Dungeons & Dragons 3.5 Edition Index – Skills & Actions

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April 1, 2005

Table of Contents Page

Skills 2
Appraise 2
Balance 2
Bluff 2
Climb 2
Concentration 2
Craft 2
Decipher Script 2
Diplomacy 2
Disable Device 3
Disguise 3
Escape Artist 3
Forgery 3
Gather Information 3
Handle Animals 3
Heal 3
Hide 3
Intimidate 3
Jump 3
Knowledge 4
Listen 4
Move Silently 4
Open Lock 4
Perform 4
Profession 5
Ride 5
Search 5
Sense Motive 5
Sleight of Hand 5
Speak Language 5
Spellcraft 5
Spot 5
Survival 5
Swim 5
Tumble 6
Use Magic Device 6
Use Rope 6
Skill Synergies Summary 7
Combat Actions 8
Bull Rush 8
Disarm 8
Feint 8
Grapple 9
Overrun 10
Sunder 10
Trip 10
Mounted Combat 11
Misc. Rules 12
Flying 12
Appendix 14
Revision History 14
Key to Sourcebooks 14

Skills

Legend:
'Trained' – You may only use the skill if you have training (i.e., no default checks).
'–' – Normal skill, which can be used by default, and can be learned by everyone (though for some it is Cross-Class).

Skill	Based On	Type	Retry	Sample Target Number (see skill description for full list)	Misc.
Appraise (PH p67)	Int	–	no	Common items – 12 Uncommon items – 15	+2 Racial bonus for Dwarves if stone or metal. +2 if appropriate Craft is 5+
Balance (PH p67)	Dex	Armor Penalty	no	7"-12"wide ledge – 10 2"-6" wide ledge – 15 less than 2" wide – 20 Surface is slippery – +5 Move a normal speed – +5	Success – ½ speed move. Fail by < 5 – no move. Fail by >=5 – fall. If you have 5+ ranks, you are not considered 'Flat-Footed' while using this skill. +2 if Tumble is 5+.
Bluff (PH p67)	Cha	–	no	Opposed by target's Sense Motives Deliver a Secret Message (replaces Innuendo) – 15 for simple Feint action – as a Standard Action, make a Bluff check opposed by your opponent's Sense Motive check + his/her Base Attack Bonus. If successful, your opponent is denied his/her Dex bonus against your next melee attack within one round.	Rangers get Favored Enemy bonus.
Climb (PH p69)	Str	Armor Penalty	no	Knotted Rope – 5 Wall with Handholds – 15 Natural rock or brick wall – 25 Move at ½ speed - +5	Success – ¼ speed move. +2 Racial bonus for Halflings. +2 if Rope Use is 5+ & using rope to help climb.
Concentration (roll to cast a spell while distracted) (PH p69)	Con	–	no	Take Damage – 10 + damage + spell level Casting Defensively – 15 + spell level Entangled – 15 Riding – 10 + spell level	
Craft (manufacturing jobs) (PH p70)	Int	–	yes[$]	Alchemy: Acid – 15 Alchemist's Fire, Smokestick, Tindertwig – 20 Antitoxin, Sunrod, Tanglefoot Bag, Thunderstone – 25 Armorsmithing: Armor, shield – 10 +AC Bowmaking: Longbow or Shortbow – 12 Composite Longbow or Shortbow – 15 Composite Longbow or Shortbow with Strength Rating +N – 15 + (2*N) Weaponsmithing: Simple Weapon – 12 Martial Weapon – 15 Exotic Weapon – 18 Masterwork – 2nd check vs. 20.	Buy each Craft separately. Partial list: Alchemy, Armorsmith, Bowmaking, Carpentry, Gemcutting, Locksmith, Painting, Poisonmaking, Stonemason, Trapmaking, Weaponsmith +2 Racial bonus for Dwarves if metal or stone. –2 if improvised tools. +2 if Masterwork-quality tools. Option of adding a +10 DC in order to create an object more quickly.
Decipher Script (PH p71)	Int	Trained	no	Simple Message – 20 Standard Text – 25	
Diplomacy (PH p71)	Cha	–	no	Opposed by target's Diplomacy	+2 Racial bonus for Half-Elves. +2 if Bluff is 5+. +2 if Know(nobility & royalty) is 5+. +2 if Sense Motives is 5+.

[$] If the check was missed by 5+, ruin half the materials.

