

Combat

The D&D game is an adventure game designed to give players a feeling of excitement and danger. Characters brave the unknown perils of moldering dungeons and thorn covered wilderness, facing off against hideous monsters and evil villains. Thus, it is important for all players to know the basic rules for handling combat.

To create the proper sense of danger and excitement, the rules for combat must be thorough, but they must also be playable and exciting enough to create a vivid picture in the minds of the players. Combat in the D&D game has to allow many different actions and outcomes, as many as the imagination can produce. Knowing that anything could happen next (because the rules allow it) creates excitement for everyone. That said combat is not a simulation of reality. Climatic liberties have been taken to frankly keep combat from being a total meat grinder that chews through player characters. The game is to be enjoyed, combat is never enjoyable in real life.

More Than Just Hack-and-Slash

As important as fighting is to the D&D game, it isn't the be all and end all of play. It's just one way for characters to deal with situations. If characters could do nothing but fight, the game would quickly get boring, every encounter would be the same. Because there is more to the game than fighting, we'll cover much more than simple hack-and-slash combat in this chapter.

In addition to explaining the basic mechanics of hitting and missing, there are rules here for turning undead, special ways to attack and defend, poison, heroic feats, and more.

Definitions

Many game terms are used throughout the combat rules. To understand the rules, players must understand these terms, so brief explanations appear below. Further details are provided throughout this chapter.

Armor Class (AC) is the protective rating of a type of armor. In some circumstances, AC is modified by the amount of protection gained or lost because of the character's situation. For instance, crouching behind a boulder improves a character's Armor Class, while being attacked from behind worsens his AC.

Armor provides protection by reducing the chance that a character is attacked successfully (and suffers damage). Armor does not absorb damage, it prevents it. A fighter in full plate may be a slow moving target, but penetrating his armor to cause any damage is difficult.

Armor Class is measured on a scale from 10, the worst (no armor) up, (very powerful magical armors). *The higher the number, the more effective the armor.* Shields can also improve the AC of a character (see "Shields" in Chapter 6: Money and Equipment).

Abilities and situations can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example. But even a character with a Dexterity bonus can have this bonus negated if he is attacked from the rear.

Damage is what happens to a character when an opponent attacks him successfully. Damage can also occur as a result of poison, fire, falling, acid, and anything even remotely dangerous in the real world. Damage from most attacks is measured in *hit points*.

Each time a character is hit, he suffers points of damage. It could be as little as 1 point to as many as 80 or more. These points are subtracted from the character's current hit point total. When this reaches 0, the character is unconscious and dying.

Initiative determines the order in which things happen in a combat round. Like so many things in the world, initiative is determined by a combination of ability, situation, and chance.

At the start of each round of a battle, an initiative roll is made by both sides. This roll can be modified by the abilities of the combatants and by the situation. The person or side with the higher modified die roll acts first.

Melee is any situation in which characters are battling each other hand-to-hand, whether with fists, teeth, claws, swords, axes, pikes, or something else. Strength and Dexterity are valuable assets in melee.

Missile combat is defined as any time a weapon is shot, thrown, hurled, kicked, or otherwise propelled. Missile and melee combat have the same basic rules, but there are special situations and modifiers that apply only to missile combat.

Saving throws are measures of a character's resistance to special types of attacks; poisons, magic, and attacks that affect the whole body or mind of the character. The ability to make successful saving throws improves as the character increases in level. Dexterity Constitution and Wisdom aid in honing combat senses. Experience makes saving throws easier.

Surprise When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for Perception checks or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard or move action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they are surprised, so they lose any Dexterity bonus to AC.

Surprise is determined by a die roll and is normally checked at the beginning of an encounter. Surprise is very unpredictable, so there are very few modifiers to the roll.

The Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

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Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit (see the attack action).

Table K1 – BAB Advancement

Class	Improvement Rate Points/Level
Bard	3/4
Cleric	3/4
Craft	1/2
Fighter	1/1
Paladin	1/1
Healer	1/2
Ranger	1/1
Rogue	3/4
Wizard	1/2

Attack Bonus

Your attack bonus with a melee weapon is the following:

Base attack bonus + Strength modifier + size modifier + weapon bonus + other

With a ranged weapon, your attack bonus is the following:

Base attack bonus + Dexterity modifier + size modifier + range penalty + weapon bonus + other

Armor Class

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following:

10 + armor bonus + shield bonus + Dexterity modifier + other modifiers

Note that armor can limit your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC (see *Table E5: Armor and Shields*).

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. If you don't have a Dexterity bonus, your AC does not change.

Other Modifiers: Many other factors modify your AC.

Other Bonuses

Note that most bonuses do not stack. You can only have one bonus of a type.

Enhancement Bonuses: Enhancement bonuses apply to your armor to increase the armor bonus it provides.

Deflection Bonus: Magical deflection effects ward off attacks and improve your AC.

Natural Armor: If your race has a tough hide, scales, or thick skin you receive a bonus to your AC. Some magic items grant natural armor. This can stack with innate natural armor.

Dodge Bonuses: Dodge bonuses represent actively avoiding blows. Any situation that denies you your Dexterity bonus also

denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Size Modifier: You receive a bonus or penalty to your AC based on your size. See Table: Size Modifiers.

Table K2 – Size Modifiers

Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Touch Attacks: Some attacks completely disregard armor, including shields and natural armor. The aggressor need only touch a foe for such an attack to take full effect. In these cases, the attacker makes a touch attack roll (either ranged or melee).

When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.

Some creatures have the ability to make incorporeal touch attacks. These attacks bypass solid objects, such as armor and shields, by passing through them. Incorporeal touch attacks work similarly to normal touch attacks except that they also ignore cover bonuses. Incorporeal touch attacks do not ignore armor bonuses granted by force effects, such as mage armor and bracers of armor.

