

D&D 3.60

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Añadido: Dotes (1ª parte)

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1. Características

Las características se calcularán mediante la compra con puntos, según la siguiente tabla:

Table 2-1: Ability Score Costs

Score	Points
7	-4
8	-2
9	-1
10	0
11	1
12	2
13	3
14	5
15	7
16	10
17	13
18	17

Los puntos disponibles se calcularán consultando la siguiente tabla:

Table 2-2: Total Points

Campaign Type	Points
Low Fantasy	10
Standard Fantasy	15
High Fantasy	20
Epic Fantasy	25

2. Razas de personaje

Las razas de personaje serán revisadas para eliminar los ajustes de nivel.

Los siguientes rasgos reemplazan a los que figuran en el PHB.

Dwarf Racial Traits

+2 Constitution, +2 Wisdom, -2 Charisma

Medium: Dwarves are Medium creatures

Slow and Steady: Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision 60 feet: Dwarves can see in the dark up to 60 feet.

Stonecunning: Dwarves treat any Profession skill related to stone as a class skill. In addition, they receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Keen Senses: Dwarves receive a +2 bonus on taste- and touch-based Perception skill checks.

Greed: Dwarves treat Appraise as a class skill when attempting to determine the price of nonmagical goods that contain precious metals and gemstones.

Hearty: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblin subtypes due to special training against these hated foes.

Defensive Training: Dwarves get a +4 dodge bonus to AC against monsters of the giant type.

Stability: Dwarves receive a +4 bonus to their combat maneuver bonus when resisting a bull rush or trip attempt while standing on the ground.

Languages: Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose any of the following: Elemental, Giant, Gnome, Goblin, Orc, and Undercommon.

Favored Class: The favored class of dwarves is cleric or fighter. This choice must be made at 1st level and cannot be changed.

High Elf Racial Traits

+2 Dexterity, +2 Intelligence, -2 Constitution

Medium: Elves are Medium creatures.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: As per PHB.

Keen Senses: Elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Appraise skill checks made to identify the properties of magic items.

Weapon Familiarity: Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose any of the following: Draconic, Gnome, Goblin, Orc, and Sylvan.

Favored Class: The favored class of elves is ranger or wizard. This choice must be made at 1st level and cannot be changed.

Gnome Racial Traits

+2 Constitution, +2 Charisma, -2 Strength

Small: Gnomes are Small creatures.

Slow Speed: Gnomes have a base speed of 20 feet.

Low-Light Vision: As per PHB.

Keen Senses: Gnomes receive a +2 bonus on smell- and touch-based Perception checks.

Obsessive: Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Illusion Resistant: Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Gnome Magic: Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: *1/day—dancing lights, ghost sound, prestidigitation, speak with animals*. The caster level for these effects is equal to the gnome’s level. The DC for these spells is equal to 10 + the spell’s level + the gnome’s Charisma modifier.

Weapon Familiarity: Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.

Hatred: Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblin subtypes due to special training against these hated foes.

Defensive Training: Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Languages: Gnomes begin play speaking Common, Gnome, and Sylvan. Gnomes with high Intelligence scores can choose any of the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

Favored Class: The favored class of gnomes is bard or sorcerer. This choice must be made at 1st level and cannot be changed.

Half-Elf Racial Traits

+2 to one ability score.

Medium: Half-elves are Medium creatures.

Normal Speed: Half-elves have a base speed of 30 feet.

Low-Light Vision: As per PHB.

Keen Senses: Half-elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

Elven Immunities: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Adaptability: Half-elves receive Skill Focus, as a bonus feat, at 1st level.

Elf Blood: Half-elves count as both elves and humans for any effect related to race.

Languages: Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Favored Class: Half-elves can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed.

Half-Orc Racial Traits

+2 Strength, +2 Wisdom, -2 Intelligence.

Medium: Half-orcs are Medium creatures.

Normal Speed: Half-orcs have a base speed of 30 feet.

Darkvision 60 feet: As per PHB.

Weapon Familiarity: Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

Orc Ferocity: Once per day, when a half-orc is brought below 0

hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Orc Blood: Half-orcs count as both humans and orcs for any effect related to race.

Languages: Half-orcs begin play speaking Common and Orc. Half-orcs with high Intelligence scores can choose any of the following: Draconic, Giant, Gnome, Goblin, and Abyssal.

Favored Class: The favored class of half-orcs is barbarian or druid. This choice must be made at 1st level and cannot be changed.

Halfling Racial Traits

+2 Dexterity, +2 Charisma, -2 Strength.

Small: Halflings are Small creatures.

