

Dungeons & Dragons 3rd Edition Index – Basics

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Abilities

Ability Modifiers and Bonus Spells

Score	Modifier	0 th	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	-5	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
2	-4	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
3	-4	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
4	-3	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
5	-3	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
6	-2	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
7	-2	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
8	-1	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
9	-1	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
10	0	–	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
11	0	–	–	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
12	+1	–	+1	–	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
13	+1	–	+1	–	–	can't cast	can't cast	can't cast	can't cast	can't cast	can't cast
14	+2	–	+1	+1	–	–	can't cast	can't cast	can't cast	can't cast	can't cast
15	+2	–	+1	+1	–	–	–	can't cast	can't cast	can't cast	can't cast
16	+3	–	+1	+1	+1	–	–	–	can't cast	can't cast	can't cast
17	+3	–	+1	+1	+1	–	–	–	–	can't cast	can't cast
18	+4	–	+1	+1	+1	+1	–	–	–	–	can't cast
19	+4	–	+1	+1	+1	+1	–	–	–	–	–
20	+5	–	+2	+1	+1	+1	+1	–	–	–	–

Strength

- Melee to hit.
- Melee & throw damage (½ for off-hand, 1½ for two-handed).
- Skills checks: Climb, Jump, Swim.

Dexterity

- Ranged to hit
- Melee to hit with the Feat: Weapon Finesse.
- Skill checks: Balance, Escape Artist, Hide, Move Silently, Open Locks, Pick Pockets, Ride, Tumble, Use Rope.
- AC Bonus.
- Reflex saves.

Constitution

- Hit-points each level.
- Fortitude save.
- Skills checks: Concentration.

Intelligence

- Number of initially Learnable Languages that the character actually knows.
- Extra Skill Points.
- Skills checks: Alchemy, Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Read Lips, Scry, Search, Spellcraft.
- Bardic knowledge checks.
- Bonus spells for Wizards.

Wisdom

- Will saves.
- Skill checks: Heal, Innuendo, Intuit Direction, Listen, Profession, Sense Motive, Spot, Wilderness Lore.
- AC bonus for Monks.
- Bonus spells for Clerics, Druids, Paladins, & Rangers.

Charisma

- Turning checks for Clerics & Paladins.
- Skill checks: Animal Empathy, Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, Use Magic Device.
- Paladins add Modifier to saving throws, can cure (level x Modifier) hit-points / day, & adds Modifier to attack when Smiting.
- Bonus spells for Bards & Sorcerers.

Races

Human Subraces

Human Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Human (PH p13) (RL p29)	–	any	<ul style="list-style-type: none"> • Medium size • 30' movement 	<ul style="list-style-type: none"> • Standard Vision • 1 extra feat at 1st level • 4 extra skill points at 1st level • 1 extra skill point at following levels
Caliban (RL p30)	+2 Str -2 Int -2 Char	Barbarian	<same>	<ul style="list-style-type: none"> • Darkvision 60'
Changeling (DR304 p59)	+2 Dex +2 Char -2 Str -2 Con	Bard	<same>	<ul style="list-style-type: none"> • Low-Light Vision • Considered a 'humanoid' and a 'fae' • +2 Racial bonus on saves against spells & effects that explicitly target 'humanoids' (i.e., <i>Charm Person</i>) • +2 Racial bonus on Disguise checks • Able to cast the following spells 1/day at 1st level: <i>Guidance</i> (PH p211) <i>Resistance</i> (PH p245) <i>Virtue</i> (PH p269)
Half-Elf (PH p17)	–	any	<same>	<ul style="list-style-type: none"> • Low-Light Vision • Immunity to magic sleep • +2 Racial bonus on Will Save vs. Enchantments • +1 on Listen, Search, & Spot checks. • Able to use "elf only" items
Half-Orc (PH p18)	+2 Str -2 Int -2 Char	Barbarian	<same>	<ul style="list-style-type: none"> • Darkvision 60' • Able to use "orc only" items
Half-Vistani - Canjar Tribe (RL p34)	+2 Wis -2 Char	Wizard	<same>	<ul style="list-style-type: none"> • +2 Racial bonus on Wilderness Lore checks. +4 Racial bonus if the check involves lighting a fire. • +2 Racial bonus on Spellcraft checks. • +4 Racial bonus on learning a new spell.
Half-Vistani - Corvara Tribe (RL p34)	+2 Wis -2 Char	Rogue	<same>	<ul style="list-style-type: none"> • +2 Racial bonus on Wilderness Lore checks. +4 Racial bonus if the check involves lighting a fire. • +2 Racial bonus on Open Lock checks. • +2 Racial bonus on Sense Motive checks.
Half-Vistani - Eqaar Tribe (RL p34)	+2 Wis -2 Char	Ranger	<same>	<ul style="list-style-type: none"> • +2 Racial bonus on Wilderness Lore checks. +4 Racial bonus if the check involves lighting a fire. • +2 Racial bonus on Handle Animal checks. • +2 Racial bonus on Ride checks.
Half-Vistani - Kamii Tribe (RL p34)	+2 Wis -2 Char	Rogue	<same>	<ul style="list-style-type: none"> • +2 Racial bonus on Wilderness Lore checks. +4 Racial bonus if the check involves lighting a fire. • +2 Racial bonus on metal-based Crafts checks. • Appraise check to identify a metal in detail.
Half-Vistani - Naiat Tribe (RL p34)	+2 Wis -2 Char	Bard	<same>	<ul style="list-style-type: none"> • +2 Racial bonus on Wilderness Lore checks. +4 Racial bonus if the check involves lighting a fire. • +2 Racial bonus on Perform checks.
Half-Vistani - Vatraska Tribe (RL p34)	+2 Wis -2 Char	Cleric	<same>	<ul style="list-style-type: none"> • +2 Racial bonus on Wilderness Lore checks. +4 Racial bonus if the check involves lighting a fire. • +2 Racial bonus on Heal checks. • +2 Racial bonus on Profession (herbalist) checks.
Half-Vistani - Zarovan Tribe (RL p34)	+2 Wis -2 Char	Sorcerer	<same>	<ul style="list-style-type: none"> • +2 Racial bonus on Wilderness Lore checks. +4 Racial bonus if the check involves lighting a fire. • +2 Racial bonus on Ride checks. • Racial bonus or penalty on Initiative of (1d10 – 1d4), rerolled for each battle.