Modifiers to the Attack Roll

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the to-hit number or to the attack roll.

Strength Modifiers: A character's Strength can modify the die roll, altering both the chance to hit and the damage caused. This modifier is always applied to melees and attacks with hurled missile weapons (a spear or an axe).

A positive Strength modifier can be applied to bows if the character has a special bow made for him, designed to take advantage of his high Strength. Characters with Strength penalties always suffer them when using a bow weapon. They simply are not able to draw back the bowstring far enough. Characters never have Strength modifiers when using crossbows. The power of the shot is imparted by a machine, not the character.

Magic items: The magical properties of a weapon can also modify combat. Items that impart a bonus to the attack roll or Armor Class are identified by a plus sign. For example, a **+1 sword** improves a character's chance to hit by one. A suit of **chain mail +1** improves the Armor Class of the character by one (which means you add one to the character's AC, changing an AC of 15 to an AC of 16, for example). Cursed items have a negative modifier (a penalty), resulting in a subtraction from the attack roll or an subtraction to Armor Class.

There is no limit to the number of modifiers that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all modifiers) that can be applied to a die roll.

Table C3 lists some standard combat modifiers. Positive numbers are bonuses for the attacker; negative numbers are penalties.

Table K3 – Combat Modifiers

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or held	Automatic ¹
Defender stunned or prone	+4
Defender surprised	+1
Missile fire	By range increment
Rear attack	+2

Impossible To-Hit Numbers

Sometimes the attacker's to-hit number seems impossible to roll. An attack may be so difficult it requires a roll greater than 20 (on a 20-sided die.), or so ridiculously easy it can be made on a roll less than 1. In both cases, an attack roll is still required.

The reason is with positive die roll modifiers (for magic, Strength, situation, or whatever), a number greater than 20 can be rolled. Likewise, die roll penalties can push the attack roll below 0.

No matter what number a character needs to hit, a roll of 20 is *always* considered a hit and a roll of 1 is *always* a miss, unless the DM rules otherwise. Under most circumstances, a natural 20 hits and a natural 1 misses, regardless of any modifiers applied to the die roll.

Thus, even if a character's chance to hit a monster is 23 and the character has a -3 penalty applied to the die roll, he might be able to score a hit, but only if the die roll is a 20 before any modifiers are applied. Likewise, a character able to hit a monster on a 3 or better, waving a +4 sword could still miss if a 1 is rolled on the die.

There are no sure things, good or bad, in the unpredictable chaos of combat situations.

Combat and Encounters

Encounters are the heart of the D&D game. Since encounters with monsters and NPCs often lead to combat, an understanding of what happens during battles is vital for everyone. There are several factors the DM will consider in any combat, most of which arise from the circumstances of the encounter. Is anyone surprised? How far apart are the opponents? How many of them

¹ If the defender is attacked during the course of a normal melee, the attack automatically hits and causes normal damage. If no other fighting is going on (i.e., all others have been slain or driven off), the defender can be slain automatically.

are there? Answers to these questions are found in the Encounter section of the DMG. These are questions common to all encounters, whether combat occurs or not.

The Combat Round

If an encounter escalates into a combat situation, the time scale of the game automatically goes to *rounds*. Rounds are used to measure the actions of characters in combat (or other intensive actions in which time is important).

A round is six seconds long. Ten combat rounds equal a minute. Greater divisions of time are not usually required in combat.

The Combat Sequence

In real life, combat is one of the closest things to pure anarchy. Each side is attempting to harm the other, essentially causing disorder and chaos. Thus, combats are filled with unknowns, unplanned events, failed attacks, lack of communication, and general confusion and uncertainty. However, to play a battle in the game, it is necessary to impose some order on the actions that occur. Within a combat round, there is a set series of steps that must be followed. These steps are:

- 1: Initiative is determined.
- 2: Actions are made in order of initiative.
- 3: Each player, including the DM (Speaking for NPCs and monsters) states their actions on their turn in the initiative. Results are immediate.

These steps are followed until the combat ends, either one side is defeated, surrenders, or runs away.

Initiative: In the first step, dice are rolled to determine initiative, according to the rules for initiative (see "Initiative" below).

Action are made in order of initiative: Starting with the highest initiative the DM calls out each in turn. They take their actions for the round.

Determination: Each player, including the DM takes their action on their turn in initiative, all standard and move actions that the character can take are resolved at that time. Then mope to the next in other of initiative.

Initiative

The initiative roll determines who acts first in any given combat round. Initiative is set, at the start of combat for the sanity of the DM.

Initiative is normally determined with a roll by each character in the conflict.. The DM, again for sanity sake will generally take all NPC actions at once.

Standard Initiative Procedure

To determine the initiative order for a round of combat, roll 1d20 for each creature in the battle. Normally, this means the DM rolls for the monsters (or NPCs), while each player rolls for their PC. High roll has initiative. (In practice the DM will usually use group initiative for the "monster" side. It's easier that way.

If anyone rolls the same number for initiative, higher dexterity goes first. That being equal roll off.

Each character PC or NPC takes all their actions on their

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initiative.

Initiative Modifiers

Situational factors can affect who has initiative. To reflect this, modifiers are added to or subtracted from the initiative die roll.

Table K4 – Standard Modifiers to Initiative

Specific Situation	Modifier
Hasted	+2
Slowed	-2
On higher ground	+1
Set to receive a charge	+2
Wading or slippery footing	-2
Wading in deep water	+4
Foreign environment ²	-6
Hindered (tangled, climbing, held)	-3

What You Can do in a Round

Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are six types of actions: standard actions, move actions, full-round actions, swift actions, immediate actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one swift action and one or more free actions. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something, most commonly to make an attack or cast a spell. See Table: Actions in Combat for other standard actions.

