

Random Rules	Bk Pg	Description
Aberration Type	MM 305	Bizarre anatomy, strange abilities, or alien mindset.
Ability Drain	DMG 300	Lost ability points are permanent until regained by magic.
Ability Score Loss	DMG 289	0 Str = prone & helpless, 0 Dex = paralyzed, 0 Con = dead (HP adjustment = -1 HP per HD every Con mod lost), 0 Int/Wis/Chr = unconscious.
Aid Another	PHB 154	Make attack vs AC 10, success gives friend +2 attack or +2 AC (your choice). Stacks if more friends "aiding".
Blinded	DMG 300	50% miss chance, -2 AC, no Dex AC bonus, move 1/2 speed, -4 Search & Str/Dex checks. Vision checks automatically fail.
Blindsense	DMG 291	Partially sense creatures it can't see. Doesn't need Spot/Listen checks. 50% miss chance vs enemy it can't see. Denied Dex AC from enemy it can't see.
Blindsight	DMG 290	Sense creature without seeing it. Gaze/Blind effects don't penalize you & negates displacement/blur effects. Deafening attacks are still effective.
Blown Away	DMG 300	(chart pg 95), Grounded creature knocked down & rolls 1d4x10 ft taking 1d4 nonlethal dmg per 10-ft. Flying creature blown back 2d6x10 ft taking 2d6 battering nonlethal dmg.
Bull Rush	PHB 154	Provoke AoO, opposed Str checks (+4 each size larger than medium, -4 each size smaller than medium), win = push back 5ft per 5 points higher than check result.
Catching on fire	DMG 303	DC 15 Ref saves. If failed take 1d6 fire dmg. Rolling on ground or smothering grants another save with +4 bonus. Make save each rnd until extinguished.
Charge	PHB 154	Move 2x speed at least 10-ft, gain +2 attack & -2 AC until next rnd (only 1 attack allowed).
Concentration (casting in danger)	PHB 170	If hit DC 10+ damage dealt + spell lvl. If spell effect DC spells Save Throw DC + lvl of spell you're casting. If grappled DC 20 + spell lvl. If entangled DC 15
Confused	DMG 300	Roll 01-10 = attack caster, 11-20 = act normal, 21-50 = do nothing but babble, 51-70 = flee from caster full speed, 71-100 = attack nearest creature. If attacked, attacks back.
Copy Spells to Spellbook	PHB 179	Decipher spell = Spellcraft DC 20 + spell lvl or read magic spell. Understand spell & copy it = DC 15 + spell lvl.
Counterspell	PHB 170	Hold action until enemy tries to cast. Spellcraft check DC 15 + spell lvl to ID spell, then cast same spell to counter.
Covering	DMG 300	Takes no action. -2 AC & no Dex bonus.
Damage Reduction	DMG 291	5/silver means first 5 damage ignored unless hit by a silver weapon which does full damage.
Darkvision	DMG 292	See with no light source at all. Vision looks black & white. Presence of light does not spoil darkvision.
Dazed	DMG 300	Takes no action. Has no AC penalty.
Dazzled	DMG 300	Unable to see well. -1 attack, search & spot checks.
Deafened	DMG 300	Can't hear. -4 initiative, automatically fails listen checks, 20% chance of spell failure using verbal components.
Defense		
- Casting Defensively	PHB 140	Cast spell without AoO. Concentration check DC15 + spell lvl.
- Fighting Defensively	PHB 140	Gain +2 AC but take -4 on all attacks.
- Total Defense	PHB 142	Make no attacks & gain +4 AC. Can't make any AoO.
Delay Action	PHB 160	Hold your initiative until you want to make an action. You can't wait to see what a person does & go right before them.
Disarm	PHB 155	Provoke AoO (if damaged, disarm fails). Make opposed attacks (2-handed wielder gain +4, light weapon -4, ranged weapon -4, larger size gain +4 per size). Fail = free attempt from enemy.
Drowning	DMG 304	Hold breath x2 Con score/rnd. Then make DC 10 Con every rnd (+1 each rnd). If failed: first rnd = unconscious (0 HP), 2nd rnd = -1 (dying), 3rd rnd = dead.
Dying/Disabled/Stable	PHB 145	0 HP = Disabled: take 1 move (1/2 speed) or standard action (standard = -1 HP). If neg. HP: 10% chance stop bleeding (stable) a rnd or lose 1 HP. If stable: 10% chance/hr = disabled (even if below 0 HP).
Entangled	DMG 300	Move 1/2 speed, can't run/charge, -2 attack, -4 Dex. Casting spells requires Concentration check DC 15 + spells lvl.
Etherealness	DMG 293	Can see, hear, & move on material plane in any direction but is actually on Ethereal Plane. Can't interact with anything on material plane.
Evasion	DMG 293	If attack allows a Ref save for 1/2 dmg, take no damage on successful save. If immobile, can't use evasion.