Dwarf Subraces

Dwarf Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Dwarf, Hill (PH p14) Dwarf, Shield (FR p13)	+2 Con -2 Char	Fighter	<ul style="list-style-type: none"> • Medium size • 20' movement • Stonecunning: <ul style="list-style-type: none"> - +2 Racial bonus to notice unusual stonework - Automatic Search check if a Dwarf passes within 10' of unusual stonework - Can search for stone-based traps as a Rogue • +4 dodge bonus to AC vs. giants • +2 on Appraise checks for metal & stone • +2 on Craft checks for metal & stone • +2 on poison saves • +2 on saves vs. spells 	<ul style="list-style-type: none"> • Darkvision 60' • +1 to hit vs. orcs & goblins
Dwarf, Gold (FR p13)	+2 Con -2 Dex	<same>	<same>	<ul style="list-style-type: none"> • Darkvision 60' • +1 to hit vs. aberrations
Dwarf, Grey (Duergar) (FR p11)	+2 Con -4 Char	<same>	<same>	<ul style="list-style-type: none"> • Darkvision 120' • +1 to hit vs. orcs & goblins • +1 on Listen & Spot checks • +4 on Move Silently checks • Immune to paralysis, phantasms, & magical / alchemical poisons • Light Sensitivity: -2 to attack, saves, & skill checks in daylight. • Able to cast the following spells 1/day as a caster twice their level (minimum of 3rd): <ul style="list-style-type: none"> <i>Enlarge</i> (self only) (PH p200) <i>Invisibility</i> (self only) (PH p217) • Level Adjustment +2

Halfling Subraces

Halfling Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Halfling, Lightfoot (PH p19) (FR p18)	+2 Dex -2 Str	Rogue	<ul style="list-style-type: none"> • Small size¹ • 20' movement • Standard Vision • +2 on Listen, Climb, Jump, & Move Silently checks • +1 to hit with thrown weapons 	<ul style="list-style-type: none"> • +1 on all saves (+2 extra vs. fear)
Halfling, Tallfellow (PH p19) (MM p116) (DMG p57)	+2 Dex -2 Str	<same>	<same>	<ul style="list-style-type: none"> • +2 on Listen, Search, & Spot checks • Automatic Search check if a Tallfellow passes within 5' of a secret or concealed door
Halfling, Strongheart (FR p18)	+2 Dex -2 Str	<same>	<same>	<ul style="list-style-type: none"> • Bonus Feat at 1st level.
Halfling, Ghostwise (FR p18)	+2 Dex -2 Str	Barbarian	<same>	<ul style="list-style-type: none"> • Can telepathically "speak" a shared language with a sentient being within 20'.

¹ Small – +1 AC, +1 to hit, +4 on Hide checks, Must use smaller weapon, Lower carrying limits.

Elf Subraces

Elf Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Elf, High (PH p15) Elf, Moon (FR p15)	+2 Dex -2 Con	Wizard	<ul style="list-style-type: none"> • Medium Size • 30' movement • Immunity to magic sleep • +2 on Listen, Search, & Spot checks. • Automatic Search check if an Elf passes within 5' of a secret or concealed door • Automatic proficiency with longsword –or– rapier • +2 Racial bonus to Will saves vs. enchantments 	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight bows
Elf, Gray (PH p15) (MM p85) (DMG p57)	+2 Dex +2 Int -2 Str -2 Con	Wizard	<same>	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight bows
Elf, Wild (PH p15) (MM p85) (DMG p57) (FR p15) (FRe)+	+2 Dex -2 Int	Sorcerer	<same>	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight bows
Elf, Wood (PH p13) (MM p85) (DMG p57) (FR p15)	+2 Str +2 Dex -2 Int -2 Con -2 Char	Ranger	<same>	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight bows
Elf, Sun (FR p15)	+2 Int -2 Con	Wizard	<same>	<ul style="list-style-type: none"> • Low-light Vision • Automatic proficiency with all straight bows
Elf, Dark (Drow) (FR p13) (DR289 p116) (FRe)+	+2 Dex +2 Int +2 Cha -2 Con	Wizard (males) –or– Cleric (females)	<same>	<ul style="list-style-type: none"> • Darkvision 120' • +2 Racial bonus on Will save vs. spells & spell-like abilities • Light Blindness: daylight blinds the drow for 1 round; -1 to attack, saves, & checks in bright light • Spell Resistance of (11 + character level) • Automatic proficiency with hand-crossbows & light crossbows • Able to cast the following spells 1/day at the character level: <ul style="list-style-type: none"> <i>Dancing Lights</i> (PH p190) <i>Darkness</i> (PH p190) <i>Faerie Fire</i> (PH p202) • Level Adjustment +2

Gnome Subraces

Gnome Subraces	Ability Mods	Favored Class	Common Features	Subrace-Specific Features
Gnome, Rock (PH p16) (FR p16)	+2 Con -2 Str	Illusionist	<ul style="list-style-type: none"> • Small Size • 20' movement • +2 save vs. illusions • +2 on Listen & Alchemy checks 	<ul style="list-style-type: none"> • Low-light Vision • +1 attack vs. kobolds & goblinoids. • +4 dodge bonus to AC vs. giants • Able to cast the following spells 1/day at 1st level: <i>Dancing Lights</i> (PH p190) <i>Ghost Sound</i> (PH p209) <i>Prestidigitation</i> (PH p238) <i>Speak with Animals (burrowing mammals only)</i> (PH p254)
Gnome, Forest (PH p16) (MM p106) (DMG p57)	+2 Con -2 Str	<same>	<same>	<ul style="list-style-type: none"> • Low-light Vision • +1 to hit kobolds, goblins, orcs, & reptilian humanoids • +4 dodge bonus to AC vs. giants • <i>Pass without Trace</i> (PH p234) • an additional +4 on Hide checks if in wooded areas
Gnome, Deep (Svirfneblin) (PH p16) (MM p106) (DMG p57) (FR p15)	+2 Dex +2 Wis -2 Str -4 Char	<same>	<same>	<ul style="list-style-type: none"> • Darkvision 120' • Stonecunning (see Dwarf) • +4 dodge bonus to AC vs. all creatures • +2 on all saving throws • +2 on Hide checks (+4 if in dark, underground areas). • <i>Nondetection</i> (PH p232), always on. • Spell Resistance of (11 + char. level) • Able to cast the following spells 1/day at the character level: <i>Blindness</i> (PH p180) <i>Blur</i> (PH p181) <i>Change Self</i> (PH p183) • Level Adjustment +3
Gnome, River (DR291 p34)	+2 Con -2 Str	<same>	<same>	<ul style="list-style-type: none"> • Low-light Vision • +1 attack vs. kobolds & goblinoids. • +4 dodge bonus to AC vs. giants • +1 Racial bonus to Initiative. • Swim speed of 20'. Can swim with a "run" action. • +8 Racial bonus on Swim checks. • Can always "Take 10" on Swim checks. • Can hold breath 4xCon rounds. • Able to cast the following spells 1/day at 1st level: <i>Speak with Animals (river animals only)</i> (PH p254)
Gnome, Arcane (DR291 p34)	+2 Con +2 Int -2 Str -2 Wis	Wizard	<same>	<ul style="list-style-type: none"> • Low-light Vision • +1 attack vs. kobolds & goblinoids. • +4 dodge bonus to AC vs. giants • Use Magical Device is always a Class Skill • Able to cast the following spells 1/day at 1st level: <i>Dancing Lights</i> (PH p190) <i>Ghost Sound</i> (PH p209) <i>Prestidigitation</i> (PH p238)