Move Action: A move action allows you to move up to your speed or perform an action that takes a similar amount of time. See Table: Actions in Combat for other move actions.

You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move action for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your effort during a round. The only movement you can take during a full-

round action is a 5-foot step before, during, or after the action. You can also perform free actions and swift actions (see below). See *Table K5 -- Actions in Combat* for a list of full-round actions.

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free, as decided by the GM.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn.

Immediate Action: An immediate action is very similar to a swift action, but can be performed at any time, even if it's not your turn.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else, such as nocking an arrow as part of an attack with a bow.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free and swift actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

Table K5 – Actions in Combat

Standard Action

- Attack (melee)
- Attack (ranged)
- Attack (unarmed)
- Activate a magic item other than a potion or oil
- Aid another
- Cast a spell (1 standard action casting time)
- Channel energy
- Concentrate to maintain an active spell
- Dismiss a spell
- Draw a hidden weapon (see Sleight of Hand skill)
- Drink a potion or apply an oil
- Escape a grapple
- Feint
- Light a torch with a tindertwig
- Lower spell resistance
- Read a scroll
- Ready (triggers a standard action)
- Stabilize a dying friend (see Heal skill)
- Total defense
- Use extraordinary ability
- Use skill that takes 1 action
- Use spell-like ability
- Use supernatural ability

Move Action

² This applies to situations in which the party is in a completely different environment (swimming underwater without the aid of a *ring of free action*, for example).

Move
 Control a frightened mount
 Direct or redirect an active spell
 Draw a weapon³
 Load a hand crossbow or light crossbow
 Open or close a door
 Mount/dismount a steed
 Move a heavy object
 Pick up an item
 Sheathe a weapon
 Stand up from prone
 Ready or drop a shield¹
 Retrieve a stored item
Full-Round Action
 Full attack
 Charge⁴
 Deliver coup de grace
 Escape from a net
 Extinguish flames
 Light a torch
 Load a heavy or repeating crossbow
 Lock or unlock weapon in locked gauntlet
 Prepare to throw splash weapon
 Run
 Use skill that takes 1 round
 Use a touch spell on up to six friends
 Withdraw²

Free Action

Cease concentration on a spell
 Drop an item
 Drop to the floor
 Prepare spell components to cast a spell⁵
 Speak

Swift Action

Cast a quickened spell

Immediate Action

Cast feather fall

No Action

Delay
 5-foot step

Action Type Varies

Perform a combat maneuver⁴

1 If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

2 May be taken as a standard action if you are limited to taking only a single action in a round.

3 Unless the component is an extremely large or awkward item.

4 Some combat maneuvers substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full-attack action, or even as an attack of opportunity. Others are used as a separate action.

Standard Actions

Most of the common actions characters take, aside from

movement, fall into the realm of standard actions.

Attack:

Making an attack is a standard action.

Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet (If you are medium sized. Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

“Armed” Unarmed Attacks: Sometimes a character's or creature's unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat, a spellcaster delivering a touch attack spell, and a creature with natural physical weapons all count as being armed (see natural attacks).

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d3 points of bludgeoning damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of bludgeoning damage, while a Large character's unarmed strike deals 1d4 points of bludgeoning damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Lethal Damage: You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll. If you have martial arts skills, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is 10 range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Natural Attacks: Attacks made with natural weapons, such as claws and bites, are melee attacks that can be made against any creature within your reach (usually 5 feet). These attacks are made using your full attack bonus and deal an amount of damage that depends on their type (plus your Strength modifier, as normal). You do not receive additional natural attacks for a high base attack bonus. Instead, you receive additional attack rolls for multiple limb and body parts capable of making the attack (as noted by the race or ability that grants the attacks). If you possess only one natural attack (such as a bite, two claw attacks do not qualify), you add 1–1/2 times your Strength bonus on damage rolls made with that attack.

Some natural attacks are denoted as secondary natural attacks, such as tails and wings. Attacks with secondary natural attacks are made using your base attack bonus minus 5. These attacks deal an amount of damage depending on their type, but you only add half your Strength modifier on damage rolls.

You can make attacks with natural weapons in combination with attacks made with a melee weapon and unarmed strikes, so long as a different limb is used for each attack. For example, you cannot make a claw attack and also use that hand to make attacks with a longsword. When you make additional attacks in this way, all of your natural attacks are treated as secondary natural attacks, using your base attack bonus minus 5 and adding only 1/2 of your

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Strength modifier on damage rolls.

Multiple Attacks: A character who can make more than one attack per round must use the full-attack action (see Full-Round Actions) in order to get more than one attack.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a -4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the -4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

If your target is two size categories larger than the friendly characters it is engaged with, this penalty is reduced to -2 . There is no penalty for firing at a creature that is three size categories larger than the friendly characters it is engaged with.

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a $+2$ dodge bonus to AC until the start of your next turn.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class, and you have scored a "threat," meaning the hit might be a critical hit. To find out if it's a critical hit, you immediately make an attempt to "confirm" the critical hit—another attack roll with all the same modifiers as the attack roll you just made. If the confirmation roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a critical, it doesn't need to come up 20 again.) If the confirmation roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is $\times 2$.

Exception: Precision damage (such as from a rogue's sneak attack class feature) and additional damage dice from special weapon abilities (such as flaming) are not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit (see Equipment).

Spells and Critical Hits: A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit. If a spell causes ability damage or drain (see Special Abilities), the damage or drain is doubled on a critical hit.

Activate a Magic Item

Many magic items don't need to be activated. Certain magic items, however, do need to be activated, especially potions, scrolls, wands, rods, and staves. Unless otherwise noted, activating a magic item is a standard action.