Skill	Based On	Type	Retry	Sample Target Number (see skill description for full list)	Misc.
Disable Device (PH p72)	Int	Trained	yes	Simple – 10 Difficult – 20 Magical – 25 + Spell level	Only Rogues can disable magical traps. If fail by 5 or more, the trap goes off.
Disguise (PH p72)	Cha	–	no	Opposed by target's Spot Minor details only - +5 Disguised as a different gender - –2 Disguised as a different race - –2 Disguised as a different age category - –2 Opponents knows person being impersonated - penalty of 4 - 10	+2 if Bluff is 5+ & being observed +10 if subject of the spell A*lter Self,* etc.
Escape Artist (PH p73)	Dex	Armor Penalty	yes	Rope – opposed by target's Rope Use + 10 *Entangle* spell – 20 Manacles – 30	+2 if Rope Use is 5+ vs. ropes.
Forgery (PH p74)	Int	–	no	Opposed by target's Forgery	Must be able to read/write the language.
Gather Information (PH p74)	Cha	–	yes, but noticed	Common – 10 Uncommon – 15	+2 Racial bonus for Half-Elves. +2 if Know(local) is 5+.
Handle Animals (PH p74)	Cha	Trained	some-times	Handle an animal – 10 Train animal – 15 Train an animal to do a trick – 15 or 20 Rear a wild animal – 15 + HD	
Heal (PH p75)	Wis	–	no	First Aid – 15 Treat Poison – Poison's DC Treat Disease – Disease's DC	+2 if possess a Healer's kit.
Hide (PH p76)	Dex	Armor Penalty	no	Opposed by target's Spot	Can move at ½ speed. –5 if you wish to move at full speed –20 if you wish to charge or run –20 to take a ranged attack & Hide again as a Move Action +40 if Invisible & immobile +20 if Invisible & moving
Intimidate (PH p76)	Cha	–	no	DC = 10 + target's HD + target's Wisdom modifier + target's fear save bonus Intimidating someone to do what you want while near them takes 1 minutes. Intimidating someone in combat so they become Shaken for 1 round takes 1 Standard Action.	+2 if Bluff is 5+. +4 bonus for each Size category you are larger than your opponent –4 penalty for each Size category you are smaller than your opponent
Jump (PH p76)	Str	Armor Penalty	no	Running Long Jump (20' running start needed): 5' – DC 5 15' – DC 15 25' – DC 25 10' – DC 10 20' – DC 20 30' – DC 30 Standing Long Jump: as above, but 2 * DC Running High Jump (20' running start needed): 1' – DC 4 3' – DC 12 5' – DC 20 2' – DC 8 4' – DC 16 6' – DC 24 Standing High Jump: as above, but 2 * DC Jump onto an object up to waist height: DC 10 Jump down so that the a fall counts as 10' less: DC 15	+2 if Tumble is 5+. +2 Racial bonus if Halfling. +4 if you have Feat: Run and take a running start. Small-sized creatures double the DC.

Skill	Based On	Type	Retry	Sample Target Number (see skill description for full list)	Misc.
Knowledge (PH p78)	Int	Trained	no	Common – 10 Basic – 15 Hard – 20	Buy each Knowledge separately.
Knowledge (Arcana) (PH p78)				Topics: Ancient Mysteries, Magic Traditions, Arcane Symbols, Cryptic Phrases, Constructs, Dragons, Magical Beasts.	If you have 5+ ranks in Know(arcana), you gain a +2 bonus on Spellcraft checks.
Knowledge (Architecture & Engineering) (PH p78) (CWar p122)+				Topics: Buildings, Aqueducts, Bridges, Fortification. Find weaknesses in an observed stronghold – 20 (this check gets a +5 bonus with accurate maps)	If you have 5+ ranks in Know(architecture & engineering), you gain a +2 bonus on Search checks to find secret doors & compartments.
Knowledge (Dungeoneering) (PH p78)				Topics: Aberrations, Caverns, Oozes, Spelunking.	If you have 5+ ranks in Know(dungeoneering), you gain a +2 bonus on Survival check while underground.
Knowledge (Geography) (PH p78)				Topics: Lands, Terrain, Climate, People.	If you have 5+ ranks in Know(geography), you gain a +2 bonus on Survival check to avoid getting lost.
Knowledge (History) (PH p78) (CWar p122)+				Topics: Wars, Colonies, Migrations, Founding of Cities. Know how an army fights – 15 Remember details of a famous battle – 20	If you have 5+ ranks in Know(history), you gain a +2 bonus on Bardic Lore checks.
Knowledge (Local) (PH p78) (CWar p122)+				Topics: Legends, Personalities, Laws, Customs, Traditions, Humanoids. Identify a local military unit or noble's family by its heraldry – 10	If you have 5+ ranks in Know(geography), you gain a +2 bonus on Gather Information checks.
Knowledge (Nature) (PH p78)				Topics: Animals, Fey, Giants, Monstrous Humanoids, Plants, Seasons, Weather, Vermin..	If you have 5+ ranks in Know(nature), you gain a +2 bonus on Survival check while above ground. +2 bonus on Know(nature) checks if your Survival is 5+.
Knowledge (Nobility & Royalty) (PH p78) (CWar p122)+				Topics: Lineages, Heraldry, Family Trees, Mottoes, Personalities. Identify remote heraldry symbols – 25	If you have 5+ ranks in Know(nobility & royalty), you gain a +2 bonus on Diplomacy checks.
Knowledge (Religion) (PH p78)				Topics: Deities, Mythic History, Ecclesiastic Traditions, Holy Symbols, Undead.	If you have 5+ ranks in Know(religion), you have a +2 bonus on Turn check vs. Undead.
Knowledge (The Planes) (PH p78)				Topics: Inner Planes, Outer Planes, Outsiders, Elementals, Magic relates to the Planes.	If you have 5+ ranks in Know(the planes), you gain a +2 bonus on Survival check while on other planes
Listen (PH p78) (PH3.5e)+	Wis	–	once per round	Opposed by target's Move Silent +5 if through a door +1 per 10'	+2 Racial bonus if Elf, Gnome, Halfling. +1 Racial bonus if Half-Elf. Rangers get Favored Enemy bonus. –10 if sleeping
Move Silently (PH p79)	Dex	Armor Penalty	no	Opposed by target's Listen	+2 Racial bonus if Halfling. –5 if moving greater than ½ speed. –20 if running or charging
Open Lock (PH p79)	Dex	Trained	yes	Simple Lock – 20 Average Lock – 25 Good Lock – 30	–2 if no thieves' tools. +2 if Masterwork Thieves' Tools.
Perform (PH p79)	Cha	–	yes, but +2 DC	Routine Performance – 10 Great Performance – 20 Memorable Performance – 25	Each bought separately: Acting, Comedy, Dancing, Keyboard Instruments, Oratory, Percussion Instruments, String Instruments, Wind Instruments, Singing. +2 if Masterwork Instrument.
Perform (Weapon Drill) (CWar p121)	Cha	–	yes, but +2 DC	Add ½ Base Attack Bonus as a Circumstance bonus to Perform (weapon drill) checks. Can be used to earn money in the gladiatorial ring Bard can use this skill with their Bardic Music.	+2 for each of the following feats that applies to the wielded weapon: Weapon Focus, Greater Weapon Focus, Combat Expertise, Quick Draw, Two-Weapon Fighting, & Whirlwind Attack..