Planetouched Races

Planetouched Races	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Air Genais (descended from an Air Outsider) (FR p19) (DR293 p57)	+2 Dex +2 Int -2 Wis -2 Cha	Fighter	<ul style="list-style-type: none"> • Medium Size • 30' movement • Outsider • Darkvision 60' • Level Adjustment +1 	<ul style="list-style-type: none"> • +1 save vs. air spells & effects, +1 for every 5 lvls. • Doesn't need to breath. • <i>Levitate</i>(PH p222) (1/day) at 5th level. • Air Genais Clerics must take Air Domain from an appropriate deity.
Dust Para-Genais (descended from Air & Earth Outsiders) (DR297 p64)	+4 Dex +2 Int -2 Con -2 Cha	Rogue	<same>	<ul style="list-style-type: none"> • +1 save vs. dust spells & effects, +1 for every 5 lvls. • Doesn't need to breath. • Create a 20' radius dust cloud that lasts for 5 minutes (1/day). Anyone 5' apart in the cloud have a 10% miss chance due to concealment. Anyone breathing in the cloud must make a Fortitude save vs. DC (10 + ½ character level + Charisma bonus) or receive a -2 penalty on attack & skill check due to coughing while in the cloud. • Dust Para-Genais Clerics must take Air or Earth Domain from an appropriate deity.
Earth Genais (descended from an Earth Outsider) (FR p19) (DR293 p58)	+2 Dex +2 Int -2 Wis -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> • +1 save vs. earth spells & effects, +1 for every 5 lvls. • <i>Pass without Trace</i>(PH p232) (1/day) at 5th level. • Earth Genais Clerics must take Earth Domain from an appropriate deity.
Fire Genais (descended from a Fire Outsider) (FR p20) (DR293 p60)	+2 Dex +2 Int -2 Wis -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> • +1 save vs. fire spells & effects, +1 for every 5 lvls. • <i>Control Flame</i>(FR p20) (1/day) at 5th level. • Fire Genais Clerics must take Fire Domain from an appropriate deity.
Ice Para-Genais (descended from Air & Water Outsiders) (DR297 p64)	+4 Con +2 Wis -2 Dex -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> • +1 save vs. cold spells & effects, +1 for every 5 lvls. • <i>Chill Metal</i>(PH p183) (1/day) at character level. • Ice Para-Genais Clerics must take Air or Water Domain from an appropriate deity.
Magma Para-Genais (descended from Earth & Fire Outsiders) (DR297 p65)	+2 Str +2 Con -2 Int -2 Wis	Fighter	<same>	<ul style="list-style-type: none"> • +1 save vs. fire spells & effects, +1 for every 5 lvls. • <i>Heat Metal</i>(PH p183) (1/day) at character level. • Magma Para-Genais Clerics must take Earth or Fire Domain from an appropriate deity.
Ooze Para-Genais (descended from Earth & Water Outsiders) (DR297 p65)	+4 Con -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> • +1 save vs. acid spells & effects, +1 for every 5 lvls. • <i>Grease</i>(PH p210) (1/day) at character level. • Ooze Para-Genais Clerics must take Earth, Water, or Slime Domain from an appropriate deity.
Smoke Para-Genais (descended from Air & Fire Outsiders) (DR297 p65)	+2 Dex +2 Int -2 Cha	Wizard	<same>	<ul style="list-style-type: none"> • +1 save vs. smoke and cloud-based spells & effects, +1 for every 5 lvls. • <i>Pyrotechnics (smoke cloud)</i> (PH p241) (1/day) at character level, but with no need for a flame. • Smoke Para-Genais Clerics must take Air or Fire Domain from an appropriate deity.
Steam Para-Genais (descended from Fire & Water Outsiders) (DR297 p66)	+2 Dex -2 Cha	Rogue	<same>	<ul style="list-style-type: none"> • +1 save vs. heat (but not fire) spells & effects, +1 for every 5 lvls. • <i>Obscuring Mist</i>(PH p233) (1/day) at character level. • Reduces miss chance due to smoke & fog concealment by 10%. • Steam Para-Genais Clerics must take Fire or Water Domain from an appropriate deity.
Water Genais (descended from a Water Outsider) (FR p20) (DR293 p62)	+2 Dex +2 Int -2 Wis -2 Cha	Fighter	<same>	<ul style="list-style-type: none"> • +1 save vs. water spells & effects, +1 for every 5 lvls. • Can breath water. • <i>Create Water</i>(PH p189) (1/day) at 5th level. • Water Genais Clerics must take Water Domain from an appropriate deity.

<u>Planetouched Races</u>	Ability Mods	Favored Class	Common Features	Subrace Specific Features
Aasimar (descended from a Good Outsider) (FR p18)	+2 Wis +2 Cha	Paladin	<same>	<ul style="list-style-type: none"> • Acid, Cold, & Electricity resistance 5 • <i>Light</i> (PH p222) (1/day) at character level. • +2 on Listen & Spot checks
Axani (descended from a Lawful Outsider) (DR297 p63)	+2 Int +2 Wis	Monk	<same>	<ul style="list-style-type: none"> • Cold & Sonic resistance 5 • <i>Calm Emotions</i>(PH p182) (1/day) at character level. • +2 on Diplomacy & Spot checks
Cansin (descended from a Chaotic Outsider) (DR297 p63)	+2 Int +2 Cha	Sorcerer	<same>	<ul style="list-style-type: none"> • Acid & Fire resistance 5 • <i>Entropic Shield</i>(PH p200) (1/day) at character level. • +2 on Bluff & Search checks
Chaond (descended from a Chaotic Outsider) (MM2 p170)	—	First class counts as their favored class	<same>	<ul style="list-style-type: none"> • Acid & Cold resistance 5 • <i>Shatter</i>(PH p250) (1/day) at character level. (DC11) • +2 on Escape Artist & Tumble checks
Tiefling (descended from an Evil Outsider) (FR p20)	+2 Dex +2 Int -2 Cha	Rogue	<same>	<ul style="list-style-type: none"> • Fire, Cold, & Electricity resistance 5 • <i>Darkness</i>(PH p190) (1/day) at character level. • +2 on Bluff & Hide checks
Zenythr (descended from a Lawful Outsider) (MM2 p171)	—	Monk	<same>	<ul style="list-style-type: none"> • Electrical, Fire, & Sonic resistance 5 • <i>True Strike</i>(PH p267) (1/day) at character level. • +2 on Balance & Intuit Direction checks