Exhausted	DMG 300	Move 1/2 speed, -6 Str & Dex. After 1 hour rest you become fatigued.
Extraplanar Subtype	MM 309	Creature on a plane other than it's native plane.
Falling Damage	DMG 303	1d6 dmg per 10-ft (max 20d6). If falling on purpose: first 1d6 dmg is nonlethal. DC 15 Jump/Tumble check avoids 1st 10-ft dmg. Soft ground: first 1d6 dmg is nonlethal.
Fascinated	DMG 300	Entranced, making no action besides paying attention to effect. -4 skill checks. Potential threats give new save attempt, obvious threats break effect, being shaken breaks effect.
Fast Healing	DMG 293	On each turn heals # of HP as defined. Heals nonlethal first then lethal. Can't heal starvation/thirst/suffocation loss.
Fatigued	DMG 301	Can't run/charge, -2 Str & Dex. After 8 hours rest you are no longer fatigued. If already fatigued & do something else that causes fatigue = become exhausted.
Frightened	DMG 294	-2 attack, saving throws, skill checks, & ability checks. Also runs away at top speed (can choose where to run) until out of site. Can fight (still shaken) if unable to flee.
Feint	PHB 155	Standard action, Bluff opposed by Sense Motive check (target adds BaB to check, -4 vs nonhumanoid, -8 vs Int 1 or 2, impossible vs Int 0). Target denied Dex AC bonus.
Fey Type	MM 309	Has supernatural abilities/connections to nature or other force or place.
Flanking	PHB 153	Gain +2 attack vs target that is fighting an ally. You must be straight across from ally.
Grab	PHB 156	Melee touch attack grabs target.
Grabbing Items	PHB 155	Provoke AoO (if damaged, grab fails). Make opposed attacks (attacker gains +4 vs loose item). Must pin target to grab secured item (ring, bracelet, ect), defender gains +4.
Grapple	PHB 155	Provoke AoO. Make grab check (melee touch attack). Make Hold check (opposed grapple check). Success deals unarmed dmg. Escape with opposed grapple or Escape Artist check.
Hardness	PHB 165	Subtract hardness # from damage dealt, result is the adjusted damage dealt.
Healing Naturally	PHB 146	8 hr night rest heals 1 hp lvl, 24 hr bedrest heals 2 hp lvls.
Healing Ability Damage	PHB 146	8 hr night rest heals 1 point for each affected ability score, 24 hr bedrest heals 2 points for each affected ability score.
Heat Dangers	DMG 303	Every 10 min (140° = 5 min) make Fort save DC 15 +1 per check (heavy armor -4). Fail = 1d4 nonlethal dmg & fatigued (+140° = 1d6 inhale dmg). If reach neg. HP: 1d4 dmg/10 min. Boiling = 1d6 dmg, in boiling = 10d6 dmg.
Helpless (held/bound/sleep/KOed)	DMG 301	Dex 0, enemy gains +4 melee attack, enemy can kill instantly if he wants.
Identify Magic Item	DMG 212	Identify spell or Knowledge (arcane) skill check (DC 30)
Identify Potion	PHB 82	Identify spell or Alchemy skill check (DC 25)
Improved Evasion	DMG 293	If attack allows a Ref save for 1/2 dmg, take no damage on successful save, take 1/2 dmg on a failed save. If immobile, can't use evasion.
Incorporeal Subtype	MM 310	Has no physical body. Can pass through solid objects. Movements can't be heard unless it wants to.
Level Loss	DMG 296	-1 HD (entire HP of die), base attack/save/special abilities/skill ranks/ability score reduced to new lvl. XP drops midpoint of previous lvl.
Low Light Vision	DMG 296	See twice as far as normal in the dark if there is at least some type of light. Can see under moonlight as good as daylight.
Native Subtype	MM 312	Applied only to outsiders. Has strong connections to Material Plane & can be raised/reincarnated/resurrected. Need to eat/sleep.
Nauseated	DMG 301	Stomach pain. Can't attack, cast, concentrate, or anything requiring attention. Can only take 1 move action.
Negative Level	DMG 293	Stacks, -1 on all skill/ability checks/attacks/saves, -5 HP, -1 on lvl based checks, -1 highest lvl spell & slot. After 24 hrs make Fort save per neg. lvl, fail = neg. lvl gone but take -1 lvl loss. If neg. lvl = real lvl or below: dead.
Outsider Type	MM 313	Partially composed of essence of some plane other than Material Plane. No soul, can't be raised/reincarnated/resurrected. Don't need to eat/sleep.
Panicked	DMG 294	-2 attack, saving throws, skill checks, & ability checks. Also runs away at top speed (can't choose where to run) until out of site. Cower if prevented from fleeing.
Poison Damage	DMG 296	Ability damage first round if DC failed & possible ability damage 10 rnds later even if succeeded on first attempt.
Prone	DMG 301	On ground. -4 melee attack & AC, +4 AC vs ranged, can't use ranged weapons except xbow. Standing = move action & AoO.