Skill	Based On	Type	Retry	Sample Target Number (see skill description for full list)	Misc.
Profession (service industry jobs) (PH p80)	Wis	Trained	some-times	½ roll in gold-pieces per week. Difficult task – 15	Each Profession must be bought separately. Partial list: Brewer, Cook, Farmer, Fisher, Herbalist, Innkeeper, Miner, Sailor, Scribe, Teamster.
Ride (PH p80)	Dex	–	no	Guide with knees – 5 Leap – 15 Use mount as ½ Cover – 15 Control non-war trained mount in battle – 20 Mount or dismount as a Free Action (instead of a Move Action) – 20	–5 if riding bareback. +2 if Handle Animals is 5+. +2 if using military saddle. Required for mounted Feats.
Search (PH p81)	Int	–	yes	Search a filled check for something specific – 10 Find a secret door – 20 Find a typical trap – 20 Find magical trap (rogue only) – 25 + spell level Find a footprint – see Feat: Track.	+2 Racial bonus if Elf. +1 Racial bonus if Half-Elf. +2 Racial bonus if Dwarf and target is stone. +2 if Know(architecture) is 5+ and looking for a secret door or compartment.
Sense Motive (PH p81)	Wis	–	no	Opposed by target's Bluff Sense Enchantment (*Charm Person*) – 25 Sense Enchantment (*Dominate Person*) – 15	Rangers get Favored Enemy bonus.
Sleight of Hand (replaces Pick Pocket) (PH p81) (CWar p122)+	Dex	Trained, Armor Penalty	yes, but at +10	If being watched, opposed by target's Spot Sleight of Hand – 10 Take from creature – 20 After 2 round of melee with nothing in the off-hand, a person with Feat: Quick-Draw can draw a dagger by making a opposed Sleight of Hand check to treat the opponent as Flat-Footed for the next attack with the dagger.	+2 if Bluff is 5+.
Speak Language (PH p82)	–	Trained	–	No checks needed for languages known. All classes but Barbarians get read & write for all known languages. Barbarians can buy Literacy for 2 skill points.	One extra language per 1 or 2 ranks. Choose from: Abyssal, Aquan, Auran, Celestial, Common, Draconic, Druidic, Dwarven, Elven, Gnome, Goblin, Giant, Gnoll, Halfling, Ignam, Infernal, Orc, Sylvan, Terran, Undercommon.
Spellcraft (PH p81)	Int	Trained	some-times	Identifying a spell while it is cast – 15 + spell level. Learn a spell from a spellbook or scroll – 15 + spell level. Prepare a spell from a borrowed spellbook – 15 + spell level. Identify a spell that has been cast – 20 + spell lvl. Identify a written spell without *Read Magic* – 20 + spell level.	+2 if spell effect is from a Wizard's specialized school. –5 if spell effect is from a Wizard's restricted school. +2 if Use Magic Device is 5+ and trying to read a scroll. +2 if Know(arcana) is 5+.
Spot (PH p83)	Wis	–	yes	Opposed by target's Hide or Disguise. Realize that an invisible creature is nearby – 20 Penalties – –1 per 10 feet Read Lips – DC 15 if the conversation is simple.	+2 Racial bonus if Elf. +1 Racial bonus if Half-Elf. Rangers get Favored Enemy bonus.
Survival (replaces Wilderness Lore & Intuit Direction) (PH p83)	Wis	–	some-times	Hunt & forage while traveling – 10 (for each 2 extra points, feed another person). Avoid getting lost – 15. Tracking – see Feat: Track. If you have 5+ ranks, you automatically know the direction to True North.	+2 if Know(dungeoneering) is 5+ & underground. +2 if Know(nature) is 5+ & above ground. +2 if Know(the planes) is 5+ & on another plane. +2 if Know(geography) is 5+ & trying to avoid getting lost. Rangers get Favored Enemy bonus.
Swim (PH p84)	Str	Armor Penalty * 2	yes	Calm water – 10 Rough water – 15 Per hour of swimming to avoid 1d6 subdual damage – 20	–1 per minute under water. Success means ¼ move. Failure < 5 means 0 move. Failure >= 5 means under water. +4 if Feat: Endurance to avoid taking subdual damage.

Skill	Based On	Type	Retry	Sample Target Number (see skill description for full list)	Misc.
Tumble (PH p84)	Dex	Armor Penalty	no	Treat a fall as if 10' less – 15 Tumble up to ½ move through threatened hexes and take no attacks of opportunity – 15 + 2 per enemy after the first (check vs. each enemy). Tumble up to ½ move through hexes occupied by enemies and take no attacks of opportunity – 25 + 2 per enemy after the first (check vs. each enemy & failure means you stop at that enemy). Tumble at normal movement instead of ½ move – –10 penalty	+2 if Jump is 5+. If Tumble is 5+, then get AC +3 (vs. +2) when Fighting Defensively & AC +6 (vs. +4) when doing Total Defense.
Use Magic Device (use a magic item you are not qualified to use due to class, race, etc) (PH p85)	Char	Trained	yes	Decipher a written spell – 25 + spell level Emulate spell ability – 20 Emulate class feature – 20 Emulate ability score – score is (roll – 15) Emulate race – 25 Emulate alignment – 30	+2 if Spellcraft is 5+ vs. using scrolls. +2 if Decipher Script is 5+ vs. using scrolls.
Use Rope (PH p86)	Dex	–	no	Tie a good knot – 10 Tie a special knot – 15 Bind someone – opposed by target's Escape Artist. Secure a grappling hook – 10 + 2 per 10' thrown	+2 if using silk rope. +10 if binding someone. +2 if rope has an *Animate Rope* spell on it +2 if Escape Artist is 5+ & binding someone.