Other Races

<u>Other Races</u>	Ability Mods	Favored Class	Common Features	Other Common Features
Kender (DU86 p39)	+2 Dex -2 Str -2 Wis	Rogue	<ul style="list-style-type: none"> • Small Size • 20' Movement • Standard Vision 	<ul style="list-style-type: none"> • +2 on Climb, Jump, Move Silently, & Pick Pockets checks • Immune to all fear effects • Automatic proficiency & +1 to attack rolls with a Hoopak • Kender Taunt – Contested Bluff vs. Sense Motive check. If successful, the target must attack the taunting Kender & is at –2 AC until he succeeds with a Will save (DC 15 + Kender Cha. Mod.) once per round.

Classes

Class Progression

Level	Attack Bonus Fighter	Attack Bonus Rogue	Attack Bonus Wizard	Save Good	Save Bad	Class Skill Max Rank	Cross-Class Skill Max Rank	Feats	Ability Increases
1	+1	+0	+0	+2	+0	4	2	1 st	–
2	+2	+1	+1	+3	+0	5	2 ½	–	–
3	+3	+2	+1	+3	+1	6	3	2 nd	–
4	+4	+3	+2	+4	+1	7	3 ½	–	1 st
5	+5	+3	+2	+4	+1	8	4	–	–
6	+6/+1	+4	+3	+5	+2	9	4 ½	3 rd	–
7	+7/+2	+5	+3	+5	+2	10	5	–	–
8	+8/+3	+6/+1	+4	+6	+2	11	5 ½	–	2 nd
9	+9/+4	+6/+1	+4	+6	+3	12	6	4 th	–
10	+10/+5	+7/+2	+5	+7	+3	13	6 ½	–	–
11	+11/+6/+1	+8/+3	+5	+7	+3	14	7	–	–
12	+12/+7/+2	+9/+4	+6/+1	+8	+4	15	7 ½	5 th	3 rd
13	+13/+8/+3	+9/+4	+6/+1	+8	+4	16	8	–	–
14	+14/+9/+4	+10/+5	+6/+1	+9	+4	17	8 ½	–	–
15	+15/+10/+5	+11/+6/+1	+6/+1	+9	+5	18	9	6 th	–
16	+16/+11/+6/+1	+12/+7/+2	+8/+3	+10	+5	19	9 ½	–	4 th
17	+17/+12/+7/+2	+12/+7/+2	+8/+3	+10	+5	20	10	–	–
18	+18/+13/+8/+3	+13/+8/+3	+9/+4	+11	+6	21	10 ½	7 th	–
19	+19/+14/+9/+4	+14/+9/+4	+9/+4	+11	+6	22	11	–	–
20	+20/+15/+10/+5	+15/+10/+5	+10/+5	+12	+6	23	11 ½	–	5 th

Base Classes (at 1st Level)

Class	Class Features	Skills	Proficiencies	Misc.
Barbarian (PH p24)	Hit Dice: d12 Class Skill Points ² : 4 Attack Table: Fighter Good Save: Fortitude Alignment: Non-Lawful.	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Wis: Intuit Direction, Listen, Wilderness Lore. Cha: Handle Animals, Intimidate.	Armor: Light, Medium, Shields. Weapons: Simple ³ , Martial.	<ul style="list-style-type: none"> • Rage (1/day) – +4 Str & +4 Con for (3 + new Con bonus) rounds, then fatigued. • +10' movement in non-Heavy Armor.
Bard (PH p26)	Hit Dice: d6 Class Skill Points: 4 Attack Table: Rogue Good Save: Reflex, Will Alignment: Non-Lawful.	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Pick Pocket, Tumble. Int: Alchemy, Appraise, Craft, Decipher Script, Knowledge (any), Scry, Spellcraft. Wis: Intuit Direction, Listen, Profession, Sense Motive. Con: Concentration. Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Magic Device. Speak Language.	Armor: Light, Medium, Shields. Weapons: Simple + <u>one</u> of the following: longbow, longsword, rapier, sap, shortbow, shortsword, whip.	<ul style="list-style-type: none"> • Casts Impromptu Arcane spells based on <u>Charisma</u>. • Bardic Music – able to do 1 magical musical effect per level per day. • Bardic Knowledge
Cleric (PH p29)	Hit Dice: d8 Class Skill Points: 2 Attack Table: Rogue Good Save: Fortitude, Will Alignment: Any	Int: Craft, Knowledge(arcana), Knowledge(religion), Scry, Spellcraft. Wis: Heal, Profession. Con: Concentration. Cha: Diplomacy.	Armor: Light, Medium, Heavy, Shields. Weapons: Simple ⁴ .	<ul style="list-style-type: none"> • Casts Prepared Divine spells based on <u>Wisdom</u>. • Turn undead (3 + Char Mod.) times per day. (2d6 + Level + Char Mod) hit-dice are turned.
Druid (PH p33)	Hit Dice: d8 Class Skill Points: 4 Attack Table: Rogue Good Save: Fortitude, Will Alignment: Any Neutral.	Str: Swim. Int: Craft, Knowledge(nature), Scry, Spellcraft. Wis: Heal, Intuit Direction, Profession, Wilderness Lore. Con: Concentration. Cha: Animal Empathy, Diplomacy, Handle Animal.	Armor: Padded, Leather, Hide, Wooden Shields. Weapons: club, dagger, dart, halfspear, longspear, quarterstaff, scimitar, sickle, shortspear, sling.	<ul style="list-style-type: none"> • Casts Prepared Divine spells based on <u>Wisdom</u>. • Nature Sense • Animal Companion
Fighter (PH p35)	d10 Hit Dice: d10 Class Skill Points: 2 Attack Table: Fighter Good Save: Fortitude Alignment: Any	Str: Climb, Jump, Swim. Dex: Ride. Int: Craft. Cha: Handle Animal.	Armor: Light, Medium, Heavy, Shields. Weapons: Simple, Martial.	<ul style="list-style-type: none"> • Extra Combat Feat at 1st level & every even level.
Monk (PH p37) (DR290 p118)+	Hit Dice: d8 Class Skill Points: 4 Attack Table: Rogue Good Save: Fortitude, Will, Reflex Alignment: Any Lawful.	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Tumble. Int: Craft, Knowledge(arcana). Wis: Listen, Profession. Con: Concentration. Cha: Diplomacy, Perform.	Armor: none. Weapons: club, crossbow (light & heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, sling.	<ul style="list-style-type: none"> • Wisdom Modifier added to AC, in addition to Dex Modifier. • Bonus Feat: <u>Improved Unarmed Strike</u>. • Improved unarmed strike damage (1d6 for Medium, 1d4 for Small). • Flurry of Blows – one extra unarmed attack, but all attacks are at –2 to hit. • Stunning Attack • Evasion – on a successful Reflex save, take no damage.