Slow Speed: Halflings have a base speed of 20 feet.

Keen Senses: Halflings receive a +2 racial bonus on sound-based Perception skill checks.

Sure-footed: Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Halfling Luck: Halflings receive a +1 racial bonus on all saving throws.

Fearless: Halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Weapon Familiarity: Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Languages: Halflings begin play speaking Common and Halfling. Halflings with high Intelligence scores can choose any of the following: Abyssal, Dwarven, Elven, Gnome, and Goblin.

Favored Class: The favored class of halflings is bard or rogue. This choice must be made at 1st level and cannot be changed.

Human Racial Traits

+2 to one ability score.

Medium: Humans are Medium creatures.

Normal Speed: Humans have a base speed of 30 feet.

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training: Humans are proficient with anyone martial weapon of their choice, in addition to those granted by class proficiencies. This weapon must be chosen at 1st level and cannot be changed.

Languages: Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Favored Class: Humans can choose anyone class as their favored class at 1st level. Once made, this choice cannot be changed.

Razas adicionales

Las siguientes razas pueden no estar presentes en determinados mundos de campaña, y por tanto están sujetas a la aprobación del DM.

Aasimar Racial Traits

+2 Strength, +2 Wisdom, -2 Constitution.

Outsider (Native): Aasimar are outsiders native to the Material Plane, and thus have the outsider (native) type. They gain the extraplanar subtype when not on the Material Plane. They are not subject to spells or effects that affect only humanoids, such as *Charm Person* and *Dominant Person*.

Medium: Aasimars are Medium creatures.

Normal Speed: Aasimars have a base speed of 30 feet.

Darkvision 60 feet: Aasimars can see in the dark up to 60 feet.

Keen Senses: Aasimars receive a +2 bonus on sight- and sound-based Perception checks.

Elemental Resistance: A aasimar can choose between Resistance to fire 5, and cold 5 or Resistance to acid 5 and electricity 5.

Strong will: aasimar receive a +2 racial bonus to Will saves vs. Enchantment effects.

Protection of the Ancestor (Sp): A aasimar can use *Daylight* 1 time for day as a spell-like ability, with a caster Level equal to his total Hit Dice.

Languages: Aasimars begin play speaking Common and Celestial. Aasimars with high Intelligence scores can choose any of the following: Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.

Favored Class: The favored class of aasimars is Paladin or Cleric. This choice must be made at 1st level and cannot be changed.

Blood Elf Racial Traits

+2 Dexterity, +2 Intelligence, -2 Constitution.

Medium: Blood elves are Medium.

Normal Speed: Blood elves have a base speed of 30 feet.

Low-light vision: As per PHB.

Magic Addiction: Blood elves are addicted to the use of arcane magic. A blood elf must spend 1 hour each morning in meditation, resisting the distractions of their addiction, or take a -1 penalty to effective arcane caster level and a -2 penalty on saving throws against spells for that day.

Blood elves have learned to slake their thirst through the absorption of arcane energies. If the blood elf partakes of a magical beast's blood, the magic addiction abates for a number of days equal to the blood elf's Wisdom modifier (minimum 1 day).

Racial Animosity: Blood elves reek of arcane power, offending the spiritual senses of high elves and halflings. Because of this, blood elves suffer a -2 circumstance penalty on Charisma-based skill checks made when relating directly to other high elves or halflings.

Weapon Familiarity: Blood Elves are proficient with shortbows (including composite shortbows), shortswords, and scimitars, and treat any weapon with the word "elven" in its name as a martial weapon.

Magic Fortitude: The blood elves receives a +2 racial bonus on saving throws against mind-affecting spells or effects.

Arcane Expert: +2 racial bonus on Knowledge (arcana), and Spellcraft checks. These skills are class skills for all blood elf characters.

Languages: Blood Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose any of the following: Draconic, Dwarven, Gnome, Orc, and Sylvan.

Favored Class: The favored class of elves is rogue or sorcerer. This choice must be made at 1st level and cannot be changed.

Drow Racial Traits

+2 Dexterity, +2 Intelligence (Males), +2 Wisdom (Females), -2 Constitution

Medium: Drow are Medium creatures.

Normal Speed: Drow have a base speed of 30 feet

Darkvision 120 ft: Drow can see 120 feet in complete darkness.

Light Blind: If exposed to a sudden bright light, such as a *Daylight* spell, Drow suffer -2 to attacks and skill checks while in the radius of the spell.

Keen Senses: Drow receive a +2 bonus on sight- and sound-based Perception checks.

