

I. Changes to Characters

Defenses

Instead of saving throws and AC, characters now have three Defenses: Reflex, Fortitude, and Will. All feats and effects that grant bonuses or impose penalties to AC now affect Reflex Defense. Similarly, any feats and effects that normally affect saving throws instead affect their corresponding Defenses in a like manner. Defenses are calculated as follows:

- *Reflex*: 10 + armor bonus or character level + class bonus + Dexterity modifier + miscellaneous modifiers.
 - You normally add your character level to your Reflex Defense. However, if you wear armor, you add your armor bonus *instead* of your character level, regardless of which is higher. If you are proficient with the armor, you can choose to add either your armor bonus *or* your class bonus, whichever is greater. Certain feats can increase the benefit you gain from armor.
- *Fortitude*: 10 + character level + class bonus + Constitution modifier + equipment bonus + miscellaneous modifiers.
 - Some suits of armor grant an equipment bonus to Fortitude Defense. If you wear such a suit of armor, and are proficient with it, you gain this bonus. All armor grants an equipment bonus to Fortitude Defense equal to one quarter of its armor bonus, rounded down.
- *Will*: 10 + character level + class bonus + Wisdom modifier + miscellaneous modifiers.

Class Bonuses

The classes do not grant a progressive bonus to your Defenses, as they did with saves. Instead, each class grants a flat bonus to your Defenses, which you receive upon taking your first level in that class. You get the bonuses from all applicable classes, but they do not stack with each other; you only get the highest bonus. The only exception to this is bonuses granted by prestige classes. These bonuses stack with those provided by core classes, but not with those provided by other prestige classes. All class bonuses to Defense are equal to that class's 1st-level saving throw bonuses. For example, barbarians gain a +2 bonus on Fortitude Defense and a +0 bonus on the other two.

Hit Points

Characters gain three times their normal hit dice at first level, maximized, plus their Constitution modifier in hit points. For example, a fighter would gain 30 + Constitution modifier at first level, while a wizard would gain 12 + Constitution modifier.

Damage Threshold

Characters have a Damage Threshold equal to their Fortitude Defense (this can be increased further with certain feats). If you take damage from a single attack that exceeds your Damage Threshold, you move -1 step on the condition track (see below).

Condition Track

All characters now have a condition track, which consists of the following steps: Normal, -1 penalty, -2 penalty, -5 penalty, -10 penalty, unconscious. All penalties apply to attack rolls, all Defenses, all skill checks, and all ability checks. When you reach -10, your movement speed is cut in half, as well. When you reach the bottom of your condition track, you are rendered unconscious.

II. Changes to Rules

Actions in Combat

During combat, you gain three actions each round: a standard action, a move action, and a swift action. You can trade in your standard action for a move action or a swift action, and you can trade in your move action for a swift action. Standard actions and move actions function the way they normally do. The following actions are swift actions:

- Activate an item
- Drink a potion
- Drop an item
- Fall prone
- Aim (requires 2 swift actions, and allows you to ignore the effects of cover on your next ranged attack in the same round, provided it is not total cover)
- Second Wind (once per day, when you are at half your hit points or below, you can gain a second wind as a swift action. Doing so instantly heals one quarter of your total hit points)
- Recover (requires 3 swift actions, either on the same round or consecutive rounds, and moves you +1 step on the condition track)

Effects that Require Saving Throws

All effects that require saving throws instead make attack rolls, with a bonus equal to the save DC minus 10. For example, an effect with a Will save DC of 25 would make an attack roll with a +15 bonus against the target's Will Defense.

Unconsciousness and Dying

If you reach 0 hit points, you automatically move -5 steps on the condition track, to unconscious. If the attack that brings you to 0 hit points also exceeds your Damage Threshold, you die (if you use action points, such as in *Eberron*, you can spend one to instead be rendered unconscious).

If you are unconscious, you may make a Constitution check after 1 hour in order to regain consciousness. If you succeed, you move +1 step on the condition track and regain hit points equal to your level. If you fail, you remain unconscious and your condition becomes persistent (see below); you can make another Constitution check each hour to wake up. If you fail your Constitution check by 5 or more, you die. Persistent conditions gained by failing a Constitution check are alleviated by resting for 8 hours.