² All Classes use the following equation for Skill Points:
1st Level – (Class Skill Points + Intelligence Modifier) x 4
Additional Levels – (Class Skill Points + Intelligence Modifier)

³ Simple Weapons: Dagger, Mace (light & heavy), Sickle, Club, Spear (half & short), Morningstar, Quarterstaff, Crossbow (light & heavy), Sling, Dart, & Javelin.

⁴ Clerics who adhere to the Domain of War are proficient in their Deity's preferred weapon, even if it is a Martial Weapon, and have also have Feat: Weapon Focus for that weapon.

Class	Class Features	Skills	Proficiencies	Misc.
Paladin (PH p41)	Hit Dice: d10 Class Skill Points: 2 Attack Table: Fighter Good Save: Fortitude Alignment: Lawful Good	Dex: Ride. Int: Craft, Knowledge(religion), Profession. Wis: Heal. Con: Concentration. Cha: Diplomacy, Handle Animals.	Armor: Light, Medium, Heavy, Shields. Weapons: Simple, Martial.	<ul style="list-style-type: none"> • <i>Detect Evil</i>(PH p192) at will. • Immune to all diseases • Adds Charisma Modifier to all saving throws • Lay on Hands – can heal (Level x Charisma Mod.) hit-points total per day. • Casts Prepared Divine spells base on <u>Wisdom</u> at higher levels.
Ranger (PH p44)	Hit Dice: d10 Class Skill Points: 4 Attack Table: Fighter Good Save: Fortitude Alignment: Any	Str: Climb, Jump, Swim. Dex: Hide, Move Silently, Ride, Use Rope. Int: Craft, Knowledge(nature), Search. Wis: Heal, Intuit Direction, Listen, Profession, Spot, Wilderness Lore. Con: Concentration. Cha: Animal Empathy, Handle Animal.	Armor: Light, Medium, Shields. Weapons: Simple, Martial.	<ul style="list-style-type: none"> • Bonus <u>Feat: Track</u>. • When is light or no armor, the Ranger can fight with 2 weapons as if he has <u>Feat: Ambidexterity</u> and <u>Feat: Two Weapon Fighting</u>. • Favored Enemy – +1 on the following rolls vs. the chosen enemy: Bluff, Listen, Sense Motives, Spot, & Wilderness Lore. If the enemy is susceptible to critical hits, then Ranger does +1 damage. • Casts Prepared Divine spells based on <u>Wisdom</u> at higher levels.
Rogue (PH p47)	Hit Dice: d6 Class Skill Points: 8 Attack Table: Rogue Good Save: Reflex Alignment: Any	Str: Climb, Jump, Swim. Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Tumble. Int: Appraise, Craft, Decipher Script, Disable Device, Forgery, Read Lips, Search. Wis: Innuendo, Intuit Direction, Listen, Profession, Sense Motive, Spot. Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magic Device.	Armor: Light. Weapons: crossbow (light & hand), dart, mace (light), sap, shortbow, shortsword. If Medium, club, crossbow (heavy), mace (heavy), morningstar, quarterstaff, rapier.	<ul style="list-style-type: none"> • Sneak Feat – if attacking a creature that is effected by critical hits & who is surprised / flanked / deprived of its Dex AC bonus, then do +1d6 damage at 1st level.
Sorcerer (PH p48)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: Will Alignment: Any	Int: Alchemy, Craft, Knowledge(arcana), Scry, Spellcraft. Wis: Profession. Con: Concentration.	Armor: none. Weapons: Simple.	<ul style="list-style-type: none"> • Casts Impromptu Arcane spells based on <u>Charisma</u>. • Summon Familiar
Wizard (PH p52)	Hit Dice: d4 Class Skill Points: 2 Attack Table: Wizard Good Save: Will Alignment: Any	Int: Alchemy, Craft, Knowledge(any), Scry, Spellcraft. Wis: Profession. Con: Concentration.	Armor: none. Weapons: club, dagger, crossbow (light & heavy), quarterstaff.	<ul style="list-style-type: none"> • Casts Prepared Arcane spells based on <u>Intelligence</u>. • Summon Familiar • Bonus <u>Feat: Scribe Scroll</u> • Option of Magic School Specialization – get +1 spell from specialized school for each magic level in exchange for not being able to cast spells from 1-3 other schools (out of 8).

Class-Combo Tracks

Class-Combo Track Name	Base Classes	Details
Aristocrat-Thief (DR305 p25)	Rogue + Bard + Fighter + Spymaster + Shadow Dancer	
Artificer (DR278 p72)	Fighter + Wizard	Dwarf specific
Champion (DR-A5 p90)	Cleric + Fighter	
Crimson Blade (DR281 p42)	Fighter + Psychic Warrior	Requires Psionics
Local Hero (DR305 p26)	Monk + Fighter + Vigilante + Paladin	
Magistrati (DR284 p70)	Cleric + Wizard	Specialty Priest of Azuth, the Forgotten Realms Deity of Wizardry
Martial Artist (DR289 p81)	Fighter + Monk	
Monastic Defender (DR289 p82)	Monk + Sohei	
Naturalist (DR305 p27)	Ranger + Bard + King of the Wild + Royal Explorer	
Nature's Champion (DR-A5 p92)	Druid + Ranger	
Scarlet Fist (DR281 p42)	Monk + Psychic Warrior	Requires Psionics
Pale Commander (DR298 p66)	Fighter + Wizard + Spellsword + Pale Master	Drow specific
Savage Claw (DR301 p68)	Cleric + Barbarian	Troll specific
Savage Shaman (DR298 p68)	Barbarian + Cleric + Master of the Shrouds + War Priest	Drow specific
Scout (DR-A5 p92)	Ranger + Rogue	
Sea Wolf (DR292 p33)	Barbarian + Rogue	
Silverhoof (DR292 p34)	Barbarian + Ranger	
Slayer (DR278 p72)	Fighter + Rogue	Dwarf specific
Skald (DR-A5 p92)	Barbarian + Bard	
Spellfilcher (DR-A5 p94)	Rogue + Wizard	
Spellsword (DR-A5 p94)	Fighter + Wizard	
Spirit Warrior (DR289 p84)	Fighter + Shaman	
Stoneling (DR278 p74)	Cleric + Rogue	Dwarf specific
Tracker (DR-A5 p94)	Barbarian + Ranger	
Temple Defender (DR278 p74)	Cleric + Fighter + Dwarfen Defender	Dwarf specific
Truth Seeker (DR281 p43)	Monk + Psychic Warrior + Truth Seeker	Requires Psionics
Watchers (DR284 p72)	Cleric + Fighter	Specialty Priest of Helm, the Forgotten Realms Deity of Guardians