Spell Completion Items: Activating a spell completion item is the equivalent of casting a spell. It requires concentration. You lose the spell if your concentration is broken, and you can attempt

to activate the item while on the defensive, as with casting a spell.

Spell Trigger, Command Word, or Use-Activated Items: Activating any of these kinds of items does not require concentration.

Cast a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action. Note: You retain your Dexterity bonus to AC while casting.

Spell Components: To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you're gagged or in the area of a *silence* spell, you can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied.

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these components are elaborate, preparing them is a free action. For material components and focuses whose costs are not listed in the spell description, you can assume that you have them if you have your spell component pouch.

Concentration: You must concentrate to cast a spell. If you can't concentrate, you can't cast a spell. If you start casting a spell but something interferes with your concentration, you must make a concentration check or lose the spell. The check's DC depends on what is threatening your concentration (see Magic). If you fail, the spell fizzles with no effect. It counts against your daily limit of spells even though you did not cast it successfully.

Concentrating to Maintain a Spell: Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.

Casting Time: Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

Touch Spells in Combat: Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject. In the same round that you cast the spell, you may also touch (or attempt to touch) as a free action. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.

Touch Attacks: Touching an opponent with a touch spell is considered to be an armed attack. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack as long as the spell deals damage. Your opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

Holding the Charge: If you don't discharge the spell in the round when you cast the spell, you can hold the charge indefinitely. You can continue to make touch attacks round after round. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another

spell, the touch spell dissipates. You can touch one friend as a standard action or up to six friends as a full-round action. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed as normal for the attack. If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

Ranged Touch Spells in Combat: Some spells allow you to make a ranged touch attack as part of the casting of the spell. These attacks are made as part of the spell and do not require a separate action. Unless otherwise noted, ranged touch attacks cannot be held until a later turn.

Dismiss a Spell: Dismissing an active spell is a standard action.

Start/Complete Full-Round Action

The "start full-round action" standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively.

Use Special Ability

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Spell-Like Abilities (Sp): Using a spell-like ability works like casting a spell in that it requires concentration. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 standard action, unless the ability description notes otherwise.

Supernatural Abilities (Su): Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration.

Extraordinary Abilities (Ex): Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration.

Move Actions

With the exception of specific movement-related skills, most move actions don't require a check.

Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step.

Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing: You can climb at half your speed as a

move action by accepting a –5 penalty on your Climb check.

Crawling: You can crawl 5 feet as a move action. A crawling character is considered prone and must take a move action to stand up.

Direct or Redirect a Spell

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action or require concentration.

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have Two-Weapon Fighting, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Manipulate an Item

Moving or manipulating an item is usually a move action.

This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in *Table K5 – Actions in Combat*.

Mount/Dismount a Steed

Mounting or dismounting a steed requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Ride check. If you fail the check, mounting or dismounting is a move action instead. You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.

Ready or Drop a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or drop a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

Stand Up

Standing up from a prone position requires a move action.

Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack

If you get more than one attack per round because your base attack bonus is high enough (see Base Attack Bonus in Classes),

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because you fight with two weapons or a double weapon, or for some special reason, you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out and assuming you have not already taken a move action this round. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

Free Actions

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Some common free actions are described below.

Cease Concentration on Spell: You can stop concentrating on a spell as a free action.

Drop an Item: Dropping an item in your space or into an adjacent square is a free action.

Drop Prone: Dropping to a prone position in your space is a free action.

Speak: In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than a few sentences is generally beyond the limit of a free action.

Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. You can, however, perform only one single swift action per turn, regardless of what other actions you take. You can take a swift action anytime you would normally be allowed to take a free action. Swift actions usually involve spellcasting, activating a feat, or the activation of magic items.

Cast a Quicken Spell: You can cast a quickened spell (see the *Quickened Spell* metamagic), or any spell whose casting time is designated as a free or swift action, as a swift action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round.

Immediate Actions

Much like a swift action, an immediate action consumes a very small amount of time but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time, even if it's not your turn. Casting *feather fall* is an immediate action, since the spell can be cast at any time.

Using an immediate action on your turn is the same as using a swift action and counts as your swift action for that turn. You

cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are flat-footed.

Miscellaneous Actions

The following actions take a variable amount of time to accomplish or otherwise work differently than other actions.

Take 5-Foot Step: You can move 5 feet in any round when you don't perform any other kind of movement. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round that you move any distance.

You can take a 5-foot step before, during, or after your other actions in the round.

You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.

You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely.

The individual skill descriptions in *Using Skills* tell you what sorts of actions are required to perform skills.

Attacking with Two Weapons

A tricky fighting style available only to warriors and rogues is that of fighting with two weapons simultaneously. The character chooses not to use a shield in favor of another weapon, granting him a greater number of attacks, with a penalty to his attack rolls (rangers are exempt from the attack roll penalty).

When using a second weapon in his off-hand, a character is limited in his weapon choice. His principal weapon can be whatever he chooses, provided it can be wielded with one hand. The second weapon must be smaller in size and weight than the character's main weapon (though a dagger can always be used as a second weapon, even if the primary weapon is also a dagger). A fighter can use a long sword and a short sword, or a long sword and a dagger, but he cannot use two long swords. Nor can the character use a shield, unless it is kept strapped onto his back.

When attacking, all characters but rangers suffer penalties to their attack rolls. Attacks made with the main weapon suffer a -2 penalty, and attacks made with the second weapon suffer a -4 penalty.

The use of two weapons enables the character to make one additional attack each combat round, with the second weapon. The character gains only one additional attack each round, regardless of the number of attacks they may normally be allowed. Thus, a warrior able to attack twice per round +7/+2 can attack three times: +5/+2/+0.

