ACTIONS (PHB P127, 8-3, 8-4)

* provokes an AoO, † may provoke an AoO

Standard Actions

- Attack (melee), attack (ranged)*, attack (unarmed)*, activate magic item, aid another†, bull rush, cast spell*, concentrate on spell, dismiss a spell, draw hidden weapon, drink potion*, apply oil*, escape grapple, feint, lower spell resistance, overrun, read a scroll*, ready, sunder weapon*, sunder object†, total defense, turn undead, use extraordinary ability, use spell-like ability*, use supernatural ability

Move Actions

- Move*, control a mount*, Redirect active spell, load hand/light crossbow*, open or close door, mount or dismount, move heavy object*, pick up item*, sheathe weapon*, stand from prone*, retrieve stored item*
- Draw weapon, ready/loose shield can be combined with a regular move action if your base attack is at least +1, otherwise they are move-equivalent actions

Full-Round Actions (take action and 5' step)

- Full attack, charge, deliver coup de grace*, escape from net*, extinguish flames, light torch*, load heavy/repeating crossbow*, prepare to throw splash weapon*, run*, touch spell on six friends*, withdraw

Free Actions

- Drop item, drop to floor, speak, cast quickened spell, stop concentrating

Swift Actions

- A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Immediate Actions

- An immediate action can be performed at any time even if it's not your turn. Casting feather fall is an immediate action, since the spell can be cast at any time. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You also cannot use an immediate action if you are flat-footed.

No Action

- Delay, 5-foot step

Fight Defensively(Standard Action - PHB p140)

- -4 on all attacks, +2 dodge bonus to AC for 1 round

Total Defense (Standard Action - PHB p142)

- No action other than move-action, get +4 dodge to AC for 1 round

Aid ANOTHER (PHB p154)

- Make attack against AC 10, if you succeed, an ally who is attacking an opponent you threaten can take either a +2 to their attack, or +2 circumstance bonus to their AC against that opponent. Aid action may also be used to shake someone free of *hypnotize* or *sleep*, or assist skill

BULL RUSH (PHB P154)

- Move into defender's square (can be part of charge), provokes AoO, each with 25% of targeting defender by mistake (Opp - Max one size larger).
- Make opposed Combat Attack Check(See Below) check, +2 bonus for charging, defender gets +4 if more than 2 legs or being extra stable(ie dwarf).
- **Success:** Push defender back 5', and you can move with the defender an extra 5' for each 5 point of difference in the roll, but both provoke AoOs from others. **Failure:** move back 5', if space occupied you fall prone
- **Wall Bash(Shadow d20):** If you bull rush an opponent into an unmoving obstruction (such as a wall), the creature takes damage as if it fell from a height equal to the distance you would have pushed it back (rounded up to the nearest multiple of 10, and minimum 10ft) plus 1 and 1/2 Str bonus.

CHARGE (PHB P154)

- Must move at least 10' (up to double move), all in a straight line
- +2 to attack, -2 to AC for 1 round

COUP DE GRACE (PHB P153)

- Full-round action with melee weapon (or bow/crossbow from adjacent square). Provokes AoO. Automatic hit and critical, Fort save DC 10 + damage or die

CRITICAL HIT SUNDER(Shadow d20)

- Any time a Player receives a confirmed critical hit in battle from something larger than a bullet, arrow, or bolt, he has the option to have the critical hit sunder his Shield or 2 handed weapon. The player chooses once the critical is scored but before damage is rolled. If he chooses this option, the hit still lands but no longer does Hit Point Damage. Instead his Shield or Weapon becomes destroyed/sundered and unrepairable by standard means.

DISARM (PHB P155)

- Defender gets AoO, if receive damage, disarm fails
- Make an opposed Combat Attack Check(See Below), +4 for two handed weapon, -4 for light weapon, and -4 for not using a weapon.
- **Success:** Defender is disarmed. If attacker is unarmed, weapon ends in attacker's hand. **Failure:** Defender may attempt to disarm the attacker.

FEINT (PHB p155)

- Make a Bluff check vs Sense Motive or Combat Attack Check (targets choice). Only against intelligent target. **Success:** Next melee attack on next turn denies target Dex bonus to AC.