Skill Synergies Summary

If Your…	Then You Get a…
Bluff is 5+	+2 bonus on Diplomacy checks +2 bonus on Disguise checks, when being observed +2 bonus on Intimidate checks +2 bonus on Sleight of Hand checks
Craft is 5+	+2 bonus on Appraise checks, when examining an object created by that craft
Decipher Script is 5+	+2 bonus on Use Magic Device checks, when using scrolls
Escape Artist is 5+	+2 bonus on Rope Use, to bind someone
Handle Animal is 5+	+2 bonus on Ride checks +2 bonus on the 'Wild Empathy' class ability of Druids & Rangers
Jump is 5+	+2 bonus on Tumble checks
Know (arcana) is 5+	+2 bonus on Spellcraft checks.
Know (architecture) is 5+	+2 bonus on Search checks to find secret doors & compartments.
Know (dungeoneering) is 5+	+2 bonus on Survival checks made underground.
Know (geography) is 5+	+2 bonus on Survival checks to avoid getting lost.
Know (history) is 5+	+2 bonus on Bardic Knowledge checks.
Know (local) is 5+	+2 bonus on Gather Information checks.
Know (nature) is 5+	+2 bonus on Survival checks made above ground.
Know (nobility & royalty) is 5+	+2 bonus on Diplomacy checks.
Know (religion) is 5+	+2 bonus on Turn Undead checks.
Know (the planes) is 5+	+2 bonus on Survival checks made on other planes.
Search is 5+	+2 bonus on Survival checks to follow tracks
Sense Motive is 5+	+2 bonus on Diplomacy checks
Spellcraft is 5+	+2 bonus on Use Magic Device, when using scrolls
Survival is 5+	+2 bonus on Know (nature) checks.
Tumble is 5+	+2 bonus on Balance checks +2 bonus on Jump checks
Use Magic Device is 5+	+2 bonus on Spellcraft checks to decipher spells on scrolls
Use Rope is 5+	+2 bonus on Climb checks, when using a rope +2 bonus on Escape Artist checks, when tied with rope

Your…	If…
Appraise checks, when examining an object created by that craft, gain a +2 bonus	Craft is 5+
Balance checks gain a +2 bonus	Tumble is 5+
Bardic Knowledge checks gain a +2 bonus	Know (history) is 5+
Climb checks, when using a rope gain a +2 bonus	Use Rope is 5+
Diplomacy checks gain a +2 bonus	Bluff is 5+ Know (nobility & royalty) is 5+ Sense Motive is 5+
Disguise checks, when being observed, gain a +2 bonus	Bluff is 5+
Escape Artist checks, when tied with rope, gain a +2 bonus	Use Rope is 5+
Gather Information checks gain a +2 bonus	Know (local) is 5+
Intimidate checks gain a +2 bonus	Bluff is 5+
Jump checks gain a +2 bonus	Tumble is 5+
Know (nature) checks gain a +2 bonus	Survival is 5+
Ride checks gain a +2 bonus	Handle Animal is 5+
Rope Use, to bind someone, gains a +2 bonus	Escape Artist is 5+
Search checks to find secret doors & compartments gain a +2 bonus	Know (architecture) is 5+
Sleight of Hand checks gain a +2 bonus	Bluff is 5+
Spellcraft checks gain a +2 bonus	Know (arcana) is 5+
Spellcraft checks to decipher spells on scrolls gain a +2 bonus	Use Magic Device is 5+
Survival checks made above ground gain a +2 bonus	Know (nature) is 5+
Survival checks made on other planes gain a +2 bonus	Know (the planes) is 5+
Survival checks made underground gain a +2 bonus	Know (dungeoneering) is 5+
Survival checks to avoid getting lost gain a +2 bonus	Know (geography) is 5+
Survival checks to follow tracks gain a +2 bonus	Search is 5+
The 'Wild Empathy' class ability of Druids & Rangers gains a +2 bonus	Handle Animal is 5+
Tumble checks gain a +2 bonus	Jump is 5+
Turn Undead checks gain a +2 bonus	Know (religion) is 5+
Use Magic Device checks, when using scrolls, gain a +2 bonus	Decipher Script is 5+ Spellcraft is 5+

Combat Actions

Common Definitions

Size modifier = +/– 4 per size category different from Medium
<action> roll = 1d20 + <action> modifier.

Bull Rush (PH p154)

Definitions

Bull Rush Attack modifier = Strength modifier + Size modifier + 2 if charging.
Bull Rush Defense modifier = Strength modifier + Size modifier + 4 if stable (i.e., a Dwarf, having 4 legs, etc.).

Requirements of a Bull Rush

a) An Attacker can only Bull Rush a Target that is no more than one Size Category larger than him/her.
b) Executing a Bull Rush is a Standard Action, though it also can be made at the end of a Charge.