Attacking Without Killing

There are times when a character wants to defeat another being without killing it. A companion may have been charmed into

attacking his friends (and his friends don't want to kill him to save themselves.); an enemy may have information the PCs can get only by subduing him; characters may simply see the monetary value of bringing back a real, live monster. Whatever the case, sooner or later characters are going to try.

It is possible to make an armed attack without causing serious damage (striking with the flat of the blade, for example). This is not as easy as it sounds, however.

Weapons in Non lethal combat.

First, the character must be using a weapon that enables him to control the damage he inflicts. This is impossible with an arrow or sling. It isn't even feasible with a war hammer or mace. It can be done with swords and axes, as long as the blade can be turned so it doesn't cut.

Second, the character has a -4 penalty to his attack roll, since handling a weapon in this way is clumsier than usual. The damage from such an attack is 50% normal; one-half of this damage is temporary.

Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe, including bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

Combat Maneuver Bonus

Each character and creature has a Combat Maneuver Bonus (or CMB) that represents its skill at performing combat maneuvers. A creature's CMB is determined using the following formula:

CMB = Base attack bonus + Strength modifier + special size modifier

Creatures that are size Tiny or smaller use their Dexterity modifier in place of their Strength modifier to determine their CMB. The special size modifier for a creature's Combat Maneuver Bonus is as follows: Fine -8, Diminutive -4, Tiny -2, Small -1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8. Some abilities grant a bonus to your CMB when performing specific maneuvers.

Performing a Combat Maneuver: When performing a combat maneuver, you must use an action appropriate to the maneuver you are attempting to perform. While many combat maneuvers can be performed as part of an attack action or full-attack action (in place of a melee attack), others require a specific action. If your target is immobilized, unconscious, or otherwise incapacitated, your maneuver automatically succeeds. If your target is stunned, you receive a +4 bonus on your attack roll to perform a combat maneuver against it.

When you attempt to perform a combat maneuver, make an attack roll and add your CMB in place of your normal attack bonus. Add any bonuses you currently have on attack rolls due to spells, and other effects. These bonuses must be applicable to the weapon or attack used to perform the maneuver. The DC of this maneuver is your target's Combat Maneuver Defense. Combat maneuvers are attack rolls, so you must roll for concealment and take any other penalties that would normally apply to an attack roll.

Combat Maneuver Defense

Each character and creature has a Combat Maneuver Defense (or CMD) that represents its ability to resist combat maneuvers. A creature's CMD is determined using the following formula:

CMD = 10 + Base attack bonus + Strength modifier + Dexterity modifier + special size modifier

The special size modifier for a creature's Combat Maneuver Defense is as follows: Fine -8, Diminutive -4, Tiny -2, Small -1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8. Some abilities grant a bonus to your CMD when resisting specific maneuvers. A creature can also add any circumstance, deflection, dodge, insight, luck, morale, profane, and sacred bonuses to AC to its CMD. Any penalties to a creature's AC also apply to its CMD. A flat-footed creature does not add its Dexterity bonus to its CMD.

Determine Success: If your attack roll equals or exceeds the CMD of the target, your maneuver is a success and has the listed effect. Some maneuvers, such as bull rush, have varying levels of success depending on how much your attack roll exceeds the target's CMD.

Nonlethal Combat and Creatures

When dealing with nonhumanoid opponents, a number of factors must be considered.

First, unintelligent creatures, as a rule, never try to grapple, punch, or pull down an opponent. They cheerfully settle for tearing him apart, limb by limb. This, to their small and animalistic minds, is a better solution.

Second, the natural weapon of a creature are always usable. Unlike men with swords, a lion or a carnivorous ape doesn't lose the use of its teeth and fangs just because a character is very close to it.

Finally, and of greatest importance, creatures tend to be better natural fighters than humans. All attacks for a tiger are the same as punching or wrestling. It's just that the tiger has claws. Furthermore, a tiger can use all of its legs effectively, front and back.

Touch Spells and Combat

Many spells used by priests and wizards take effect only when the target is touched by the caster. Under normal circumstances, this is no problem, the spellcaster reaches out and touches the recipient. However, if the target is unwilling, or the spell is used in the midst of a general melee, the situation is much different.

Unwilling Targets: The spellcaster must make a successful attack roll for the spell to have any effect. The wizard or priest calculates his to-hit number normally, according to the intended victim's Armor Class and other protections. The DM can modify the roll if the victim is unprepared for or unaware of the attack. If the roll succeeds, the spellcaster touches the target and the normal spell effect occurs.

Willing Targets: When attempting to cast a spell on a willing target, the casting is automatic as long as both characters are not engaged in combat. For example, if a fighter withdraws from melee, a cleric could heal him the next round.

If the recipient of the spell attempts to do anything besides

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waiting for the spell to take effect, an attack roll against AC 10 must be made. However, no AC modifiers for Dexterity are applied, since the target is not trying to avoid the spell.

Whenever a touch spell is successful, the spellcaster suffers from any special defenses of his target, if they are continually in operation. A successful touch to a vampire would not result in energy drain, since the power only works when the vampire attacks, but touching a fire elemental would result in serious burns.

When a touch spell is cast, it normally remains effective only for that round. However, certain spells do specify special conditions or durations. Be sure to check each spell description carefully.

Missile Weapons in Combat

In general, missile combat is handled identically to standard melee. Initiative is rolled, intentions are announced, and attack rolls are made. However, there are some special rules and situations that apply only to missile combat.

Missile weapons are divided into two general categories. The first includes all standard, direct-fire, single-target missiles; slings, arrows, quarrels, spears, throwing axes, and the like.

The second category includes all grenade-like missiles that have an area effect, no matter how small. Thus, an attack with these weapons does not have to hit its target directly to have a chance of affecting it. Included in this group are small flasks of oil, acid, poison, holy water, potions, and boulders. Hurling boulders are included because they bounce and bound along after they hit, leaving a swath of destruction.