FUMBLE, CRITICAL(Shadow d20)

- Rolling a natural 1 on d20 is a miss that could be a critical fumble. To find out roll a d20 again and see if it also misses the armor class of the NPC the PC was attacking. If so then it was a Critical Fumble and the player should roll % to determine the effect. The roll to Confirm the Critical Fumble is to be made at the highest Base Attack Bonus.

GRAPPLE (PHB P155)

- Grapple check is replaced with a Combat Attack Check or CAC for full details see end of this document.
- **To Start:** Provoke AoO from target; if AoO does damage, you fail to grapple. Next, grab opponent (melee touch attack).
- Attacker and opponent make opposed Combat Attack Checks to start grapple. If Attacker wins, deal unarmed damage to opponent
- To maintain grapple in later rounds, move into opponent space.
  - **(Shadow d20)**: To pull into your square instead make opposed CAC Rolls. If you lose the grapple Ends.
- **Join Grapple:** No AoO from target and grab succeeds automatically. Opposed grapple check still necessary.
- **When Grappling:**
  - Make opposed Combat Attack Checks(CAC) as an attack to :
    - 1d3 + Str modifier non-lethal damage (-4 to check for lethal)
    - Draw light weapon as move action
    - Escape (against all opponent) (Escape Artist = standard action)
    - Move (half speed, against all opponent)
    - Pin target for 1 round, or break the pin a target has over an ally
    - Use opponent's weapon with -4 penalty (doesn't gain weapon)
  - **You can do the following without a CAC:**
    - Activate magic item without spell completion triggers
    - Attack with unarmed, natural or light weapon at -4
    - Cast a 1-action spell with no somatic components with components in hand. Make Concentration check (DC 20 + spell level)
    - Retrieve spell component as full round action
- **If Pinning:** Cannot escape another's grapple, retrieve spell component, pin another or break another's pin.
- **If Pinned:** -4 AC against other opponents. Escape with opposed check.

OVERRUN (PHB P157)

- Move into defender's square (can be part of charge), provokes AoO from defender. (Defender Max one size larger)
- If opponent avoids, nothing happens. If opponent blocks, make opposed Combat Attack Check(See Below) +2 bonus for charging, defender gets +4 if more than 2 legs or extra stable(ie Dwarf).
- **Success:** Knock defender prone. **Failure:** Defender push attacker 5 ft back, and with a successful CAC check attacker falls prone.
- If you fail but are not tripped, move back 5'; if that square is occupied, you fall prone in it.

SUNDER (PHB P158, 8-8)

- **Held weapon/shield:** Provoke AoO from opponent. Make opposed Combat Attack Check(See Below) +4 for two handed weapon, -4 for light weapon.
- **Success:** Apply weapon damage to item.
- If the damage you deal exceeds the object's hardness, but not its total number of hit points the object instead gains the *broken condition*.
- **Carried/worn object:** Provoke AoO. Attack object AC is 10 + size mod + Dex mod of char

Weapon	Hard	HP	Armor/Shield	Hard	HP
Light blade (short sword)	10	2	Armor	10	*
1 handed blade (longsword)	10	5	Buckler	10	5
2 handed blade (greatsword)	10	10	Light wooden shield	5	7
Light metal-hafted (light mace)	10	10	Heavy wooden shield	5	15
1 handed metal-hafted (heavy mace)	10	20	Light steel shield	10	10
Light hafted (handaxe)	5	2	Heavy steel shield	10	20
1 handed hafted (battleaxe)	5	5	Tower shield	5	20
2 handed hafted (greataxe	5	10	Projectile weapon	5	5
* bonus x 5					

TRIP (PHB P158)

- Start unarmed melee touch attack, prov. AoO (Max one size larger)
- Tripping with a tripping weapon does not provoke AoO. If tripped by opponent in attempt, may drop weapon to avoid being tripped.
- Make opposed Combat Attack Check(See Below). Defender gets +4 if more than 2 legs or extra stable(ie Dwarf).
- **Success:** Opponent is prone. **Failure:** Opponent may attempt trip back

TURN OR REBUKE UNDEAD (PHB P159)

- Range: 60 feet, line of effect
- Roll 1d20 + Cha mod; table below shows highest HD you can turn

Check	Max HD	Check	Max HD	Check	Max HD
up to 0	Cleric level -4	7-9	Cleric level -1	16-18	Cleric level +2
1-3	Cleric level -3	10-12	Cleric level	19-21	Cleric level +3
4-6	Cleric level -2	13-15	Cleric level +1	22+	Cleric level +4