Drow Magic: Drow with a Charisma 11 or better, gain the following spell-like abilities: 1/day -*dancing lights*, *faerie fire*

Drow Weapons: Shortsword, hand-crossbow, and dagger

Magic Resistance: +2 racial bonus on Will saves against spells and spell-like abilities.

Favored Class: The favored class of Drows is Wizard (for males)

and cleric (for females); or fighter. This must be chosen at 1st level and cannot be changed.

Litorian Racial Traits

+2 Dexterity, +2 Wisdom, -2 Intelligence.

Medium: Litorians are Medium creatures

Normal Speed: Litorians have a base speed of 30 feet.

Low-Light Vision: As per PHB.

Predator: +2 to Intimidate, and Survival checks.

Keen Senses: Litorians enjoy a +2 bonus to all sight, sound, and scent based Perception checks.

Weapon Familiarity: Litorians treat all weapons with the word "litorian" in the name as martial weapons.

Hatred: Litorians enjoy a +1 bonus to all attack rolls against gnolls and flinds.

Scent: Litorians gain the scent extraordinary ability

Languages: Common, Litorian. Litorians with high Intelligence scores can choose any of the following: Dwarven, Elven, Gnome, and Sylvan.

Favored Class: The favored class of litorians is Ranger or Druid. This choice must be made at 1st level and cannot be changed.

Tieflings Racial Traits

+2 Dexterity, +2 Intelligence, -2 Charisma.

Outsider (Native): Tieflings are outsiders native to the Material Plane, and thus have the outsider (native) type. They gain the extraplanar subtype when not on the Material Plane. They are not subject to spells or effects that affect only humanoids, such as *Charm Person* and *Dominate Person*.

Medium: Tieflings are Medium creatures.

Normal Speed: Tieflings have a base speed of 30 feet.

Darkvision 60 feet: Tieflings can see in the dark up to 60 feet.

Scoundrels: Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Darkness (Sp): A tiefling can use darkness once per day (caster level equal to class levels).

Elemental Resistance: A tiefling has Resistance to cold 5, electricity 5, and fire 5.

Languages: Tieflings begin play speaking Common and Infernal. Tieflings with high Intelligence scores can choose any of the following: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.

Favored Class: The favored class of tieflings is rogue or sorcerer. This choice must be made at 1st level and cannot be changed.

3. Clases de Personaje

Favored Classes (Clases Predilectas)

Cada jugador tiene que escoger una clase predilecta (básica) durante la creación del personaje. Cada vez que subas un nivel en la clase escogida recibes +1 hit point o +1 skill point.

Dados de golpe

Se reemplazan los antiguos dados de golpe por otros basados en la progresión de su ataque base (lenta d6, media d8 y rápida d10). Las clases básicas quedan como sigue:

Clase	Dado de golpe
Barbarian	2d6*
Bard	d8
Cleric	d8
Druid	d8
Fighter	d10
Monk	d8
Paladin	d10
Ranger	d10
Rogue	d8
Sorcerer	d6
Wizard	d6

*El barbaro es la excepción y tira 2d6

Bard

Additional Class Features

Rally Performance (Ex): Starting at 2nd level, a bard hones his skill as a public musician and can reroll a Perform check once per day, but only when attempting to impress audiences for the purpose of earning money. A bard must take the result of the reroll, even if it's worse than the original roll. See Perform on page 79 of the *Player's Handbook*.

Refine Performance (Ex): At 4th level, a bard learns how to make his performances more appealing to the public of a prosperous city and is considered to have rolled at least a 2 on each d10 or d6 when determining how much money was earned each day from a Perform check. See Perform on page 79 of the *Player's Handbook*. At 5th, 7th, 10th, 11th, 13th, 16th, and 17th level, a bard is considered to have rolled 1 number higher on each d10 (for example, at least 3 at 5th level, at least 4 at 7th level, etc.). By extension, a bard is considered to have rolled at least 3 on each d6 at 7th level, at least 4 at 11th level, and at least 5 at 16th level. At 19th level, a bard earns the maximum amount of money for his performance.

Cleric

Additional Class Features

Undead Intuition (Ex): Starting at 2nd level, a cleric can identify undead creatures during an encounter from any distance. The cleric gains a +2 bonus on Knowledge (religion) checks to identify undead creatures, but gains no insight about their special powers or vulnerabilities. See Knowledge checks on page 78 of the *Player's Handbook*. Moreover, the cleric can make these Knowledge (undead) checks untrained. This bonus increases by +1 for each cleric level the character takes after 2nd level.