Skills

Legend:

‘Trained’ – You may only use the skill if you have training (i.e., no default checks).

‘Trained, Exclusive’ – As ‘Trained’, but only a few classes can even get the training.

‘–’ – 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.
Alchemy (PH p63)	Int	Trained	yes ^s	Identify substance or potion – 25 Make alchemist’s fire, smokestick, etc. – 20 Make antitoxin, sunrod, tanglefoot bag, etc. – 25	+2 for Gnomes. Need Feat: Brew Potion to make potions.
Animal Empathy (PH p63)	Cha	Trained, Exclusive	no		-4 on Beasts & Magical Beasts.
Appraise (PH p63)	Int	–	no	Common items – 12 Uncommon items – 15	+2 for Dwarves if stone or metal.
Balance (PH p63)	Dex	Armor Penalty	no	7”-12” wide ledge – 10 7”-2” wide ledge – 15 less than 2” wide – 20 Surface is slippery – +5	Success – ½ speed move. Fail by < 5 – no move. Fail by >=5 – fall. +2 if Tumble is 5+.
Bluff (PH p64)	Cha	–	no	Opposed by target’s Sense Motives	Rangers get Favored Enemy bonus.
Climb (PH p64)	Str	Armor Penalty	no	Knotted Rope – 5 Wall with Handholds – 15 Natural rock or brick wall – 25	Success – ½ speed move. +2 for Halflings. +2 if Rope Use is 5+.
Concentration (roll to cast a spell while distracted) (PH p65) (DR289 p54)+	Con	–	no	Take Damage – 10 + damage + spell level Casting Defensively – 15 + spell level Entangled – 15 Riding – 10 + spell level	+4 for Feat: Combat Casting .
Control Shapes (the ability to control lycanthropy shapeshifting) (MMI p218)	Wis	–	no	Resist Involuntary change – 25 Return to original form (full moon) – 25 Return to original form (not full moon) – 20 Voluntary change (full moon) – 10 Voluntary change (not full moon) – 15	Only available to characters who have contracted Lycanthropy. Natural Lycanthropes have total control.
Craft (manufacturing jobs) (PH p65)	Int	–	yes ^s	Armor, shield – 10 +AC Bow – 12 Simple Weapon – 12 Martial Weapon – 15 Exotic Weapon – 18 Masterwork – 2 nd check vs. 20.	Buy each Craft separately. Partial list: Armorsmith, Bowmaking, Carpentry, Gemcutting, Locksmith, Painting, Poisonmaking, Stonemason, Trapmaking, Weaponsmith +2 for Dwarves if metal or stone. -2 if improvised tools. +2 if Masterwork-quality tools.
Decipher Script (PH p66)	Int	Trained, Exclusive	no	Simple Message – 20 Standard Text – 25	
Diplomacy (PH p66)	Cha	–	no	Opposed by target’s Diplomacy	+2 if Bluff is 5+. +2 if Sense Motives is 5+.
Disable Device (PH p67)	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 p67)	Cha	–	no	Opposed by target’s Spot	+2 if Bluff is 5+. +10 if subject of the spell <i>Alter Self</i> , <i>Change Self</i> , etc.
Escape Artist (PH p67)	Dex	Armor Penalty	yes	Rope – opposed by target’s Rope Use + 10 <i>Entangle</i> spell – 20 Manacles – 30	+2 if Rope Use is 5+ vs. ropes.
Forgery (PH p68)	Int	–	no	Opposed by target’s Appraise	Must be able to read/write the language.

^s Half the raw materials are lost if the roll missed by 5 or more.

Skill	Based On	Type	Retry	Sample Target Number (see skill description for full list)	Misc.
Gather Information (PH p68)	Cha	–	yes, but noticed	Common – 10 Uncommon – 15	
Handle Animals (PH p68) (MotW p79)+	Cha	Trained	some-times	Handle domestic – 10 Train animal – 15 Train wild animal – 20 + animal's HD Train beast – 25 + beast's HD	+2 if Animal Empathy is 5+.
Heal (PH p69)	Wis	–	no	First Aid – 15 Treat Poison – Poison's DC Treat Disease – Disease's DC	+2 if Profession (herbalist) is 5+. +2 if possess a Healer's kit.
Hide (PH p69) (DR290 p70)+	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 -5 if eavesdropping, but +1 per person in a surrounding crowd
Hypnosis (RL p46)	Cha	Trained	no	Opposed by target's Will save if unwilling	1 hour per attempt. Can place a 'suggestion'.
Innuendo (pass secret messages in public) (PH p70) (DR290 p64)+	Wis	Trained	yes, for send no, for receive	Simple message – 10 Complex message – 20	+2 if Bluff is 5+ to send. +2 if Sense Movies is 5+ to receive.
Intimidate (PH p70)	Cha	–	no	10 + target's HD + target fear save bonus	+2 if Bluff is 5+.
Intuit Direction (PH p70)	Wis	Trained	1/day	Locate north – 15	
Jump (PH p70)	Str	Armor Penalty	no	Standing Long Jump – 3 + (roll-10)/2 feet maximum distance is 2 x height Running Long Jump – 5 + (roll-10) feet maximum distance is 6 x height Standing High Jump – 2 + (roll-10)/8 feet maximum distance is height Running High Jump – 2 + (roll-10)/4 feet maximum distance is 1.5 x height	+2 if Tumble is 5+. +2 if Halfling. +30 if subject of a <i>Jump</i> spell with no max. Double jump distance if subject of <i>Expeditious Retreat</i> spell. Add ¼ jump distance if subject has <u>Feat: Run</u> .
Knowledge (academics) (PH p70)	Int	Trained	no	Common – 10 Basic – 15 Hard – 20	Buy each Knowledge separately. Partial List: Arcana, Architecture, History, Nature, Nobility, Religion, The Planes
Listen (PH p71)	Wis	–	once per round	Opposed by target's Move Silent	+2 if subject has <u>Feat: Alertness</u> . +2 if Elf, Gnome, Halfling. +1 if Half-Elf. Rangers get Favored Enemy bonus.
Lucid Dreaming (MotP p203)	Wis	Trained	once per round	Realize you are Dreaming – 5 Change one aspect of your Dream – 15 Change one aspect of another's Dream – 20	
Move Silently (PH p71)	Dex	Armor Penalty	no	Opposed by target's Listen	-5 if moving greater than ½ speed. +2 if Halfling.
Open Lock (PH p71)	Dex	Trained	yes	Simple Lock – 20 Average Lock – 25 Good Lock – 30	-2 if no thieves' tools. +2 if Masterwork Thieves' Tools.
Perform (PH p71)	Cha	–	yes, but +2 DC	Routine Performance – 10 Great Performance – 20 Memorable Performance – 25	One form per rank. Partial list: Dance, Juggling, Mime, Singing, Storytelling, Specific Instrument. +2 if Masterwork Instrument.
Pick Pocket (PH p72)	Dex	Trained, Armor Penalty	yes, but at +10	If being watched, opposed by target's Spot Sleight of Hand – 10 Take from creature – 20	+2 if Bluff is 5+.
Profession (service industry jobs) (PH p72)	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.