Persistent Conditions

Sometimes your condition becomes persistent. When this happens, you cannot use the recover action to improve your condition, and you cannot benefit from natural healing. Each persistent condition comes with a requirement for lifting the condition. When this requirement is met, you may again use the recover action and heal naturally.

Types of Conditions

Many of the complex rules in *D&D* are alleviated by using the condition track. The following effects change when you use these rules:

- Disease: Diseases make attack rolls as appropriate to their save DCs against Fortitude Defense. Failure deals hit point damage and moves you at least -1 persistent position on the condition track; this condition can only be alleviated by a successful Heal check against the disease's save DC. Success indicates that you take half damage and ignore the condition. Diseases make attack rolls once per day until treated successfully, or until they fail two consecutive attack rolls. Some weak diseases might not do hit point damage, while potent ones might deal as much as 3d6 or 4d6 damage and might move you -2 or even -3 steps on the condition track. The effects of moving to the bottom of the track might vary depending on the disease.
- Poisons: Like diseases, poisons make attack rolls against Fortitude, deal damage, and cause persistent conditions that must be treated with the Heal skill. They attack upon contact, then once every minute until treated or until they fail two consecutive attack rolls.
- Extreme Temperatures: Each hour of exposure provokes an attack roll (+5 bonus) against Fortitude Defense. If the attack succeeds, the character takes 2d6 points of fire or cold damage

and moves -1 persistent step on the condition track. If the attack misses, the character takes half damage and ignores the condition. Heavy clothing or armor provides a +5 equipment bonus against cold environments, but imposes a -5 penalty in hot environments. Characters suffering from persistent conditions do so until they spend at least 1 hour in a normal environment.

- **Ability Damage:** A character that suffers from ability score damage moves -1 persistent step on the condition track. Persistent conditions last until the character has rested for 8 hours.
- **Ability Drain:** This effect is identical to ability damage, except that the persistent condition must be alleviated by a *restoration* spell or similar effect.
- **Level Drain:** A character that suffers from level drain takes 1d6 points of damage per level drained and moves -1 persistent step on the condition track for every 2 levels drained (minimum 1). The persistent condition can only be alleviated by a *greater restoration* or similar effect.

Nonlethal Damage

When you deal nonlethal damage, the hit point damage is treated as normal damage, but is cut in half. However, if your attack roll exceeds the target's Fortitude Defense, the target moves -1 step on the condition track, -1 additional step for every 5 points by which the attack roll exceeds the target's Fortitude Defense.

Regeneration

A creature with regeneration treats all damage as nonlethal. When the creature heals damage, heals half its normal regeneration rate in hit points and moves +1 step on the condition track.

III. Feats

Armor Mastery

Prerequisites: Proficient with armor

Benefit: When you wear armor that you are proficient with, you may add either its armor bonus or your character level plus half its armor bonus (rounded down), whichever is greater, to your Reflex Defense.

Careful Shot

Prerequisites: Point Blank Shot, +2 Base Attack Bonus

Benefit: When you aim before attacking, you gain a +1 bonus on your attack roll.

Deadeye

Prerequisites: Point Blank Shot, Precise Shot, +4 Base Attack Bonus

Benefit: When you aim before attacking, you increase the damage you deal by 1 die. For example, a longbow used with this feat would deal 2d8 points of damage.

Diehard (modified from original)

Prerequisites: Endurance

Benefit: When you make a Constitution check to regain consciousness, you suffer no chance of dying as a result of failure. When you fall unconscious, you may choose to be treated as if you were +1 step on the condition track, though you may only take a single action each round (standard, move, or swift), and any strenuous action forces you to make a Constitution check (DC 15) or fall unconscious.

Improved Damage Threshold

Benefit: You increase your Damage Threshold by 5.

Special: You can take this feat more than once. Its effects stack.

Shake it Off

Prerequisites: Constitution 13, Endurance

Benefit: You can spend two swift actions instead of three to use the recover action.