Druid

Additional Class Features

Woodland Sprint (Ex): At 17th level, a druid may move at her normal speed through thorns, briars, and overgrown areas that

have been magically manipulated. She does not take damage or suffer any other impairment, since she becomes immune to such magical effects.

Repel Nature's Lure (Ex): At 19th level, a druid gains spell resistance against the spell-like abilities of fey (such as dryads, pixies, and sprites) equal to her current druid level + 10. To affect the druid with a spell-like ability, a fey spellcaster must get a result on a caster level check (1d20 + caster level; see Spell Resistance on page 177 of the *Player's Handbook*) that equals or exceeds the druid's spell resistance.

Fighter

Additional Class Features

Physical Prowess (Ex): Starting at 3rd level, a fighter gets a bonus to some aspect of his ability checks that makes him a better warrior. The fighter gains an additional bonus at 5th level and every two fighter levels thereafter (7th, 9th, 11th, 13th, 15th, 17th, and 19th). The bonus must be drawn from the following list.

Applied Force (Ex): A fighter can administer force to the weakest points of inanimate objects effectively, giving the character a +1 bonus on Strength checks to break or burst items (see page 165 of the *Player's Handbook*).

Combat Bearing (Ex): A fighter can steady himself to fight in precarious situations, giving the character a +1 bonus on Dexterity checks to avoid falling when damaged while balancing or moving quickly across difficult surfaces (see Acrobatics on the chapter of skills).

Stamina Reserve (Ex): A fighter can push his body more than normal, giving the character a +1 bonus on Constitution checks to continue running (see page 144 of the *Player's Handbook*) and to avoid nonlethal damage from a forced march (see page 164 of the *Player's Handbook*).

Paladin

Additional Class Features

Righteous Cause (Ex): Starting at 7th level, a paladin is either

rewarded with a bonus to form a lawful community or route out duplicitous intent. The paladin gains an additional bonus at 8th, 11th, 13th, 14th, 16th, 17th, and 19th level. The bonus must be drawn from one of the following two abilities.

Inspiring Presence (Ex): A paladin can become the rallying standard for decency and fairness. If a paladin takes the Leadership feat (see page 106 of the *Dungeon Master's Guide*), the character gains +1 to her leadership score, but only for the purpose of attracting 1st-level followers.

Discerning Insight (Ex): A paladin can recognize when a person is trustworthy or not, giving the character a +1 bonus on Sense Motive checks when trying to get a "hunch" about the subject's personality after a 1-minute conversation (see Sense Motive on page 81 of the *Player's Handbook*).

Ranger

Additional Class Features

Woodland Hunter (Ex): At 12th level, a ranger can make "get along in the wild" checks while moving at his full overland speed. See Survival on page 83 of the *Player's Handbook*.

Perceptive Tracker (Ex): At 14th level, a ranger never takes longer than a full-round action to find tracks with a Survival check. A second roll is still required to follow any discovered tracks.

Seasoned Explorer (Ex): At 16th level, a ranger can make Survival checks to gain a bonus on Fortitude saves against severe weather while moving at his full overland speed. See Survival on page 83 of the *Player's Handbook*.

Instinctive Tracker (Ex): At 18th level, a ranger takes a standard action to find tracks with a Survival check, allowing the character to simultaneously move at his speed.

Survivalist (Ex): At 19th level, the ranger becomes so certain in the use of Survival that the character can use it reliably even under adverse conditions. When making a skill check with Survival, the ranger may take 10 even if stress and distractions would normally prevent the character from doing so.

Rogue

Additional Class Features

Makeshift Tools (Ex): At 14th level, a rogue becomes so familiar

with mechanisms and traps that the character can make Disable Device checks without a set of thieves' tools at no penalty. See Disable Device on page 72 of the *Player's Handbook*.

Skilled Saboteur (Ex): At 20th level, a rogue makes quick work out of mechanisms and traps, disabling devices in one-half the normal time. See Disable Device on page 72 of the *Player's Handbook*. A device that normally takes 1 round to disable now takes 1 standard action, allowing the character to make a move action afterward.

Sorcerer

Additional Class Features

Magical Affinity (Ex): Starting at 2nd level, a sorcerer can identify a certain creature type during an encounter by virtue of inheriting his magical ability from a member of that creature type. The type must include at least one creature with an arcane spell-like ability (such as dragon, magical beast, or outsider). Once this choice is made, it cannot be reversed. The sorcerer gains a +2 bonus on Knowledge (arcana) checks to identify such creature types, but he gains no insight about their special powers or vulnerabilities. See Knowledge on page 78 of the *Player's Handbook*. Moreover, the sorcerer can make these Knowledge (arcana) checks untrained. This bonus increases by +1 for each sorcerer level the character takes after 2nd level.