Range

The first step in making a missile attack is to find the range from the attacker to the target. This is measured in feet (or 5' squares) from one point to the other. This distance is compared to the range increments for the weapon used (see Table 45 in Chapter 6: Combat).

If the distance is greater than the long range given 5 increment for thrown weapon, 10 for mechanical devices, the target is out of range; The appropriate range modifiers is used for each increment further distant the target is. If the target within one range increment it is at short range. Short-range attacks suffer no range modifier.

Rate of Fire

Bows, crossbows, and many other missile weapons have different rates of fire (ROF), the number of missiles they can shoot in a single round.

Small, light weapons can be thrown very quickly, so the combatant gets normal iterations. If you can attack more than once a round, you can use the weapon accordingly.

Some weapons (such as heavy crossbows) take a long time to load and can be fired only every other round or even more slowly.

Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks. The ROF of each missile weapon is listed in table 45 in Chapter 6.

Ability Modifiers in Missile Combat

Attack roll and damage modifiers for Strength are always used when an attack is made with a hurled weapon. Here the power of

the character's arm is a significant factor in the effectiveness of the attack.

When using a bow, the attack roll and damage Strength modifiers apply only if the character has a properly prepared bow (see Chapter 6: Money and Equipment). Characters never receive Strength bonuses when using crossbows or similar mechanical devices.

Dexterity modifiers to the attack roll are applied when making a missile attack with a hand-held weapon. Thus, a character adds his Dexterity modifier when using a bow, crossbow, or axe but not when firing a trebuchet, cannon, or other siege engine.

Taking Cover Against Missile Fire

One of the best ways to avoid being hit and injured is to hide behind something, a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Professional adventurers, wishing to make this sound heroic, call this taking cover.

Taking cover doesn't work particularly well in a melee, since the cover hampers defender and attacker equally. However, it is quite an effective tactic against missile fire.

There are two types of protection a character can have. The first is *concealment*, also called soft cover. A character hiding behind a clump of bushes is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The bushes cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, tapestries, smoke, fog, and brambles.

The other type of protection is *cover*, sometimes called, more precisely, hard cover. It is, as its name implies, something a character can hide behind that will block a missile. Hard cover includes stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical walls of force.

Cover helps a potential target by giving the attacker a negative modifier to his attack roll. The exact modifier for concealment or cover depends on the degree to which it is being used as shelter. A character who stands behind a two-foot wall is a pretty obvious target, especially when compared to the character who lies down behind that wall and carefully peers over it. Table 59 lists the different modifiers for varying degrees of cover and concealment.

Table K6 – Cover and Concealment Modifiers

Target is:	Cover	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

Cover also has an affect on saving throws, granting the character the modifier listed on Table 59 as a bonus to his saving throws against spells that cause physical damage (for example, *fireball*, *lightning bolt*, etc.)

Furthermore, a character who has 90% cover (or more) suffers one-half normal damage on a failed save and no damage at all if a saving throw is successful. This assumes, of course, that the fireball, lightning bolt, or whatever, hit the cover, a man crouching behind a stone wall would be protected if a fireball exploded in front of the wall, but would not be protected by cover if the blast occurred behind him, on his side of the wall.

Grenade-Like Missiles

Unlike standard missiles, which target a specific creature, a grenade-like missile is aimed at a point, whether this point is a

creature or a spot on the ground. When the attack is announced, the player indicates where he wants the missile to land. This then becomes the target point and is used to determine the direction and distance of any scatter.

Most grenade-like missiles are items of opportunity or necessity--rocks, flasks of oil, vials of holy water, or beakers of acid. As such, these items are not listed on the equipment tables for range, ROF, and damage. The range each can be thrown varies with the Strength of the character and the weight of the object.

A missile of five pounds or less has a range increment of 10 feet. Short range is 10 feet, medium range is 20 feet, and so forth. Heavier items have reduced ranges. Just how far an object can be thrown is decided by the DM.

Exceptionally heavy items can be thrown only if the character rolls a successful Strength check. In no case can a character throw an item heavier than his Strength would allow him to lift. Thus, the DM can rule that a character would have little trouble chucking a half-empty backpack across a ten-foot chasm, but the character would need to make a check in order to heave an orc ten feet through the air into the faces of his orcish friends.

Once a container hits, it normally breaks immediately. However, this is not always true. Some missiles, like soft leather flasks or hard pottery, are particularly resistant. If there's some doubt about whether or not a thrown object will break, the DM can require an item saving throw (this information is in the DMG) to see if it shatters or rips, spewing its contents everywhere.

The DMG contains information on how to resolve the inevitable situations in which grenade-like missiles miss their targets.

Types of Grenade-Like Missiles

Acid damage is particularly grim. Aside from the possibility of scarring (which is left to the DM), acid damage cannot be healed by regeneration. It must be healed normally. Thus, it is very useful against regenerating creatures such as trolls.

Holy Water affects most forms of undead and creatures from the Lower Planes. It has no effect against a creature in gaseous form or undead without material form.

Unholy water (essentially holy water used by evil priests) affects paladins, creatures whose purpose is to defend good (lammasu, shedu, etc.), and creatures and beings from the Upper Planes.

Holy (or unholy) water affects creatures as does acid, causing damage that cannot be regenerated but must be healed normally.

Oil causes damage only when it is lit. This normally requires a two-step process: first soaking the target in flammable oil and then setting it afire. Thus, using flaming oil often requires two successful attacks.

A direct hit from flaming oil burns for two minutes, causing 2d6 points of damage in the first round and 1d6 points in the following rounds.

Poison is generally not very effective as a missile weapon. Most poisons take effect only if the missile scores a direct hit, and even then only if it drops into the gaping maw of some huge creature. Contact poisons have normal poison effects on a direct hit. The DM has information about specific poison effects in the DMG.