- Roll 2d6 + Cleric level + Cha mod, gives number of HD turned/rebuked
- Undead with 1/2 HD of cleric's level are destroyed/commanded
- Turned undead flee for 10 rounds, if they can't, they cower
- Rebuked undead cower in awe for 10 rounds
- If cleric gets closer than 10', turned undead will return to normal
- Commanded undead may be ordered as a standard action

Attack Roll Modifiers (PHB p151, 8-5)

Attacker is ...	Melee	Ranged
Dazzled	-1	-1
Entangled	-2	-2
Flanking defender	+2	-
Invisible	+2 †	+2 †
On higher ground	+1	+0
Prone	-4	-*
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

* Only crossbow or shuriken can be used   † Defender loses Dex bonus to AC

ARMOR CLASS MODIFIERS (PHB P151, 8-6)

Defender is ...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 *	-2 *
Concealed or invisible	-- 20% or 50% miss chance --	
Cowering	-2 *	-2 *
Entangled	+0	+0
Flat-footed	+0 *	+0 *
Grappling (but attacker is not)	+0 *	+0 *†
Helpless	-4 ‡	+0 ‡
Kneeling or sitting	-2	+2
Pinned	-4	+0
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 *	-2 *

* Defender loses Dex bonus to AC   † Roll randomly to see which combatant is hit
‡ Treat defender's Dex as 0 (-5 mod)

RANGE (PHB P139)

-2 for each range increment, 5 increments maximum for thrown, 10 increments maximum for projectile

LIGHT SOURCES AND ILLUMINATION (PHB P165, 9-7)

Source	Bright	Shadow	Dur	Source	Bright	Shadow	Dur
Candle	n/a	5'	1 hr	Torch	20'	40'	1 hr
Lamp, common	15'	30'	6hr	Cont. flames	20'	40'	Perm
Lantern, bullseye	60' cone	120' cone	6hr	Dancing lights	20' each	40' each	1 m
Lantern, hooded	30'	60'	6hr	Daylight	60'	120'	30 m
Sunrod	30'	60'	6hr	Light	20'	40'	10 m

SKILL CHECKS (PHB P67-86)

Appraise (Int, Untrained)
Takes one minute, no retry for same object.
Common items: DC 12, failure 10% x (2d6+3) of actual price
Rare/exotic items: DC 15+, failure unable to estimate.
Untrained: Failure unable to estimate, rare item success 10% x (2d6+3)

Balance (Dex, Untrained, Armor Check Penalty)
Success lets you move at half speed, failure means no move for 1 round, failure by 5 or more means you fall.
Difficult Terrain Fast Move(Shadow d20): Successful DC15 Balance Check reduces the movement cost in half and round down to the nearest 5'(For example 10' would be reduced to 5', but 15' would be reduced to 10').

- DC increases by +2 per each additional diagonal slash.
- Failure means that the character can move across the difficult terrain, but each squares cost of movement does not change.

Narrow Surf.	DC	Difficult Surf.	DC	Narrow Modifiers	DC
7-12 inches	10	Uneven flagstone	10	Light/severe obstruction	+2/+5
2-6 inches	15	Hewn stone floor	10	Lightly/severely slippery	+2/+5
Less than 2 inches	20	Sloped or angled floor	10	Sloped or angled	+5

Bluff (Cha, Untrained)
At least a full round action. Target makes opposed Sense Motive check. Usually cannot retry, unless feinting in combat.

Circumstance	DC
Target wants to believe you	-5
Believable, and doesn't affect the target much	+0
A little hard to believe, or puts the target at some risk	+5
Hard to believe, or entails large risk for target	+10
Way out there, almost to incredible to consider	+20

Climb (Str, Untrained, Armor Check Penalty)
Success lets you move at one quarter speed as a full round action, failure means no progress for 1 round, failure by 5 or more means you fall.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	Rope with a wall to brace against. Knotted rope. Rope affected by *rope trick*.
10	Surface with ledges to hold/stand on such as a very rough wall or a ship's rigging.
15	Surface with handhold or footholds. Unknotted rope. Pull yourself up after a High Jump.
20	Uneven surface with some narrow handhold or footholds, such as dungeon or ruin walls.
25	Rough surface such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds.
-10	Location where on can brace against two opposite walls, such as a chimney.
-5	A corner where you can brace against a perpendicular wall.
+5	Slippery surface.