Wizard

Additional Class Features

Animated Script (Su): Starting at 2nd level, a wizard can magically animate the writing in their spellbook, causing the inked symbols and words to migrate across the page. Doing so increases the Spellcraft DC for another wizard attempting to decipher or prepare spells from their spellbook by the inscribing wizard's Intelligence modifier + 1 at the cost of 5 gp per inscribed page. See Spells Copied from Another's Spellbook or Scroll on page 179 of the *Player's Handbook*. For each level in which the character does not gain a bonus feat after 2nd level, the wizard can increase the Spellcraft DC by +1 at the cost of an additional 5 gp per inscribed page (for example, +2 for 10 gp per page at 3rd level, +3 for 15 gp per page at 4th level, +4 for 20 gp per page at 6th level, and so on). The inscribing wizard can will their animated writing to stop, at which point the Spellcraft DC to copy a spell from another's spellbook returns to normal (DC 15 + spell level).

4. Habilidades

El sistema de habilidades de la 3.5 es sustituido por el aparecido en Pathfinder.

Adquirir Habilidades

A nivel 1, tu personaje gana una cantidad de puntos de habilidades según tu clase de personaje, a los que se añaden tu modificador de Inteligencia. En cada nivel adicional recibes puntos de habilidad adicional. Estos puntos se pueden gastar para adquirir rangos en cualquier habilidad, pero solo puedes gastar tantos rangos en una habilidad concreta como tu total de dados de golpe (Hit Dice).

Además de esto, cada clase tiene una serie de habilidades favorecidas, o habilidades de clase.

Tu personaje tiene un mayor entrenamiento en estas habilidades, ya que representan parte de su entrenamiento profesional y la práctica constante. Recibes un bono de +3 en todas las habilidades de clase en las que inviertas rangos. Si tienes más de una clase, y ambas tienen habilidades en común, este bono no se apila.

El número de puntos de habilidad (skill ranks) que se reciben al subir un nivel en una clase se muestra en la tabla 5-1 (table 5-1). Los Humanos reciben un punto de habilidad adicional en cada nivel. Los personajes que escojan niveles en su clase predilecta pueden recibir un punto de habilidad adicional. Tras cada nivel posterior al primero, recibes un número de puntos de habilidad dependientes de tu clase. Si subes un nivel en una nueva clase, todas sus habilidades de clase se añaden a la lista de habilidades de clase que ya poseías, y recibes un bono de +3 en estas habilidades si gastas puntos en ellas.

Table 5-1: Skill Points

Class	Skill Points
Barbarian	4 + Int modifier
Bard	6 + Int modifier
Cleric	2 + Int modifier
Druid	4 + Int modifier
Fighter	2 + Int modifier
Monk	4 + Int modifier
Paladin	2 + Int modifier
Ranger	6 + Int modifier
Rogue	8 + Int modifier
Sorcerer	2 + Int modifier
Wizard	2 + Int modifier

Pruebas de Habilidad (Skill Checks)

Cuando se pida que tu personaje realice una prueba de habilidad, tira 1d20 y añade los modificadores pertinentes. Si la habilidad es una en la que has gastado puntos de habilidad, se te considera entrenado en ella. Cada rango que inviertas en ellas añade un +1 a las pruebas de esa habilidad. Cuando realices una prueba de habilidad, suma tus rangos al modificador de la característica correspondiente y al resultado de la tirada de 1d20. Si la habilidad de la prueba es de clase, y has gastado puntos en ella, recibes un bono de +3 a la prueba.

Si no estas entrenado en la habilidad (untrained), y si esta permite realizar pruebas en ese caso, puedes intentarlo usando solo el bono (o penalizador) de la característica adicional.

Aplica cualquier modificador racial a las habilidades en todas las pruebas mencionadas. Estas pruebas se suman en la tabla 5-2 (Table 5-2).

Table 5-2: Skill Check Bonuses

Skill Check is Equal To ¹	
Untrained	1d20 + Ability modifier + racial modifier
Trained	1d20 + Skill ranks + ability modifier + racial modifier
Trained Class Skill	1d20 + Skill ranks + ability modifier + racial modifier + 3

1 Armor check penalty applies to all Strength and Dexterity-based skill checks.

Habilidades y Clases de Prestigio

Con los cambios en el sistema de habilidades, los requisitos para entrar en varias clases de prestigio deben cambiar igualmente.