Special Defenses

So far, the bulk of this chapter has dealt with ways to attack. Now, it's time to turn to defense. There are several ways to avoid taking damage. Two of the most common are the *saving throw* and *spell resistance*. Somewhat less common, because its use is limited to clerics and paladins, is the ability to *turn undead*.

Saving Throws

When you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class and level (see Classes), and an associated ability score. Your saving throw modifier is:

Base save bonus + ability modifier + other

Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

Reflex: These saves test your ability to dodge area attacks and unexpected situations. Apply your Dexterity modifier to your Reflex saving throws.

Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throw Difficulty Class

The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

Spell Resistance

Spell resistance (abbreviated SR) is the extraordinary ability to avoid being affected by spells. Some spells also grant spell resistance.

To affect a creature that has spell resistance, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance. The defender's spell resistance is like an Armor Class against magical attacks. If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action).

A creature's spell resistance never interferes with its own spells, items, or abilities.

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A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack, but rather overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does.

Targeted Spells

Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells

Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells

Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as web.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is back up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Spell-resistant creatures can be harmed by a spell when they are not being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed

check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

Turning Undead

One important, and potentially life-saving, combat ability available to priests and paladins is the ability to turn undead. This is a special power granted by the character's deity. Various religions will have this ability to lesser or greater extent.

Through the priest or paladin, the deity manifests a portion of its power, terrifying evil, undead creatures or blasting them right out of existence. However, since the power must be channeled through a mortal vessel, success is not always assured.

When encountering undead, a priest or paladin can attempt to turn the creatures (remember that the paladin turns undead as if he was two levels lower: a 5th-level paladin turned at level 3).

Only one attempt can be made per character per encounter, but several different characters can make attempts at the same time (with the results determined individually).

Turn/Destroy -- Rebuke/Control Undead: (Which your cleric does depends on his religion) Only one try per a given undead (Individual, not type). Clerics may attempt turning once per day per level plus turning bonus. Clerics may attempt to turn/rebuke up to twice their level in hit dice per try. A 7th level cleric can turn/rebuke 14 skeletons, 7 zombies, or 2 wraiths in a given turn attempt. They can try to turn/rebuke a single Undead of any hit dice. The undead turned in a large group would be up to the limit closest to the cleric. A turn/rebuke attempt is an opposed roll:

d20 + Cleric level + Wis Bonus + turning bonus Vs. d20 + hit dice + Wis bonus + turning bonus

Success will turn/rebuke any undead away from the cleric. They will move away for six rounds at maximum move if possible and cannot come within 30 feet of that cleric again. If the undead cannot move away from the cleric for six rounds they huddle as far away as possible and can only defend themselves for that six rounds, not attack. (they benefit from full AC but cannot attack) If forced inside the 30 foot range they are -2 to all rolls and cannot attack the turning cleric.

Any undead that are half the cleric's hit dice or less are subject to destruction/control. Destruction/Control happens if the cleric rolls the equal of the undead's hit dice better than the undead. Example, 8th Level Bob turning three Zombies rolls 20, the Zombies roll 18, 16, and 19. The first two zombies are destroyed or controlled, the last is turned/rebuked. Destroyed undead are, well, destroyed. Controlled undead can be ordered around by the controlling priest.

Attempting to turn counts as an action, requiring one action and occurring during the character's turn in the initiative order (thus, the undead may get to act before the character can turn them). The mere presence of the character is not enough, a touch of drama from the character is important. Speech and gestures are important, so the character must have his hands free and be in a position to speak. However, turning is not like spellcasting and is not interrupted if the character is attacked during the attempt.

Movement, Position, And Distance

Miniatures are on the 28/30mm scale—a miniature of a 6-foot-tall man is approximately 28/30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

Tactical Movement

Table K7 – Tactical Speed

Race	No Armor or Light Armor	Medium or Heavy Armor
Human, elf, half-elf, Half Centaur, Faun, Leoman, etc.	30 ft. (6 squares)	20 ft. (4 squares)
Dwarf	20 ft. (4 squares)	20 ft. (4 squares)
Hobbit, gnome	20 ft. (4 squares)	15 ft. (3 squares)
Avian	20 ft. (4 squares)	15 ft. (3 squares)
Centaur	50 ft (10 squares)	40 ft (8 squares)

Your speed is determined by your race and your armor (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

Encumbrance: A character encumbered by carrying treasure, a large amount of gear, or fallen comrades may move slower than normal

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in a round and still do something (take a move action and a standard action).

If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.

If you spend the entire round running, you can move quadruple your speed (or three times your speed in heavy armor). If you do something that requires a full round, you can only take a 5-foot step.

Bonuses to Speed: Many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Measuring Distance

As a general rule, distance is measured assuming that 1 square equals 5 feet.

Diagonals: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable

obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving Through a Square

You can move through an unoccupied square without difficulty in most circumstances. Difficult terrain and a number of spell effects might hamper your movement through open spaces.

Friend: You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent: You can't move through a square occupied by an opponent unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.

Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.

Overrun: During your movement, you can attempt to move through a square occupied by an opponent (see Overrun).

Tumbling: A trained character can attempt to use Acrobatics to move through a square occupied by an opponent (see the Acrobatics skill).

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an occupied square.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than itself.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Acrobatics skill or similar special abilities.

Terrain and Obstacles

From tangled plants to broken stone, there are a number of terrain features that can affect your movement.

Difficult Terrain

Difficult terrain, such as heavy undergrowth, broken ground, or steep stairs, hampers movement. Each square of difficult terrain counts as 2 squares of movement. Each diagonal move into a difficult terrain square counts as 3 squares. You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the obstacle, in

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addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the obstacle and move into the square on the other side, you can't cross it. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures are able to avoid most obstacles.

