

Skills & Feats

3.0 – 3.5 Modifications

Old 3.0 Skill	New 3.5 Skill	Folded Into	Notes
Innuendo	---	Bluff	---
Intuit Direction	---	Survival	Automatic with 5 ranks of Survival
Perform (type, type, type)	Perform (category)	---	Perform works like Craft or Profession
Read Lips	---	Spot	---
Ride (mount)	Ride	---	Doesn't indicate a particular type of mount
Pick Pocket	Sleight of Hand	---	---
Wilderness Lore	Survival	---	---

Old 3.0 Feat	New 3.5 Feat	Folded Into	Notes
Ambidexterity	---	Two-Weapon Fighting	Two-Weapon Fighting includes all benefits
Expertise	Combat Expertise	---	---
Weapon Finesse (weapon)	Weapon Finesse	---	Grants benefit with all qualified weapons
Sunder	Improved Sunder	---	Sunder now name of the special attack
Shield Expert	Improved Shield	---	Bash Originally appeared in <i>Sword & Fist</i>

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Altered & Peculiar Skills

Skill	Source	Note
Medicine (Combat)	BotR, 52	As Book, Doctors & Medics only; Altered DCs
Medicine (Pathology)	<i>New</i>	Doctors only : The ability to perform autopsies.
Medicine (Physician)	<i>New</i>	Doctors only : The ability to treat patience for non-trauma wounds, diagnose medical ailments, understand drugs, treat poisons, provide long term care.
Medicine (Surgery)	<i>New</i>	Doctors only : The ability to perform surgical repairs. In game terms the surgeon can heal 2d6+Wis in a hospital, or 1d6+Wis with a med kit, even if the wound has already been treated.
Decipher Script	PHB, 71	Spies and Experts who have specialised in ciphers
Entrench	AK, 22	
Leadership	BotR, 54	This is now a skill and replaces the standard 3.5 feat.
Navigation	BotR, 55	Note the DC is 15, not 20. Use this, not the DfA (p7) version.
Observation & Assess	AK, 21	

New Skill Synergies

5 or more ranks in...	Gives a +2 bonus on...
Diplomacy	Leadership
Knowledge (Biology)	All Medicine Checks
Knowledge (Chemistry)	Craft (Alchemy) & Demolitions checks to make home made explosives
Knowledge (Engineering)	When searching for secret or hidden entrances or compartments
Knowledge (Geography)	Navigation Checks & Survival checks to keep from getting lost or for avoiding hazards
Knowledge (Geology)	Entrench Checks
Knowledge (Mathematics)	Decipher Script when working with ciphers
Knowledge (Military)	Observation & Assessment Checks
Knowledge (Physics)	Wireless Telegraphy Checks
Medicine (Any)	Having 5 ranks in any medicine specialty automatically gives a +2 to all other skills. This is a one off bonus though.
Observation & Assessment	Knowledge (Military) Checks

Altered & Peculiar Feats

Feat	Source	Note
Dead Eye	BotR, 56	The description says " <i>Dead Eye raises a character's damage total when he's made an exceptional attack roll with a ranged weapon.</i> " thus to qualify for the additional Dead Eye damage each round that hits must be a critical, or hit by atleast 4.

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