Initiating a Bull Rush

Step 1: Attacker moves into Target's hex. This generates an Attack of Opportunity from the Target & anyone threatening that hex.. Since the Attacker & Target are in the same hex, there is a 25% chance of an attack hitting the wrong creature.
Step 2: Attacker makes a Bull Rush Attack roll opposed by the Target's Bull Rush Defense roll.
If the Bull Rush Attack roll is not equal or greater than the Bull Rush Defense roll, the action fails & the Attacker moves 5' straight back (if occupied, the Attacker falls Prone).
If the Bull Rush Attack roll was greater, the Target is pushed back 5'. The Attacker has the option of continuing to push the Target. For each 5 points the Attack roll exceeded the Defense roll, the Attacker & Target move 5' more (up to the Attacker's movement rate). Both generate Attacks of Opportunity against anyone they pass (but not to each other).

Note: An Attacker with Feat: Improved Bull Rush does not generate an Attack of Opportunity at Step 1 & has a +4 bonus on his/her Bull Rush Attack modifier.

Disarm (PH p155)

Definitions

Weapon-size modifier = based on melee weapon size category: +4 if Two-Handed, +0 if One-Handed, –4 if Light. If not a melee weapon, –4.
Disarm modifier = Attack modifier with the Melee weapon that is disarming / being disarmed + Size modifier + Weapon-size modifier +10 if held in a Locked Gauntlet

Initiating a Disarm

Step 1: Attacker generates an Attack of Opportunity from Target.
If the AoO does any damage, the action fails.
Step 2: Opposed Disarm roll.
If the Attacker has the higher roll, the Target's weapon is at his/her feet (unless the Attacker was using an Unarmed Strike, in which case he/she is holding the weapon).
Step 3: If the Target had the higher Opposed Disarm roll in Step 2, then make a new Opposed Disarm roll.
If successful, the Attacker's weapon is at his/her feet.

Note: An Attacker with Feat: Improved Disarm does not generate an Attack of Opportunity at Step 1, has a +4 bonus on his/her Disarm modifier when "attacking", and skips Step 3 if not successful in Step 2.

Feint (PH p155)

Definitions

Feint Attack modifier = Bluff modifier
Feint Defense modifier = Sense Motives modifier + Base Attack Bonus + (4 if nonhuman or 8 if has an Intelligence of 1 or 2)

Initiating a Feint

Step 1: As a Standard Action (that does not generate an AoO), the Attacker makes a Feint Attack roll opposed by the Target's Feint Defense roll.
If successful, the Target looses his/her Dexterity bonus to AC against the Attacker's melee attack that occurs within 1 round.

Note: An Attacker with Feat: Improved Feint can execute a Feint as a Move Action.
Note: A Feint cannot be used on a creature with no intelligence.

Grapple (PH p155)

Definitions

Size modifier = +/– 4 per size category different from Medium
Grapple Check modifier = Base Attack Bonus + Strength modifier + Size modifier
Grappling – Do not threaten any hexes; loose Dexterity bonus (but not against your Opponent); cannot move.
Pinned – Immobile (but not Helpless), –4 penalty to AC (but not against your Opponent).

Entering a Grapple

Step 1: Attacker generates an Attack of Opportunity from Target.
If the AoO does any damage, the action fails.
Step 2: Attack makes a Melee Touch to grab onto the Target.
If the attack fails, the action fails.
Step 3: Make an Opposed Grapple Check.
If the Attacker wins, the Attacker & Target are Grappling & the Attacker does unarmed damage to the Target.
To continue Grappling, the Attacker must enter the Target's hex. This generates an AoO from other, but not the target.

Note: An Attacker with Feat: Improved Grapple does not generate an Attack of Opportunity at Step 1 & has a +4 bonus on his/her Grapple Check modifier.

While Grappling

Either Opponent in a Grapple may attempt any one of these actions.

a) Activate a Magic Item (Standard Action)
b) Attack your Opponent with an Unarmed Strike, a Natural Weapon, or a Light Weapon you are holding. The attack has a –4 penalty. (Attack Action, so a person with a Full Round Action may do several of them).
c) Cast a Spell that has no somatic components & a cast time of 1 Standard Action. Requires a Concentration check vs. DC 20 + spell level. (Standard Action).
d) Damage your Opponent. This action is based on your Grapple check instead of your Attack bonus. If successful, you do your normal non-lethal damage. (Attack Action)
e) Draw a Light Weapon by making a successful Opposed Grapple Check (Move Action)
f) Escape from Grapple by making an Opposed Grapple Check (Attack Action). If successful, move one hex away.
g) Escape from Grapple by making an Escape Artist Check (Standard Action). If successful, move one hex away.
h) Move half your speed (while dragging your Opponent) by making an Opposed Grapple Check (+4 if Opponent is Pinned). (Standard Action).
i) Retrieve a Spell Component (no check needed). (Full Round Action).
j) Pin your Opponent for 1 round by making an Opposed Grapple Check (Attack Action)
k) Break another's Pin by making an Opposed Grapple Check.
l) Use Opponent's Light Weapon against him/her by making an Opposed Grapple Check, followed by an Attack Roll. The opponent keeps the weapon (Attack Action).

A Grappler with a high Base Attack Bonus will have multiple Attack Actions.