Cuando una clase de prestigio pida como prerrequisito una serie de rangos de habilidad, cumples esos requisitos si la habilidad es de clase para ti y tienes tantos rangos como los originales -3.

Si esa habilidad no es de clase, tienes que tener el doble de los rangos requeridos.

Por ejemplo, una clase de prestigio tiene como prerrequisito ocho rangos en Move Silently. Con la siguiente revisión necesita 5 rangos en la habilidad de Stealth si Stealth es una de tus habilidades de clase y diez rangos si no lo es.

Rangos necesarios	
Es Habilidad de clase	Rangos originales -3
No es Habilidad de clase	Rangos originales x2

Lista de habilidades

Las habilidades de la 3.5 son revisadas, reduciendo la lista según figura en la tabla 5-3 (Table 5-3)

Table 5-3: Altered Skills

Old Skill	New Skill
Balance	Acrobatics
Concentration	Spellcraft
Decipher Script	Linguistics
Forgery	Linguistics
Gather Information	Diplomacy
Hide	Stealth
Jump	Acrobatics
Listen	Perception
Move Silently	Stealth
Open Lock	Disable Device
Search	Perception
Speak Languages	Linguistics
Spot	Perception
Tumble	Acrobatics
Use Rope	—

5. Dotes

Solo se mencionan las dotes alteradas o que no figuran en el *PHB*

If you have 10 or more ranks in one of these skills the bonus increase to +4 for that skill.

Table 6-1: Feats

Feat	Prerequisites	Benefits
Acrobatic	–	+2 bonus on Acrobatics and Fly checks
Alertness	–	+2 bonus on Perception and Sense Motive checks
Arcane Armor Training ¹	Light Armor Proficiency, caster level 3rd	Reduce your arcane spell failure chance
Arcane Armor Mastery ¹	Arcane Armor Training, Medium Armor Proficiency, caster level 7th	Further reduce your arcane spell failure chance
Arcane Strike ¹	Ability to cast arcane spells	+1 damage and weapons are considered magic
Caught Off-Guard ¹	Base attack bonus +4	No penalties for improvised melee weapons
Dazzling Display ¹	Weapon Focus	Intimidate all foes within 30 feet
Stunning Defense ¹	Dazzling Display, base attack bonus +6	Intimidated foes are flat-footed
Deadly Stroke ¹	Greater Weapon Focus, Stunned Defense, base attack bonus +11	Deal double damage plus 1 Con bleed
Deadly Aim ¹	Dex 13, base attack bonus +1	Trade ranged attack bonus for damage
Deceitful	–	+2 bonus on Bluff and Disguise checks
Defensive Combat Training ¹	–	+2 to resist some combat maneuvers
Deft Hands	–	+2 bonus on Disable Device and Sleight of Hand checks
Wind Stance ¹	Dodge, base attack bonus +6	Gain 20% concealment if you move
Lightning Stance ¹	Dex 17, Wind Stance, base attack bonus +11	Gain 50% concealment if you double move
Extra Lay on Hands	Lay on hands class feature	Use lay on hands two additional times per day
Scorpion Style ¹	Improved Unarmed Strike	Reduce target's speed to 5 ft.
Gorgon's Fist ¹	Scorpion Style, base attack bonus +6	Stagger a foe whose speed is reduced
Medusa's Wrath ¹	Gorgon's Wrath, base attack bonus +11	Make 2 extra attacks against a hindered foe
Intimidating Prowess ¹	–	Add Str to Intimidate in addition to Cha
Overhand Chop ¹	–	Add double Str bonus with a 2-handed weapon
Backswing ¹	Overhand Chop, base attack bonus +6	Deal extra damage with a 2-handed weapon
Devastating Blow ¹	Backswing, base attack bonus +11	Make one attack an automatic critical hit
Persuasive	–	+2 bonus on Diplomacy and Intimidate checks
Pinpoint Targeting ¹	Improved Precise Shot, base attack bonus +16	No armor or shield bonus on one ranged attack
Razor Sharp Chair Leg ¹	Caught Off Guard or Throw Anything, base attack bonus +8	Make an improvised weapon deadly
Shield Slam ¹	Improved Shield Bash, base attack bonus +6	Free bull rush with a bash attack
Shield Master ¹	Shield Slam, base attack bonus +11	No two-weapon penalties when using a shield
Stealthy	–	+2 bonus on Escape Artist and Stealth checks
Throw Anything ¹	–	No penalties for improvised ranged weapons
Toughness	–	+3 hit points, +1 per Hit Die
Turning Smite	Channel energy class feature	Add a turning attempt to your attack
Double Slice ¹	Two-Weapon Fighting	+2 bonus on attacks made with your off-hand
Two-Weapon Rend ¹	Double Slice, Improved Two-Weapon Fighting, base attack bonus +11	Rend a foe hit by both your weapons
Weapon Swap ¹	Dex 17, Improved Two-Weapon Fighting	Make all of your attacks with one weapon
Vital Strike ¹	Base attack bonus +11	Take one fewer attack to deal extra damage
Improved Vital Strike ¹	Vital Strike, base attack bonus +16	Take two fewer attacks to deal significantly more damage

¹ This is a combat feat and can be selected as a fighter bonus feat

Acrobatic

You are skilled at leaping, jumping, and climbing.