Heal (Wis, Untrained)
Check DC 15 to stabilize a dying creature.

Disguise (Cha, Untrained)
Takes 1d3 x 10 minutes. Make opposed Spot check.

Disguise	Disg Mod	Familiarity	Spot Mod
Minor details only	+5	Recognizes on sight	+4
Different sex	-2	Friends or associates	+6
Different race	-2	Close friends	+8
Different age (per category difference)	-2	Intimate	+10

Escape Artist (Dex, Untrained, Armor Check Penalty)
Full round: Net or most spells (DC 20), *snare* spell (DC 23).
1 minute: Ropes (DC is binder's Escape Artist check or Dex Check at +20), manacles (DC 30), masterwork manacles (DC 35).
At least one minute: Tight space (DC 30).

Intimidate (Cha, Untrained)
Opposed by 1d20 + HD + Wis mod + fear bonus. A standard action in battle (causes opponent to be shaken for 1 round). Outside battle, target treated as friendly, lasts 1d6 x 10 mins after leaving presence. No retry.

Jump (Str, Untrained, Armor Check Penalty)
Movement Speed Bonus: Every 10ft. < 30ft., -6, every 10ft. > 30ft., +4
Long Jump: DC = distance to cover in feet. (x2 without 20 ft. run)
LJ Failure: If fail DC by less than 5, DC 15 Reflex save to grab far edge.
LJ Untrained: Land prone unless beat DC by 5 or more
High Jump: DC = 4 x distance to reach in feet. (x2 without 20 ft. run)
Hop Up: Object as tall as waist – DC 10 Jump (no need 20 ft. run)
Jump Up(Shadow d20): With a DC25 Jump check, you may bound to your feet from a prone position as a swift action that does not provoke an AoO, rather than a move action. If you fail, you stand as a move action and provoke an attack of opportunity.
Fence Jump: A successful DC20 Jump Check reduces the movement cost, of a low wall, fence, or partially crumbled wall terrain, to 5' per square instead of 10' of movement. Failure by 4 or less means that the character can move across the wall terrain, but each square costs 10' of movement. Failure by 5 or more means that the character falls prone in the first square past the wall terrain.
Jumping Down(Shadow d20): If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start. If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did. For every 10 points by which you beat the DC, you can subtract an additional 10 feet from the fall when determining damage.

Knowledge (Int, Trained Only)
DC 10 + Monster HD to identify a monster, an additional piece of useful information for every 5 check exceeds DC. No retries.

Area	Subjects
Arcana	Ancient mysteries, magic traditions, arcane symbols, cryptic phrases, **constructs**, **dragons**, **magical beasts**
Architecture/Eng.	Buildings, aqueducts, bridges, fortifications
Dungeoneering	**Aberrations**, caverns, **oozes**, spelunking
Geography	Lands, terrain, climate, people
History	Royalty, wars, colonies, migrations, founding of cities
Local	Legends, personalities, inhabitants, laws, customs, traditions, **humanoids.**
Nature	**Animals**, **fey**, **giants**, **monstrous humanoids**, **plants**, seasons and cycles, weather, vermin
Nobility/Royalty	Lineages, heraldry, family trees, mottoes, personalities
Religion	Gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, **undead**
The Planes	The Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, **outsiders**, **elementals**, magic related to the planes.
Monsters	This is a new area of knowledge. You know a vast amount of information about all kinds of exotic and strange creatures of the land. This covers combating monsters, and does nothing for knowing a creatures culture. This is a class skill for the Fighter class and Warforged race regardless of what class a warforged takes.

Listen (Wis, Untrained)

Situation	DC	Situation	DC	Situation	DC
A battle	-10	Sneaking Lvl 1 Rogue	15	Through door	+5
People talking	0	People whispering	15	Through stone wall	+15
Sneaking in medium armor	5	A cat stalking	19	Per 10 ft.	-1
Sneaking unarmored	10	Owl gliding	30	Distracted	-5

Sleight of Hand (Dex, Trained Only, Armor Check Penalty)

DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

To lift item, make check to see if you get item, then target makes opposed spot check to see if they notice the attempt. +10 if target is watching.

