

# D D 3 5 Abilities And Races

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### **3.5 Index - Races - Mithril Circle**

Dungeons & Dragons 35 Edition Index - Races February 28, 2007 Humans Page 5 Humanoid (human) Ability Mods Favored Class Common Features Subrace-Specific Features Illumian (RoD p52) — any • Medium size • 30' movement • Luminous Sigils - glowing, insubstantial sigils float around an Illumian's head, giving off light as

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### **3.5 Index - Magic Items - Weapons**

5 Craft Arms & Armor Creator must be a Hexblade — +1 Keen (DMG p225) Melee only Slashing & Piercing Doubles the weapon's threat range Mod Trans 10 Craft Arms & Armor Keen Edge — +1 Ki Focus (DMG p225) the weapon Melee only Monks can use the following class abilities through the weapon: Stunning Attack, Ki Strike, & Quivering Palm

### **3.5 Index - Equipment - Mithril Circle**

Dungeons & Dragons 35 Edition Index - Equipment February 28, 2007 Armor & Shields Page 5 Heavy Armor Max Movement - base 30' becomes 20' & base 20' becomes 15', plus running speed is ...

### **3.5 Index - Templates - D20 Pub: Resources for D&D ...**

Lvl +3 CR +3 Im D & F Effe In t o r W is8+, c anu ehfo lw gb p dy HD Ability HD 1-2 Burning Hands 11-12 Fire Seeds 3-4 Produce Flame 13-14 Firestorm 5-6 Flaming Sphere 15-16 Incendiary Cloud 7-8W alofFi re1 E mnt Swa 9-10 Fire Shield 19+ Plane Shift Half-Water Elemental (sentient creature who has a Water Elemental / Outsider as one parent)

### **List of Feats From all Sources**

Feb 07, 2003 · V 147 (35 Edition) \* You can gain this feat multiple times Its effects do not stack Each time you take the feat, it applies to a new weapon, skill, school of magic, psionic discipline, spell, psionic power, feat, or special ability \*\* You can gain this feat multiple times ...

### **MOVEMENT & LIFTING EXPERIENCE SPECIAL ABILITIES & FEATS**

= max load = 2 × max load = 5 × max load lifting normal +3 +1 normal -3 -6 normal ×4 ×3 max dex enc pen run light heavy medium load capacity xps needed for next level total experience MOVEMENT & LIFTING EXPERIENCE SPECIAL ABILITIES & FEATS = 10 + SPELLS HENCHMEN/ANIMAL COMPANIONS name race/class hd/lvl hp init spd ac atk str dex con int

### **Expanded Psionics Handbook**

expanded psionics handbook bruce r cordell additional design david noonan development team rich baker, mike donais, andrew finch, ed stark, jonathan tweet editors michele carter, gwendolyn fm kestrel, charles ryan additional editing jennifer clarke wilkes managing editor kim mohan design manager ed stark development manager

### **UNEARTHED A Psionic Options Revisited**

- The powers associated with psi in D&D are like those that appear in other media that feature psionic characters: telepathy, telekinesis, clairvoyance, and the like Psi in 5th Edition Psionic creatures and abilities have been in the current edition since its launch in ...

### **Contents**

Feats (Chapter 3): Yet more special abilities for psionic characters, such as Deep Impact, Improved Psicrystal, Inertial Armor, Psionic Shot, Fell Shot, and Up the Walls (to name only a few) Most of these feats are exclusive to psionic characters Psionics (Chapter 4): This chapter discusses how psionic

### **Player's Basic Rules Version 0**

letter d followed by the number of sides: d4, d6, d8, d10, d12, and d20 For instance, a d6 is a six-sided die (the typical cube that many games use) Percentile dice, or d100, work a little differently You generate a number between 1 and 100 by rolling two

### **BASIC D20 D&D - easydamus.com**

AD&D, a ThAC0 of 6 in AD&D 2nd Edition, and a Base Attack Bonus of +15 in D&D 3/35 If desired, the GM can keep the character's melee and ranged fighting abilities separate, even though previous versions of D&D do not separate fighting ability in this manner