Range Increments	PHB 114	Within range = no penalty. Farther than range = -2 attack per full range difference (example: 80-ft x-bow shot at 240-ft takes -6 penalty).
Ready Action	PHB 160	Standard action, announce what action needs to happen so you can make an action right before it.
Regeneration	DMG 298	Dmg dealt = nonlethal, cures it at # rate per rnd. Dmg from specific source does normal dmg. Can regrow lost body parts.
Resist Energy Type	DMG 298	Ignore amount of dmg type equal to resist #, take only remaining damage.
Running long distances	PHB 144	Full round action. Move x4 speed (x3 in heavy armor). Lose Dex AC. Run # rnds = to Con score, after that DC 10 Con check. DC increases 1 each rnd. Rest 10 rnds before next run.
Scent	DMG 298	Smell a creature within 30ft. Can track odor with Track feat DC 10 Wis check. Masked odors raise DC to 20. Can pinpoint target within 5 ft.
Shaken	DMG 294	-2 attack, saving throws, skill checks, & ability checks.
Sickened	DMG 301	-2 attack, damage, saving throws, skill checks, & ability checks.
Smite	PHB 44	Once per day adds Cha bonus to attack roll and deals 1 extra point of damage per lvl to evil creatures only.
Sneak Attack	PHB 50	Extra 1d6 dmg every other lvl to enemy with denied Dex or flanked living creature with discernible anatomy. Does not multiply on critical hit. Ranged attacks count only within 30-ft.
Spell Resistance	DMG 298	Caster rolls 1d20 + caster lvl vs targets resist #. Success = spell affects target each rnd until spell runs out. Failure = spell doesn't affect target each rnd until spell runs out.
Spell Saving Throws DC	PHB 177	DC = 10 + spell lvl + int/wis/chr bonus
Staggered	DMG 301	If nonlethal HP dmg = lethal HP dmg: can only take 1 move or standard action.
Starvation & Thirst	DMG 304	No food for 3 days. No water for 1 day + hrs = Con score. Make Con check per day (thirst = per hr) DC 10 +1 per check. Fail = 1d6 nonlethal dmg, fatigued. Magic can't heal.
Stunned	DMG 301	Drop everything held, take no action, -2 AC, lose Dex bonus.
Suffocation	DMG 304	Hold breath 2 rnds per Con score. Then make DC 10 Con every rnd (+1 each rnd). If failed: first rnd = unconscious (0 HP), 2nd rnd = -1 (dying), 3rd rnd = dead.
Sunder	PHB 158	Provoke AoO. Make opposed attacks (2-handed wielder gains +4, light weapon -4, ranged weapon -4, larger size gains +4 per size). Roll dmg to deal vs weapon/shields Hardness & HP.
Throw Splash Weapon	PHB 158	Ranged touch attack vs target. If aiming at ground = AC 5. If miss: roll 1d6 or 1d8 (diff battle mats) for direction (#1 starts towards thrower), add range increments for distance.
Tremorsense	DMG 299	Automatically sense location of source by detecting movement from ground vibrations even if source is moving in place.
Trip	PHB 158	Provoke AoO if unarmed. Make melee attack. Make Str check vs enemy Dex or Str (+4 every size +medium, -4 every size -medium, dwarf or 3+ legged enemy gain +4). Trip = prone. Fail = free try from enemy.
Turn Resistance	DMG 299	Add resist # to creatures HD count for determining turn results.
Turn/Rebuke Undead	PHB 159	Turn check: 1d20 + Cha mod = (chart pg 159) HD max turned. Turn dmg: 2d6 + lvl + Cha mod = closest total HD turned. Flee/cower 10 rnds (moving within 10-ft stops turn), if x2 lvl more than enemy HD = destroy.
Vulnerability to Energy Type	MM 317	Takes +50% more damage from energy effect even if save throw is saved.
Withdraw from Combat	PHB 143	Full round action. Move x2 speed for no AoO against you (except vs invisible enemy). Can't withdraw if blinded.

House Rules	Description
Coup De Grace	Can only do if defender is helpless. No need to roll attacks or saves, you kill him instantly.
Critical Hits	If you roll 20 for threat and then roll another 20 for crit = automatic knockout for 1d4 rnds.
Initiative Rounds	Each person rolls initiative every round.
Resurrection	Lose 2 Constitution points instead of an XP loss.
Unconsciousness	Constitution score determines how far below 0 you can be unconscious before dying instead of just -10
Lvl gain XP Chart	Gaining lvls takes longer to reflect 1e & 2e slow lvl progression.

Long Term Level Advancement XP Chart

Lvl	XP
1	0
2	1,000
3	4,000
4	10,000
5	20,000
6	35,000
7	56,000
8	84,000
9	120,000
10	165,000
11	220,000
12	286,000
13	364,000
14	455,000
15	560,000
16	680,000
17	816,000
18	969,000
19	1,140,000
20	1,330,000