Swim (Str, Untrained, Double Armor Check Penalty)
Success: Move at one-quarter speed as a move-equivalent action (or half as a full-round action). Failure: No progress for 1 round, by 5 or more means you go under. DC 10 for calm water, 15 for rough, 20 for stormy.

Tumble (Dex, Trained Only, Armor Check Penalty)
Tumble Fall(Shadow d20): If you increase by 5 the Difficulty Class needed to lessen the damage from a fall, you reduce your fall by 10 more feet when determining damage. For example, the base Difficulty Class to break a fall by 10 feet is DC 15. If you wanted to reduce the distance you fell by 20 feet, you would need to make a Tumble check (DC 20). You can use this to eliminate the damage you suffer from a fall entirely. There is no cap on how many times you can use this ability on a single check, but remember that a skill check is an all-or-nothing proposition. If you fail your check, you take full damage for the fall, regardless of the total check result. So remember this is an all or nothing attempt, you don't roll then see how much damage you avoided. You decide before rolling how much damage you will try and avoid, then you must make that DC roll.

DC	Task
15	Treat fall as if it were 10 feet shorter for damage calculation
15	Tumble at ½ speed, success means no AoOs, one check per enemy at +2 per additional enemy
20	**Shadow d20** Kip Up you may bound to your feet from a prone position as a swift action, rather than a move action. This still provokes an attack of opportunity. If you fail you stand as a move action instead.
25	Tumble at ½ speed, including occupied squares, success means no AoOs, one check per enemy at +2 per additional enemy. Failure means stops, and receive AoO from enemy.
25	**Shadow d20** Kip Up Defensive you may kip up as a swift action without provoking attacks of opportunity. If you fail by less than 5 you still stand as a swift action, but you provoke an attack of opportunity. If you fail by 5 or more you stand as a move action.

NATURAL HEALING (PHB P146)
- **(Shadow d20):** 1 hp per level Plus Con Modifier per 8 hrs of uninterrupted sleep. (1.5x for complete bed rest)
- If the character is disturbed during the 8 hours of rest they still heal, but they lose out on the additional CON Bonus. If a character uses the Heal Skill on another character during the eight hours of rest they Double the total amount of Hit Points recovered (yes double the CON Bonus). This variant rule does nothing to change the rate at which ability points are recovered.
- Subdual damage heals 1 hp per character level per hour.
- Temporary ability damage is healed 1 point per 8hrs of rest.

ABILITY SCORE MODIFIERES

Ability	Modifier	Ability	Modifier	Ability	Modifier
0-1	-5	8-9	-1	16-17	+3
2-3	-4	10-11	0	18-19	+4
4-5	-3	12-13	+1	20-21	+5
6-7	-2	14-15	+2	22-23	+6

COMBAT ATTACK CHECK(Shadow d20)
Most of the different Special Attack options have been changed to use the same system. This new system will be called a Combat Attack Check or CAC for short. A Combat Attack Check is calculated as follows:

1d20 + Base Attack Bonus + Strength or Dexterity Modifier + Size Modifier + Feats + Weapon Bonus

- **Strength or Dexterity:** You may use either your strength modifier or your dexterity modifier which ever is higher.
- **Size Modifier:** The size modifier for a combat attack check is as follows: Colossal +8, Gargantuan +6, Huge +4, Large +2, Medium +0, Small -2, Tiny -4, Diminutive -6, Fine -8. Use this number in place of the normal size modifier you use when making an attack roll.
- **Feats:** Some feats give a bonus specific to a Special Attack. Some examples of these are Improved Bull Rush, Improved Disarm, Improved Feint, Improved Grapple, Improved Overrun, Improved Sunder, and Improved Trip which provide a +4 bonus when doing a specific Special Attack. In these new rules you can also apply Weapon Focus if you are using the specific weapon in the attack. For example if you are doing a Trip with a Flail and have Weapon Focus(Flail) you may also apply that bonus to the Combat Attack Check. If you are attempting a Grapple and you have Weapon Focus(Unarmed Strike) you may apply the +1 to your Combat Attack Check.
- **Weapon Bonus:** If you are doing a special attack that involves a weapon and you are wielding a masterwork or magic weapon you may apply its enhancement bonus to your Combat Attack Check(ie Disarm or Trip).