP	101 FP	119 FP
34	46 FP	65 FP	84 FP	103 FP	122 FP
35	47 FP	67 FP	86 FP	106 FP	125 FP
36	48 FP	68 FP	88 FP	108 FP	128 FP
37	49 FP	70 FP	90 FP	111 FP	131 FP
38	50 FP	71 FP	92 FP	113 FP	134 FP
39	51 FP	73 FP	94 FP	116 FP	137 FP
40	52 FP	74 FP	96 FP	118 FP	140 FP

REACH (in squares)	VALUE
0	-5 FP
1	0 FP
2	25 FP
3	50 FP
4	75 FP
5	100 FP
6	125 FP
7	150 FP
8	175 FP
9	200 FP
10	225 FP
11	250 FP
12	275 FP
13	300 FP
14	325 FP
15	350 FP
16	375 FP
...	...



VALUES OF OTHER SPECIAL FEATURES

Feature	Formula	Notes
Ability Damage	1 FP x Max Ability Damage x Save DC (average) / 4 + [1 FP x Max Ability Damage if lethal when reduced to 0]	Poison, incorporeal touch, etc
Ability Drain	As per ability damage + 1 FP x Max Ability Damage	See ability damage for details
Amphibious Ability	10 FP plus swim speed cost if applicable	Based on Water Breathing spell
Burrow Speed	6 FP	May not exceed land speed.
Cannot Use Equipment	-2 FP per slot to a maximum of -20 FP for all slots	2 weapon slots, 2 ring slots, 1 each of any other slot type
Climb Speed	6 FP	May not exceed land speed. Includes +8 climb skill bonus.
Creature Type	Racial Trait Values [if not listed separately] + [2 FP for immunities unless humanoid or animal] + [1 FP for Alter Self & Polymorph options unless humanoid]	
Delayed Feature	[Feature Value] x (2/3) ^([Levels Delayed] / 2)	
Disease Attack	As per effects, divide the value of damage / debilitation effects by 2 for each day of the minimum incubation period.	
Does not breathe	15 FP	Suffocation immunity
Does not need food	3 FP	
Does not need sleep	3 FP + [3 FP for sleep immunity if applicable] + [10 FP for fatigue immunity if applicable]	
Elemental / Energy Vulnerability	As per extra damage: 1HP/Die = -1 FP +50% = -3 FP +100% (double damage) = -5 FP	
Elemental Resistance / Energy Resistance	1 FP per 2 points of resistance per element to a maximum of 20 FP per element (see immunities)	
Elemental Subtype / Energy Subtype	Full value for energy immunity + double value for energy vulnerability (inverse type only)	Example: fire subtype = fire immunity + cold vulnerability
Level / Energy Drain	8 FP x Avg Levels Drained x Save DC	Value based on Enervation and Energy Drain spells. Average levels drained = (max + min) / 2. Thus 1d4 would be 2.5 average.
Exotic Weapon Proficiency	2 FP per weapon. No maximum.	
Extra Equipment Slots	3 FP per slot + double average weapon damage for weapon slots + maximum AC bonus for armor or shield slots	For weapon damage details, see natural weapons

VALUES OF OTHER SPECIAL FEATURES		
Feature	Formula	Notes
Incorporeal	175 FP + [-8 FP auto-fail strength checks] + [-16 FP can only use ghost touch equipment] + [-8 FP cannot make weapon or touch attacks]	Based on Ghostform spell (Libris Mortis) and Ethereal Jaunt spell
Land Speed	0 FP for base speed (by size) + 3 FP per 5 ft (1 square) increase - 2 FP per 5 ft (2 square) decrease	Value is worth 1/4 for each grade of armor (heavy/medium/light/none) they can wear with the bonus or without the penalty.
Martial Weapon Proficiency	1 FP per weapon. Maximum 5 FP for all melee + 4 FP for all range martial weapons.	
Natural Weapons	1 FP (never unarmed) + Minimum Weapon Damage + Maximum Weapon Damage + [Subtract dagger damage values if occupies weapon slot]	Value may never be less than 1 FP
Non-Ability Score	6 FP (direct immunities) + [-8 FP if auto-fail skill/ability checks] + [-10 FP if cannot use weighted equipment] + [-8 FP if cannot make weapon or touch attacks] + [50 FP if automatic success on saves] + [15 FP if automatic success on skill/ability checks] + [20 FP if saves & checks transferred to different ability score + 10 FP if new score already responsible for saves (duplex)] + [-20 FP if automatic failure on saves]	Automatic save success is mutually exclusive from transferred or duplexed saves; their values do not stack. The value of transferred saves stacks with that of duplexed saves.
Prehensile Limb	3 FP (held item slot) + 9 FP (weapon slot) [if applicable] + 6 FP (shield slot) [if applicable] + 12 FP (extra action) [if applicable] + 18 FP (somatic component) [if applicable]	Creatures have an extra action if they can perform mundane non-attack actions with the limb, such as reloading a crossbow, while the creature takes other non-spell actions. The hand counts as a somatic component if it lets the creature cast spells simultaneously with performing other actions.
Simple Weapon Proficiency	1/4 FP per simple weapon. Max 2 FP for all simple weapons.	
Swim Speed	6 FP	May only exceed land speed for aquatic or amphibious creatures. Treat as land speed for aquatic creatures.
Weapon Familiarity	1/2 FP per weapon. No maximum.	Familiarity changes an exotic weapon into a martial weapon, or a martial weapon into a simple weapon.