Skill	Based On	Type	Retry	Sample Target Number (see skill description for full list)	Misc.
Read Lips (PH p72)	Int	Trained, Exclusive	once per minute	Typical conversation – 15	Must speak the target's language.
Ride (PH p72)	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-Equivalent Action) – 20	-5 if riding bareback. -2 if a normal riding creature you are not used to riding (mule) -5 if an unusual riding creature you are not used to riding (griffon) +2 if Handle Animals is 5+. +2 if using military saddle. Rereq for mounted Feats.
Scry (PH p73)	Int	Exclusive	yes	Notice you are being scry'd on – 20 Scry on someone you have met – 10 Scry on someone you been told about – 15	Requires a spell.
Search (PH p73)	Int	–	yes	Find a secret door – 20 Find a typical trap – 20 Find magical trap (rogue only) – 25 + spell level	+2 if Elf. +1 if Half-Elf. +2 if Dwarf and target is stone. Can be used in place of Feat: Track if tracks are DC 10 or less.
Sense Motive (PH p73) (DR290 p64)+ (DR290 p70)+	Wis	–	no	Opposed by target's Bluff Sense Enchantment – 25 Understand Group Dynamics – 15 + 1/person	Rangers get Favored Enemy bonus.
Speak Language (PH p73)	–	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 p74)	Int	Trained	sometimes	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 <i>Read Magic</i> – 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+ vs. reading scrolls.
Spot (PH p74)	Wis	–	yes	Opposed by target's Hide or Disguise. Realize that an invisible creature is nearby – 20 Penalties – -1 per 10 feet	+2 if subject has Feat: Alertness. +2 if Elf. +1 if Half-Elf. Rangers get Favored Enemy bonus.
Swim (PH p74)	Str	Weight Penalty	yes	Calm water – 10 Rough water – 15 Per hour of swimming to avoid 1d6 subdual damage – 20	-1 per 5 lbs. of gear. -1 per minute under water. Success means ¼ move. Failure < 5 means 0 move. Failure >= 5 means under water.
Tumble (PH p75)	Dex	Armor Penalty	no	Treat a fall as if 10' less – 15 Tumble up to 20' through threatened hexes and take no attacks of opportunity – 15 Tumble up to 20' through hexes occupied by enemies and take no attacks of opportunity – 25	+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 p75)	Char	Trained, Exclusive	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.

Skill	Based On	Type	Retry	Sample Target Number (see skill description for full list)	Misc.
Use Rope (PH p76) (S&S p52)	Dex	–	no	Tie a good knot – 10 Tie a special knot – 15 Bind someone – opposed by target’s Escape Artist. Test a rope for stability – 15	+2 if using silk rope. +10 if binding someone. +2 if rope has an <i>Animate Rope</i> spell on it +2 if Escape Artist is 5+.
Wilderness Lore (also used for tracking) (PH p76)	Wis	–	some-times	Hunt & forage while traveling – 10 (for each 2 extra points, feed another person). Avoid getting lost – 15.	+2 if Intuit Direction is 5+ vs. getting lost. Rangers get Favored Enemy bonus.

Skill Synergies Summary

If...	Then...
Animal Empathy is 5+	+2 Synergy bonus on Handle Animal checks, with ‘animals’
Animal Empathy is 9+	+2 Synergy bonus on Handle Animal checks, with ‘beasts’
Bluff is 5+	+2 Synergy bonus on Diplomacy checks +2 Synergy bonus on Disguise checks, when being observed +2 Synergy bonus on Innuendo checks, when sending a message +2 Synergy bonus on Intimidate checks +2 Synergy bonus on Pick Pocket checks
Decipher Script is 5+	+2 Synergy bonus on Use Magic Device checks, when using scrolls
Escape Artist is 5+	+2 Synergy bonus on Rope Use, to bind someone
Handle Animal is 5+	+2 Synergy bonus on Ride checks
Intuit Direction is 5+	+2 Synergy bonus on Wilderness Lore checks, to avoid getting lost
Jump is 5+	+2 Synergy bonus on Tumble checks
Profession (herbalist) is 5+	+2 Synergy bonus on Heal checks
Sense Motive is 5+	+2 Synergy bonus on Diplomacy checks +2 Synergy bonus on Innuendo checks, when receiving a message
Spellcraft is 5+	+2 Synergy bonus on Use Magic Device, when using scrolls
Tumble is 5+	+2 Synergy bonus on Balance checks +2 Synergy bonus on Jump checks
Use Magic Device is 5+	+2 Synergy bonus on Spellcraft checks to decipher spells on scrolls
Use Rope is 5+	+2 Synergy bonus on Climb checks, when using a rope +2 Synergy bonus on Escape Artist checks, when tied with rope