Benefit: You get a +2 bonus on all Acrobatics and Fly skill checks.

Alertness

Your keen senses allow you to perceive what others might normally miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks.

Arcane Armor Mastery (Combat)

You have mastered the ability to cast spells while wearing armor.

Prerequisites: Arcane Armor Training, Armor Proficiency (Medium), caster level 7th.

Benefit: As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 20% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Training.

Arcane Armor Training (Combat)

You have learned how to cast spells while wearing armor.

Prerequisites: Armor Proficiency (Light), caster level 3rd.

Benefit: As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

Arcane Strike (Combat)

You draw upon your arcane power to enhance your weapons.

Prerequisite: Ability to cast arcane spells.

Benefit: As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

Backswing (Combat)

You are skilled at using your return swing to deal additional damage your foes.

Prerequisites: Overhand Chop, base attack bonus +6.

Benefit: When making a full-attack action with a two handed melee weapon, add double your Strength bonus to the damage roll of your first attack. If your base attack bonus is +11 or higher, add triple your Strength bonus to the damage roll of your first attack.

Normal: You normally add 1-1/2 times your Strength modifier to damage rolls with a two-handed weapon.

Caught Off-Guard (Combat)

Foes are surprised by your use of unorthodox weapons.

Prerequisites: Base attack bonus +4.

Benefit: You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed to any attacks you make with an improvised melee weapon.

Normal: You take a -4 penalty on attack rolls made with an improvised weapon.

Dazzling Display (Combat)

Your skill with your favored weapon can frighten enemies.

Prerequisite: Weapon Focus.

Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a Dazzling Display as a full-round action. Make an Intimidate check against all foes within 30 feet who can see you. You can substitute an attack roll in place of your

Intimidate check if your attack bonus is higher.

Deadly Aim (Combat)

You can make exceptionally deadly ranged attacks by pinpointing a target's weak spot, at the expense of making the attack less likely to succeed.

Prerequisite: Dex 13, base attack bonus +1.

Benefit: Add an amount equal to your Dexterity modifier (or your base attack bonus, whichever is lower) to your ranged damage rolls for 1 round (in addition to the normal damage modifier from a high Strength score, if applicable).

Subtract the same amount from your ranged attack rolls for 1 round.

Deadly Stroke (Combat)

With one well-placed strike, you can bring an end to most foes.

Prerequisites: Dazzling Display, Greater Weapon Focus, Stunned Defense, Weapon Focus, base attack bonus +11.

Benefit: As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution damage.

Deceitful

You are skilled at deceiving others.

Benefit: You get a +2 bonus on all Bluff and Disguise skill checks.

Defensive Combat Training (Combat)

You have been trained to defend yourself from a variety of combat maneuvers.

Benefit: You gain a +2 bonus to resist bull rush, grapple, and trip (see the Chapter 9).

Deft Hands

You have exceptional manual dexterity.

Benefit: You get a +2 bonus on Disable Device and Sleight of Hand skill checks.

Devastating Blow (Combat)

Your strike hits with devastating accuracy.

Prerequisites: Backswing, Overhand Chop, base attack bonus +11.

Benefit: As a standard action, make a single melee attack with a two-handed melee weapon at a -5 penalty. If you hit, you score a critical hit. Special weapon abilities that activate only on a critical hit, such as vorpal and flaming burst, do not activate.

Extra Magic Resistance [Racial Feat]

Prerequisite: Drow

As a Drow you gain spell resistance 5 + character level. This feat can only be taken at level 1.

High Born Drown [Racial Feat]

Prerequisite: Drow

Your family comes from a long line of Drow houses, skilled with magic. You gain the following spell-like abilities: 1/day - Darkness, levitate. This feat can only be taken at level 1.

6. Descripción

7. Equipo

8. Combate

Críticos

Si se obtiene un 20 natural (o el número indicado en el arma), existe la posibilidad de obtener un impacto crítico. Para ello, calcula la tirada total, y si impacta, se considera un crítico.