Actions while Grappling	Which Check	While Pinning?	Time of Action	Limitation	If Successful…
Attack your Opponent	Attack at –4	—	Attack Action	Unarmed Strike, Natural Weapon, or Light Weapon	Opponent takes damage
Break another's Pin	Grapple	—	Attack Action	—	You are no longer Pinned, but are still Grappling
Damage your Opponent	Grapple	Yes	Attack Action	Unarmed Strike only	Does unarmed non-lethal damage (unless you are a Monk)
Escape from the Grapple with a Grapple Check	Grapple	—	Attack Action	—	Grapple ends & you can move 1 hex away
Pin your Opponent for 1 round	Grapple	—	Attack Action	—	Opponent is Pinned for 1 round. You may cover his/her mouth.
Use Opponent's Light Weapon against Him/Her	Grapple	Yes	Attack Action	If successful, must then make an Attack roll. Opponent does not loose the weapon	Opponent takes damage
Draw a Light Weapon	Grapple	—	Move Action	Light Weapon only	Weapon is in your hand
Activate a Magic Item	—	—	Standard Action	Cannot be a Spell Completion Trigger item	Item activates.
Cast a Spell	Concen-tration check	—	Standard Action	Cannot have Somatic Components. DC is 20 + spell level	Spell takes effect
Escape from the Grapple with an Escape Artist check	Escape Artist check	—	Standard Action	DC is your Opponent's Grapple Check	Grapple ends & you can move 1 hex away
Move	Grapple	Yes	Standard Action	+4 bonus if your Opponent is Pinned	You and your Opponent move up to half your Movement
Retrieve a Spell Component	—	—	Full Round Action	—	You have the desired spell component in your hand

Overrun (PH p157)(PH3.5e)+

Definitions

Overrun Attack modifier = Strength modifier + Size modifier ~~+ 2 if charging~~. If doing an Overrun as part of Mounted Combat, use the mount's Size & Strength.
Overrun Defense modifier = (Strength modifier or Dexterity modifier) + Size modifier + 4 if stable (i.e., a Dwarf, having 4 legs, etc.).

Requirements of an Overrun

a) An Attacker can only Overrun a Target that is no more than one Size Category larger than him/her.
b) Executing an Overrun is a Standard Action~~, though it also can be made at the end of a Charge~~.
c) Only one Target may be Overrun per round.

Initiating an Overrun

Step 1: Attacker moves into Target's hex. This generates an Attack of Opportunity from the Target.
Step 2: The Target has the option of letting the Attacker go through the hex.
If the Target avoids the Overrun, it does not count as the Attacker's one Overrun for the round and the Action is complete.
Step 3: If the Target does not avoid the Overrun, the Attacker makes an Overrun Attack roll opposed by the Target's Overrun Defense roll.
If the Attacker has the higher roll, the Target is knocked Prone and the Attacker continues his / her movement..
Step 4: If the Target had the higher Opposed Overrun roll in Step 3, then the Target makes an Overrun Attack roll opposed by the Attacker's Overrun Defense roll.
If successful, the Attacker is forced 5' backwards & knocked Prone.
Otherwise, the Attacker is still forced 5' backward. If the hex is occupied, the Attacker falls Prone anyway.

Note: An Attacker with Feat: Improved Overrun does not generate an Attack of Opportunity at Step 1 & skips Step 2 (i.e., the Target cannot avoid the Overrun).

Sunder (PH p158)

Definitions

Weapon-size modifier = based on melee weapon size category: +4 if Two-Handed, +0 if One-Handed, –4 if Light. If not a melee weapon, –4.
Sunder modifier = Attack modifier with the Melee weapon that is sundering / being sundered + Size modifier + Weapon-size modifier
Object's AC = 10 + the Object's size modifier (i.e., –1 if small, etc.) + the Dexterity modifier of the person carrying the object.

Initiating a Sunder

Step 1: Attacker generates an Attack of Opportunity from Target.
Step 2: If attacking a weapon, make an Opposed Sunder roll.
If attacking an other object, the Attacker makes an Attack roll against the Object's AC.
If successful, the Attacker rolls damage. The Target applies the damage to object after subtracting its Hardness. A list of typical Hardnesses & hit-points of objects is found at PH3.5 p158.

Note: An Attacker with Feat: Improved Sunder does not generate an Attack of Opportunity at Step 1 & gains a +4 bonus on his/her Sunder modifier.

Trip (PH p158)

Definitions

Trip Attack modifier = Strength modifier + Size modifier + the trip bonus of the weapon being used (if any).
Trip Defense modifier = (Strength modifier or Dexterity modifier) + Size modifier + 4 if stable (i.e., a Dwarf, having 4 legs, etc.).

Requirements of a Trip

a) An Attacker can only Trip a Target that is no more than one Size Category larger than him/her.
b) A Trip is an Unarmed Attack unless the Attack has a weapon the explicitly allows tripping (such as a Whip).

Initiating a Trip as an Unarmed Attack

Step 1: The Attacker generates an Attack of Opportunity from Target.
Step 2: The Attacker makes a Touch Attack against the Target. If not successful, the action ends.
Step 3: The Attacker makes a Trip Attack roll opposed by the Target's Trip Defense roll.
If the Attacker has the higher roll, the Target is knocked Prone.
Step 4: If the Target had the higher Opposed Overrun roll in Step 3, then the Target makes a Trip Attack roll opposed by the Attacker's Trip Defense roll.
If successful, the Attacker knocked Prone.

Note: An Attacker with Feat: Improved Trip does not generate an Attack of Opportunity at Step 1. Also, if Step 4 is successful, the Attacker gets an immediate melee attack on the Target.

Initiating a Trip with a Weapon that can Trip

Step 1: The Attacker makes a Touch Attack against the Target with the weapon. If not successful, the action ends.
Step 3: The Attacker makes a Trip Attack roll opposed by the Target's Trip Defense roll.
If the Attacker has the higher roll, the Target is knocked Prone.
Step 4: If the Target had the higher Opposed Overrun roll in Step 3, then the Target makes a Trip Attack roll opposed by the Attacker's Trip Defense roll.
The Attacker can avoid this roll by dropping the weapon.
If the Attacker keeps the weapon & the Target's Trip attempt succeeds, the Attacker knocked Prone.

