

### 3rd Edition Characters Experience Point Chart

Level	Experience
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	125,000
9	250,000
10	+250,000 per additional level

Item	Crushing				Magic Normal			Lig
	Acid	Blow	Disint.	Fall	Fire	Fire	Cold	
Bone or ivory	11	16	19	6	9	3	2	
Cloth	12	--	19	--	16	13	2	
Glass	5	20	19	14	7	4	6	
Leather	10	3	19	2	6	4	3	
Metal	13	7	17	3	6	2	2	
Oils*	16**	--	19	--	19	17	5	
Paper, etc.	16	7	19	--	19	19	2	
Potions*	15**	--	19	--	17	14	13	
Pottery	4	18	19	11	3	2	4	
Rock, crystal	3	17	18	8	3	2	2	
Rope	12	2	19	--	10	6	2	
Wood, thick	8	10	19	2	7	5	2	
Wood, thin	9	13	19	2	11	9	2	

\* This save does not include the container, only the liquid contents.

\*\* Even though the save is made, the item is probably hopelessly mixed with the

### Classes:

**Bard:** At 5th level, and every 3rd level after that, bards can unlearn a single lower level spell (2 less than the maximum known) and learn another in its place.

**Monk:** (can use the Monk in 3.5)

The quarterstaff can also be used with the *flurry of attacks*

# of *Stunning Attack* per day=Monk Level+Wis bonus. Duration is 1d(level/3) rounds.

At 5th level, the Monk can use Spears & Polearms

Ki Strike (+1 at 6th level, +2 at 12th level, and +3 at 18th level)

**Paladin:** (can use the Paladin in 3.5)

With a successful Healing check (DC 15), the paladin can deliver just the correct amount of Lay on Hands (amount delivered must be declared ahead of time in case the check is failed).

**Ranger:** (recommend using the Ranger in 3.5)

**Rogue:** Sneak Attacks: Extra damage occurs if the rogue is directly behind that target (flanking) and the target is attacking someone else. Off-Hand attacks are not sneak attacks, but the thief still gets +2 to hit for flanking.

**Sorcerer:** Sorcerers gain a bonus Feat every 5 levels (5th, 10th, etc.) just as Wizards do. It must be a metamagic feat. At 4th level, and every even level after that, sorcerers can unlearn a lower level spell (2 less than the maximum known) and learn another in its place.

**Races:** All can use racial weapons without the Exotic Weapon feat

**Dwarf:** Speed of 20' regardless of armor type worn

**Feats:** Many are available which are not in the book, watch the [www.Misbell.com](http://www.Misbell.com) web page.

**Combat Casting:** always +4 to concentration (yes, better than Skill Focus, and they stack)

**Endurance:** can sleep in medium armor without suffering from fatigue

**Magic Item Creation:** We're not using the feats for this. It takes a high-level wizard, *Enchant an Item*, research & \$.

**Maximize Spell:** Uses a spell +2 levels higher

**Metamagic Feats:** Since we do not use a 'fire-forget' system, these feats can be used on any spells memorized that day, they do not have to be selected when spells are memorized.

**Weapon Finesse:** A specific weapon does not need to be declared, it can be used for unarmed strike

### Weapons:

If knocked out (-1 to -10 hp) by a **blunt weapon**, a Fortitude roll (DC 20) is allowed every round until raised to 1hp.

Shurikens are light, so within 20' get ½ Strength bonus to damage (as opposed to none in the 3.0 book)

## Spells:

Concentration Check for Spell Casters before casting - DC = 0+damage taken+level of spell being cast (Treat activating items as 0-level)

Concentration Check for Spell Casters during casting - DC = 10+damage taken+level of spell being cast (Treat activating items as 0-level)

Casting a Spell One-Handed: this can be done for somantic spells with a Concentration Check of 15+spell level.

Casting Times for Buff spells (Dexterity/Endurance/Strength) is 10 minutes

Durations: 1 Round is 6 seconds.

Effects: Align Weapon: available to all Clerics

Call Lightning: dur 1min/level, up to 1bolt/round (max 1 bolt/level), 3d6/bolt (3d10 in a storm), medium range

Call Lightning Storm: available to all Druids

Color Spray: 15' range (correction)

Continual 'Flame': is still a ball of light if you want it to be.

Control Water: also a 4th level Druid spell

Creeping Doom: summons 1 swarm / 2 levels

Delayed Blast Fireball: 1d6+1 / level

Dictum/Blasphemy/Holy Word/Word of Chaos: can affect higher levels (categories: 'caster level', 'caster level -1', '-5', '-10')

Dimensional Lock: available to all Clerics

Divine Power: +6 Strength enhancement (instead of flat 18)

Find Traps: A Search Bonus is given, equal to ½ caster level

Glyph of Warding: there are still unique Glyphs available, ask for a sheet

Haste: Cannot be used to cast an extra spell in a round, +4 AC, +30 to speed (double speed maximum) OR an Extra Attack

Harm: Used offensively, does maximum of 10pts/level, Fortitude save for ½ Damage

Heal: Used offensively, does maximum of 10pts/level, Fortitude save for ½ Damage

Insect Plague: 1 swarm / 3 levels

Invisibility: Indirect hostilities DO end the spell.

Light (ranged): exists as a 1st level spell for all clerics

Mass Cures are available ('short range', 4 levels higher than individual spell)

Mass Heal: bumped up to 9th level

Negative Energy Protection: duration 10min / level

Neutralize Poison: duration 10min / level

Otto's Irresistible Dance: -10 to Reflex saves

Polymorph Self/Other: The maximum Strength, Dex, or AC change is +5, there is no Con change. Both can DECREASE as well.

Raise Dead/Resurrection: Character can choose to lose a level or a Con point. Drop to same % of previous level.

Regeneration: cures 4d8+caster level (instead of 1d8+)

Reincarnate: The 3.5 list is used.

Shield Spell: provides +4 Shield Bonus to AC, complete 360 coverage

Spiritual Weapon: +Wis bonus to hit, +1/3 caster level to damage

Summon Swarm: MAY prevent spellcasting, caster is allowed a Concentration Check of 15+damage taken that round

Teleport: remove 'description' row from table

Transmute Rock to Mud: Worked stone resists this spell with a DC of Caster's Level

**Experience Points:** Some powerful spells cost Experience Points. (Wish, Permanency, etc.) Because of the different XP chart we use, multiply these costs by 6 (so Wish is 30,000 XP). This is still half the equivalent cost on the official 3E chart.