Your...	If...
Balance checks get a +2 Synergy bonus	Tumble is 5+
Climb checks, when using a rope, get a +2 Synergy bonus	Use Rope is 5+
Diplomacy checks get a +2 Synergy bonus	Bluff is 5+ Sense Motive is 5+
Disguise checks, when being observed, get a +2 Synergy bonus	Bluff is 5+
Escape Artist checks, when tied with rope, get a +2 Synergy bonus	Use Rope is 5+
Handle Animal checks, with ‘animals’, get a +2 Synergy bonus	Animal Empathy is 5+
Handle Animal checks, with ‘beasts’, get a +2 Synergy bonus	Animal Empathy is 9+
Heal checks get a +2 Synergy bonus	Profession (herbalist) is 5+
Innuendo checks, when receiving a message, get a +2 Synergy bonus	Sense Motive is 5+
Innuendo checks, when sending a message, get a +2 Synergy bonus	Bluff is 5+
Intimidate checks get a +2 Synergy bonus	Bluff is 5+
Jump checks get a +2 Synergy bonus	Tumble is 5+
Pick Pocket checks get a +2 Synergy bonus	Bluff is 5+
Ride checks get a +2 Synergy bonus	Handle Animal is 5+
Rope Use checks, to bind someone, get a +2 Synergy bonus	Escape Artist is 5+
Spellcraft checks, to decipher spells on scrolls, get a +2 Synergy bonus	Use Magic Device is 5+
Tumble checks get a +2 Synergy bonus	Jump is 5+
Use Magic Device checks, when using scrolls, get a +2 Synergy bonus	Decipher Script is 5+ Spellcraft is 5+
Wilderness Lore checks, to avoid getting lost, get a +2 Synergy bonus	Intuit Direction is 5+

Arcane Schools

Only Wizards may Specialize in a Magic School (and only at 1st level). Those that do receive one extra spell per day per spell level, though the extra spell must be from their Specialized school.

To Specialize, you must take as many ranks of Restricted Schools (or greater) as you Specialize in.

Rank 4 – Conjuration, Evocation, Transmutation

Rank 2 – Abjuration, Enchantment, Illusion

Rank 1 – Divination, Necromancy

Abjuration – magics that protect, or banish.

Examples: *Hold Portal, Protection from Evil, Shield.*

If Specialized, Restricted School(s) are:

- Conjuration
- Enchantment
- Evocation
- Illusion
- Transmutation
- Divination and Necromancy

Conjuration – magics that summon.

Examples: *Mage Armor, Summon Monster, Unseen Servant.*

If Specialized, Restricted School(s) are:

- Evocation
- Transmutation
- Abjuration and Enchantment
- Abjuration and Illusion
- Enchantment and Illusion
- any 3 schools

Divination – magics that reveal information.

Examples: *Comprehend Languages, Identify.*

If Specialized, Restricted School(s) are:

- Abjuration
- Conjuration
- Enchantment
- Evocation
- Illusion
- Necromancy
- Transmutation

Enchantment – magics that effect the mind.

Examples: *Charm Person, Sleep.*

If Specialized, Restricted School(s) are:

- Abjuration
- Conjuration
- Evocation
- Illusion
- Transmutation
- Divination and Necromancy

Evocation – magics that manipulate energy.

Examples: *Magic Missile, Tenser's Floating Disk, Fireball.*

If Specialized, Restricted School(s) are:

- Conjuration
- Transmutation
- Abjuration and Enchantment
- Abjuration and Illusion
- Enchantment and Illusion
- any 3 schools

Illusion – magics that alter perceptions.

Examples: *Change Self, Color Spray, Ventriloquism.*

If Specialized, Restricted School(s) are:

- Abjuration
- Conjuration
- Enchantment
- Evocation
- Transmutation
- Divination and Necromancy

Necromancy – magics that effect the life force.

Examples: *Disrupt Undead, Cause Fear, Ray of Enfeeblement, Animate Dead.*

If Specialized, Restricted School(s) are:

- Abjuration
- Conjuration
- Divination
- Enchantment
- Evocation
- Illusion
- Transmutation

Transmutation – magics that transform.

Examples: *Mending, Burning Hands, Enlarge, Feather Fall, Jump, Spider Climb.*

If Specialized, Restricted School(s) are:

- Conjuration
- Evocation
- Abjuration and Enchantment
- Abjuration and Illusion
- Enchantment and Illusion
- any 3 schools

Universal – basic magics.

Examples: *Arcane Mark, Detect Magic, Read Magic.*

It is not possible to specialize in the Universal school.

Appendix

Revision History

- October 24, 2001 – Initial release of the Basics Index.
Provides an index for the following books: Player's Handbook, Dungeon Master's Guide, Monster Manual, Sword and Fist, Defenders of the Faith, Tome and Blood, Forgotten Realms Campaign Book, Monster Compendium: Monsters of Faerûn, Magic of Faerûn, Return to the Temple of Elemental Evil, and any associated errata, plus Dragon Magazines from #274 - #288, Dragon Magazine Annual #5, and Dungeon Magazine #82 - #89.
- March 30, 2002 – Added Ravenloft, Song & Silence, and Masters of the Wild.
Added Dragon Magazine #289 - #294 and Dungeon Magazine #90 - #91.
Created tables on Animal Companions & Wild Forms.
- August 24, 2002 – Split off Animal tables into a separate Animal Index.
Added Dragon Magazine #297 - #298.
- December 1, 2002 – Added Monster Manual 2.
Added Dragon Magazine #299 - #302.
Added Dungeon Magazine #92 - #95.
Fixed some errors.
- March 15, 2003 – Added Dragon Magazine #303 - #305.
Added Dungeon Magazine #96 - #97.
Major reformat.

Key to Sourcebooks

PH	– Player's Handbook	– TRS 11550
DMG	– Dungeon Master's Guide	– TSR 11551
DMGe	– Dungeon Master's Guide errata	– http://shadow.wizards.com/dnd/files/DMGErrata.pdf
MM	– Monster Manual	– TSR 11552
MM2	– Monster Manual II	– 882680000
MotP	– Manual of the Planes	– WTC11850
D&D	– Deities and Demigods	– 881650000
BoVD	– Book of Vile Darkness	– 881610000
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/SnFErrataV2.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– http://www.wizards.com/dnd/files/TB_Enh.zip
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– http://www.wizards.com/dnd/files/FRCserrata.pdf
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– http://www.wizards.com/dnd/files/MoFerrataV3012002.zip
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
RL	– Ravenloft	– WW 15099
RTEE	– Return to the Temple of Elemental Evil	– WTC 11843
DR###	– Dragon Magazine (with issue number)	
DR-A#	– Dragon Magazine Annual (with issue number)	
DU##	– Dungeon Magazine (with issue number)	

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