Mounted Combat (PH p157)

Definitions

Trip Attack modifier = Strength modifier + Size modifier + the trip bonus of the weapon being used (if any).

Trip Defense modifier = (Strength modifier or Dexterity modifier) + Size modifier + 4 if stable (i.e., a Dwarf, having 4 legs, etc.).

Each Round

Step 1: Riding a creature that is not trained for combat into a fight requires a Ride check vs. DC 20 each round during the Move Action. If the check fails, the Move Action becomes a Full Round Action as the Rider works to control the Mount.

Step 2: If the Rider wishes to have both hands free, make a Ride check vs. DC 20 as a Free Action.

Combat

Attacking while on a Mount grants a +1 "higher ground" bonus if the Mount is larger than the Target.

If the Mount moves more than 5', the Rider can only make a Single Melee Attack at the start or end of the movement.

The Mount can Charge, and both the Mount & the Rider gain all the bonuses & penalties for the action.

If using Ranged Weapons while the Mount is moving up to a Double move, the Rider takes a –4 penalty on attacks (but has the option of taking a Full Round Action). If the Mount is Running, the attack penalty is –8.

If the Mount falls in combat (due to going to negative hp, being tripped, etc.), the Rider must make a Ride check vs. DC 15 to make a "soft fall" (i.e., no damage).

Misc. Rules

Flying

Summary of the table at (DMG p20)

Maneuverability	Perfect	Good	Average	Poor	Clumsy
Hover –or– Move Backwards without Turning Around?	Yes	Yes	No	No	No
Minimum Forward Speed	n/a	n/a	½	½	½
Cost to start moving Backwards	Free	–5’	n/a	n/a	n/a
Turn Rate (in degrees per distance)	Any	90˚ / 5’	90˚ / 5’	45˚ / 5’	45˚ / 10’
Cost to Turn in Place	Free	+90˚ / –5’	+45˚ / –5’	No	No
Maximum Turn in One Space	Any	Any	90˚	45˚	45˚
Max Up Angle	Any	Any	60˚	45˚	45˚
Max Up Speed	Full	½	½	½	½
Max Down Angle	Any	Any	Any	45˚	45˚
Max Down Speed	Double	Double	Double	Double	Double
Distance of Horizontal Flying needed after Descending before Ascending	0’	0’	5’	10’	20’

The following is copied from the ‘Rules of the Game’ article titled ‘All About Movement (Part Four)’ by Skip Williams on the Wizards of the Coast Web Site (see http://www.wizards.com/default.asp?x=dnd/rg/20040629a).

Flight

Basic flight consists of turning, level flight, climbing, diving, and (usually) maintaining a minimum forward speed. A flying creature's maneuverability rating determines how well it can perform these basic functions, as shown on Table 2-1 in the *Dungeon Master's Guide*. Because a flying creature's ability to change direction is limited, and because flight takes place in three dimensions, you must know a creature's maneuverability rating, forward speed, direction of travel, and altitude to handle flaying correctly.

Maneuverability ratings are described on page 312 in the *Monster Manual*. Table 2-1 in the *Dungeon Master's Guide* and the text that accompanies it defines what the various maneuverability ratings allow creatures to do in the air. Additional notes follow (using a harpy as an example):

Forward Speed: Forward speed is the number of squares a flying creature traverses during the course of its movement for the round. Some flight maneuvers (such as turning in place) use up flying movement but don't contribute to forward speed. Many flyers must maintain a minimum forward speed each round. If they fail to do so, they stall (see Minimum Forward Speed).

Direction of Travel: Though the **D&D** game doesn't require you to keep track of which direction creatures face, flying movement usually restricts their ability to turn and that does require you to keep track of facing. For purposes of flying movement, a creature always faces the same direction as its movement. When a creature ends its flying movement for the turn, place a mark or a marker on the grid so you know which direction in which it would travel. When it is time for the creature to move again, it resumes moving in that direction.

The creature's direction of travel in no way limits where it can make melee or ranged attacks. A flying creature (if armed) threatens the spaces around it not matter what its maneuverability or which direction it flies.

Altitude: This is simply how high above the ground a flying creature happens to be. If keeping track of flyers' altitudes relative to the ground proves inconvenient, choose some other reference point, but make sure that all creatures in an aerial encounter use the same reference point to measure altitude.

Altitude is measured from the ground (or other reference point) to the bottom of a flying creature's space (see Creatures in Aerial Combat in Part Five). The top of a creature's space usually sticks up above its altitude and the creature usually can reach up farther than that. If an aerial encounter contains creatures bigger than Medium size, it can prove helpful to indicate how high up each creature extends.

Because maps and battle grids usually are two-dimensional, you must write down each flying creature's altitude at the end of its movement. It's usually best to record altitude directly on the grid.

Several flying creatures can occupy the same square on your grid it they're at different altitudes.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it stalls.

A creature in a stall falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Keep track of minimum forward speed by the turn, not by the move. For example, a harpy has a fly speed of 80 and average maneuverability. The harpy has a minimum forward speed of 40 feet; a harpy that moves 20 feet ahead as a move action doesn't stall if it uses another move action the same turn to move another 20 feet ahead.

As noted earlier, only moving from square to square counts toward minimum forward speed. Movement spent turning in place doesn't count.

In some cases, a creature may spend part of its turn on the ground (or perhaps on a flying mount or flying device). If the creature uses a move or standard action on the ground, it need maintain only half its minimum forward speed once it takes to the air. If a flying creature moves along the ground and then takes to the air as part of the same move action, it must maintain all of its minimum forward speed to avoid stalling.