10. Magia

Lanzamiento de conjuros.

El lanzamiento de un conjuro (a menos que tenga ya un tiempo de conjuración mayor) es una acción de asalto completo para los conjuros de los 2 niveles de conjuro más altos que conozca el personaje.

Los conjuros con tiempo de lanzamiento de acción gratuita, no ven modificada su velocidad.

Niveles de Salud

Estas reglas están pensadas para añadir letalidad al combate en D&D.

Los personajes tienen varios niveles para medir la salud de un personaje. A medida que vaya sufriendo daño, su estado físico empeorará progresivamente. Con cada nivel de Salud, el personaje recibe una penalización a todas las pruebas, así como a su velocidad.

Los niveles de salud tienen tantos puntos de vida como los puntos de golpe de nivel 1. Estos se determinan de la siguiente manera: 6 + modificador de constitución, +modificador por clase (Opcionalmente se puede tirar 1d6 en lugar de sumar directamente 6).

Clase	dado original	modificador a los pg
Barbarian	Hit Die: d12.	+3
Bard	Hit Die: d8.	+1
Cleric	Hit Die: d8.	+1
Druid	Hit Die: d8.	+1
Fighter	Hit Die: d10.	+2
Monk	Hit Die: d8.	+1
Paladin	Hit Die: d10.	+2
Ranger	Hit Die: d10.	+2
Rogue	Hit Die: d8.	+1
Sorcerer	Hit Die: d6.	+0
Wizard	Hit Die: d6.	+0

Para clases no listadas en la tabla, se calcula de la siguiente manera: +0 por nivel de clase con dado de golpe d6, +1 por nivel de clase con dado de golpe d8, +2 por dado de golpe d10 y +3 por dado de golpe d12 (La progresión se basa en la revisión de Paizo en Pathfinder RPG)

Con cada nuevo nivel de personaje, se ganan tantos puntos de vida como el modificador por clase, según la nueva clase escogida.

Por ejemplo, un guerrero de nivel 1, tendría un nivel de salud de 8 + modificador de constitución (6 + 2 por su clase). Si gana un nivel en la clase de clérigo, ganará un pg adicional (en lugar de los dos adicionales que ganaría si subiese como guerrero).

Los cambios en el modificador de Constitución repercuten en los puntos de vida. Adicionalmente cada 4 niveles (es decir, cuando se gana un +1 a un atributo) se gana un punto de vida adicional.

Nivel de salud	Penalización	Velocidad
1. Sano	0	0
2. Dolorido	0	-1
3. Herido	-2	-2
4. Malherido	-2	½ velocidad
5. Incapacitado	-4	½ velocidad, no puede correr
6. Moribundo	-6	solo puede arrastrarse

Los Personaje comienzan el juego con completa salud, es decir en nivel Sano. A medida que sufren daño, se restan y cuando han perdido todos los puntos de golpe bajan al segundo nivel de salud, Dolorido. Este nivel tiene tantos pg como el nivel Sano, y cuando se pierden todos, se baja al siguiente nivel. Si sigue el combate, y prosigue sufriendo heridas sin curarse, seguirá perdiendo niveles.

Monstruos y niveles de salud

Para determinar la salud de un monstruo, puedes usar dos métodos:

- El método simple: Ignora las reglas de niveles de salud y emplea el método tradicional de puntos de vida. Es rápido, pero concede demasiada ventaja contra los jugadores. Puedes emplear este método para combates rápido o con criaturas con cierto grado de “invulnerabilidad” (como los golems).
- El método completo: Divide los puntos de golpe de la criatura entre 6, y los puntos sobrantes súmaselos al nivel de sano.

Daño no letal y conmoción

Todos los personajes tienen un Nivel de conmoción igual a su puntuación de Constitución actual. Cuando un personaje recibe daño no letal, se compara con su valor de conmoción, si es superior, el personaje cae inconsciente. En caso contrario, el personaje pierde un punto de su valor de conmoción.

Si el impacto es un crítico y el objetivo no cae inconsciente, el personaje pierde tantos puntos de conmoción como el multiplicador de crítico del arma.

Pendiente

Descartado

Tamaño	Niveles de salud (adicionales a sano)
Fine -	1
Diminutive -	2
Tiny -	3
Small - Pequeña	4
Medium - Media	5
Large - Grande	6 (+1 sano)
Huge - Enorme	7 (+2 sano)
Gargantuan - Gargantuesco	8 (+3 sano)
Colossal - Colosal	10 (+5 sano)