HEADER	NOTES
Delayed Features	For every two (2) levels that access to a feature is delayed, that feature's value is multiplied by two thirds (2/3). Thus a feature worth 50 FP which only takes effect six (6) levels after the creature's starting ECL would be worth 15 FP [50x(2/3)x(2/3)x(2/3)] for the creature immediately.
Healing Immunity	A creature is only considered immune to magical healing if no spell cast upon them will heal them. Creatures such as Undead, which are healed by a different spells, are not considered immune to healing.
Regeneration	The value of regeneration is reduced by each type of attack that bypasses it. Elemental damage is worth -5 FP per element, magic damage is worth -8 FP, material damage (adamantine, cold iron, silver) is worth 4 FP per material, physical damage type (bludgeoning, piercing, slashing) is worth -10 FP per damage type. Regardless of the number of bypass methods, regeneration is never worth less than 30 FP.
Spellcaster Level	<p>The caster level (or spellcaster level) adjusts the numeric effects of many spells. It does not determine the number of spells a caster receives, even if the creature has levels in a spellcasting class (or equivalent spellcasting ability).</p> <p>A creature that casts as a spellcasting class of a certain level does not need to pay any additional caster level cost for spell-like abilities, unless those abilities require a higher caster level than the casting class.</p>
Spell-like Abilities with Expensive Components	<p>Any spell which normally carries a cost in materials or experience will have an increased feature point cost if using that ability does not incur the same cost for the creature. Spells with a cost of up to 25 GP do not have any additional value. If the cost of the spell exceeds this amount, multiply the amount by the spell level (minimum 2), and increase the value by an additional 1 FP. Repeat this process until the GP cost has been exceeded. For example, take a fourth-level spell with a casting cost of 1000 GP. The cost exceeds 400 GP (25 x 4²), but not 1600 GP (25 x 4³). The value of the spell is thus increased by 3 FP, for a total value of 16 FP (plus the caster level if applicable). The first-level spell Identify, with a casting cost of 100 GP, is worth 6 FP per use per day. (Note: zero-level spells should never have GP casting costs.)</p> <p>Spells-like abilities based on spells that would normally have an experience point (XP) cost should not be awarded to playable races. Examples of such spells include Permanency and Wish.</p>

HEADER	NOTES
Stacking Attack Bonuses	<p>Bonuses are applied in the following order: base attack bonus, ability score adjustments (strength/dexterity), general attack bonuses. On a creature with multiple adjustments, apply the value of the base attack bonus first, then apply the difference in ability score adjustment values based on their change in attack bonus, then apply the difference in values from general attack bonuses. (The added cost for the creature's highest ability score adjustment applies as normal for the actual ability score adjustments, ignoring other attack bonuses.)</p> <p>For example, consider a creature with +4 strength, no dexterity adjustment, +3 BAB from hit dice, and +2 general attack bonus. The value of BAB +3 is applied first. Next add the difference between +6 strength and +10 strength (providing the +2 added attack bonus). Then add the difference between +5 and +7 general melee attack bonus, and the difference between +3 and +5 general range attack bonus.</p>
Stacking Spell Save DCs	<p>Note: spell save DC adjustments stack with the bonus (if any) from the highest mental ability score adjustment. To determine the value of a save DC adjustment, take the bonus (or penalty) of the highest mental ability score adjustment, add the listed save DC adjustment, and take the value listed. Then subtract the value for the ability score bonus alone.</p>