Hover: Hover is the ability to stay in one place while airborne. As shown in the *Dungeon Master's Guide,* creatures with perfect or good maneuverability always have this ability. Less maneuverable creatures also might gain this ability via the Hover feat from the *Monster Manual*.

A creature with perfect maneuverability can hover as a free action and remain airborne.

A creature with good maneuverability also can hover as free action. It can instead hover as a move action and, as part of that move action, can move at half speed in any direction it likes (including straight up, straight down, or backward). Before or after it moves, the hovering creature can turn to face any direction it likes. When it stops hovering, it can resume ordinary flight in any direction in which it could normally fly.

A creature with less than good maneuverability, such as a harpy, that gains the ability to hover from the Hover feat, must use a move action to switch from normal flight to hovering. It can then use another move action (if it has one available during the current turn), to move at half speed in any direction it likes (including straight up, straight down, or backward). Before or after it does this hovering movement, the creature can turn to face any direction it likes. When it stops hovering, the creature can resume ordinary flight in any direction in which it could normally fly.

If a creature begins its turn hovering, it can hover in place for the turn (no matter what its maneuverability) 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 cast a spell instead of making physical attacks, if it could normally do so.

Move Backward: This is the ability to move backward without turning around.

Reverse: A creature with good maneuverability can use up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance. For example, a harpy has average maneuverability, so it can turn left or right 45° for each 5 feet it moves forward. The creature moves into a square, then turns. To fly in a complete circle, a harpy would have to travel eight squares.

Turn in Place:A creature with good or average maneuverability can use some of its speed to turn in place. (This represents the creature slowing down and banking hard to make a tight turn.) The extra movement spent turning does not count toward minimum forward speed; a creature that turns too sharply at low speeds stalls.

A harpy has average maneuverability, so it can turn an extra 45° in one square by spending 5 feet of movement.

Maximum Turn: This is how much the creature can turn in any one space. No matter how much movement the creature spends on turning, it can't change direction more than this in a single square.

A harpy has average maneuverability, so it can turn a maximum of 90° in one square. To do so, the harpy moves into the square and turns 45°, then it spends 5 feet of movement and turns an extra 45° without moving forward. A harpy can fly in a complete circle by moving only four squares, but doing so still would cost the harpy 40 feet of movement (20 feet for the squares moved and 20 feet for the extra turning). If the harpy does so, it doesn't satisfy its minimum forward speed (40 feet), even though it has expended 40 feet of movement. The harpy must fly forward another 20 feet to avoid stalling. The harpy could to that by flying in another tight circle.

Up Angle: The up angle is the maximum angle at which the creature can climb through the air. A creature with an up angle of 60º must move ahead at least 5 feet for every 10 feet it climbs. A creature with an up angle of 45º must move ahead at least 5 feet for every 5 feet it climbs. A harpy has average maneuverability, so its up angle is 60º.

Up Speed: Up speed is how fast the creature can move while gaining at least 10 feet of altitude; this represents the energy the flyer loses when climbing. The creature cannot expend more movement than its up speed allows, even if that movement is not forward movement.

If the creature climbs and dives in the same turn, any bonus movement it gains from the dive is not limited by the creature's up speed.

For example, a harpy has average maneuverability, so its up speed is half, or 40 feet. Its minimum forward speed also is 40 feet, so it risks stalling if it expends extra movement to turn when climbing unless it can make a double move.

Down Angle: The down angle is the maximum angle at which the creature can dive through the air. A creature with a down angle of 45º must move ahead at least 5 feet for every 5 feet it climbs. A harpy has average maneuverability, so it can dive at any angle.

Down Speed: Any flying creature can fly down at twice its normal flying speed. An easy way to track diving movement is to allow it 5 feet of bonus movement for every 5 feet it descends, to a maximum of twice its normal flying speed. The creature can use the extra movement for any kind flying movement it normally could perform, except for hovering.

Downward movement in a stall or freefall does not increase a creature's speed. Instead, the creature falls straight down at a fixed rate.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing (but it can turn). Any flier can begin descending after a climb without an intervening distance of level flight.

A harpy has average maneuverability, so after a dive it must fly level for at least 5 feet before gaining any altitude.

Appendix

Revision History

June 29, 2004	–	Initial. Absorbed the 'Skills' section of the deprecated 'Basic Index'. Added Complete Warrior & the Book of Exalted Deeds. Added Dragon #309 – Dragon #313.
April 1, 2005	–	Not much.

Key to Sourcebooks

PH	–	Player's Handbook v.3.5		
DMG	–	Dungeon Master's Guide v.3.5		
MM	–	Monster Manual v.3.5		
CWar	–	Complete Warrior		
CDiv	–	Complete Divine		
CArc	–	Complete Arcane		
BoED	–	Book of Exalted Deeds		
UA	–	Unearthed Arcana		
FR	–	Forgotten Realms Campaign Setting		
MoF	–	Magic of Faerûn		
UE	–	Unapproachable East		
LoD	–	Lords of Darkness		
RoF	–	Races of Faerûn		
SM	–	Silver Marches		
Und	–	Underdark		
PGF	–	Player's Guide to Faerûn		
DR###	–	Dragon Magazine (with issue number)		
DU##	–	Dungeon Magazine (with issue number)		
3.5up	–	D&D v.3.5 Accessory Update	–	http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e	–	Player's Handbook v.3.5 Errata	–	http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
PGFe	–	Player's Guide to Faerûn Errata	–	http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata	–	Complete Divine Errata	–	http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
Move4	–	Rules of the Game — All About Movement (Part 4)	–	http://www.wizards.com/default.asp?x=dnd/rg/20040629a

Note: If a Key reference is followed by a "+", then it is partially superseded the entry above it.