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space, you take a -4 penalty on attack rolls and a -4 penalty to AC.

When a Large creature (which normally takes up 4 squares) squeezes into a space that's 1 square wide, the creature's miniature figure occupies 2 squares, centered on the line between the 2 squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past a creature while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space:

Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite whatever penalties to movement you might have, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited. (despite the distance covered, this move isn't a 5-foot step).



The fighter's first move costs him 5 feet (or 1 square). His next costs 5 feet also, but his third (his 2nd diagonal) costs him 10 feet. Next he moves into difficult terrain, also costing him 10 feet. At this point (#6), the fighter has moved 30 feet—one move action. The last square is a diagonal move in difficult terrain, which costs 15 feet; he must spend his turn's standard action to move this far. The Large ogre's move costs a total of 20 feet worth of movement (or 4 squares). The ogre cannot cut across the corner to get to that location, and must fully move around it, as indicated.

Big And Little Creatures In Combat

Table K7 – Creature Size and Scale

Creature Size	Space	Natural Reach*
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

* These values are typical for creatures of the indicated size. Some exceptions exist.

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. 25 Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. You can attack into your own square if you need

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point of damage.

Special Damage

Getting hit by weapons or monsters isn't the only way a character can get hurt. Indeed, the world is full of dangers for poor, hapless player characters, dangers the DM can occasionally spring on them with glee. Some of the nastier forms of damage are described below.

Falling

When a character falls, he suffers 1d6 points of damage for every 10 feet fallen, to a maximum of 20d6 (which for game purposes can be considered terminal velocity). Any falling character will reach terminal velocity in one round. Be quick with that *feather fall*.

This method is simple and it provides all the realism necessary in the game. It is not a scientific calculation of the rate of acceleration, exact terminal velocity, mass, impact energy, etc., of the falling body.

The fact of the matter is that physical laws may describe the exact motion of a body as it falls through space, but relatively little is known about the effects of impact. The distance fallen is not the only determining factor in how badly a person is hurt. Other factors may include elasticity of the falling body and the ground, angle of impact, shock wave through the falling body, dumb luck, and more.

People have actually fallen from great heights and survived, albeit very rarely. The current record-holder, Vesna Vulovic, survived a fall from a height of 33,330 feet in 1972, although she was severely injured. Flight-Sergeant Nicholas S. Alkemade actually fell 18,000 feet--almost 3.5 miles--without a parachute and landed uninjured.

The point of all this is roll the dice, as described above, and don't worry too much about science.

Paralysis

A character or creature affected by paralysis becomes totally immobile for the duration of the spell's effect. The victim can breathe, think, see, and hear, but he is unable to speak or move in any manner. Coherent thought needed to trigger magical items or innate powers is still possible.

Paralysis affects only the general motor functions of the body and is not the ultimate destroyer of powerful creatures. It can be particularly potent on flying creatures, however.

Energy Drain

This is a feature of powerful undead (and other particularly nasty monsters) as well as poison. The energy drain causes the loss of one or more ability points.

Energy Drain comes in two types:

Ability Damage, that recovers over time, generally one point per day.

Ability Drain, that requires spell intervention to repair.

When a character is hit by an energy-draining creature, he suffers normal damage from the attack. In addition, the character loses one or more ability points. Whether this is damage or drain is indicated in the monster or spell description.

The character bonus for that particular ability will drop as indicated. Any check that involves that ability score, skill checks,

saving throws etc. are affected. If they cannot cast their highest level of spells that remains the case until the fault is corrected.

If a character is drained to 0 ability but still retains hit points (i.e., they are still alive), that character is helpless. A character with a zero Strength, Dexterity, or Constitution cannot move. A 0 Wisdom, Intelligence, or Charisma renders them a mental vegetable.

Poison

This is an all-too frequent hazard faced by player characters. Bites, stings, deadly potions, drugged wines, and bad food all await characters at the hands of malevolent wizards, evil assassins, hideous monsters, and incompetent innkeepers. Spiders, snakes, centipedes, scorpions, wyverns, and certain giant frogs all have poisons deadly to characters. Wise PCs quickly learn to respect and fear such creatures.

The strength of different poisons varies wildly and is frequently overestimated. The bite of the greatly feared black widow spider kills a victim in the United States only once every other year. Only about 2% of all rattlesnake bites prove fatal.

At the other extreme, there are natural poisons of intense lethality. Fortunately, such poisons tend to be exotic and rare. The golden arrow-poison frog, the western taipan snake, and the stonefish all produce highly deadly poisons.

Furthermore, the effect of a poison depends on how it is delivered. Most frequently, it must be injected into the bloodstream by bite or sting. Other poisons are only effective if swallowed; assassins favor these for doctoring food. By far the most deadly variety, however, is contact poison, which need only touch the skin to be effective.

The effect of a given poison is described in the poison table of the DMG. There are many.

Treating Poison Victims

Fortunately, there are many ways a character can be treated for poison. Several spells exist that either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely. However, cure spells (including *heal*) do not negate the progress of a poison, and *neutralize poison* doesn't recover hit points already lost to the effects of poison. In addition, characters with herbalism proficiency can take steps to reduce the danger poison presents to player characters.

Conditions

If more than one condition affects a character, apply them all. If effects can't combine, apply the most severe effect.

Bleed:

A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

Blinded:

The creature cannot see. It takes a -2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a -4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Broken:

Items that have taken damage in excess of half their total hit points gain the broken condition, meaning they are less effective at their designated task. The broken condition has the following effects, depending upon the item.

- If the item is a weapon, any attacks made with the item suffer a -2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and only deal $\times 2$ damage on a confirmed critical hit.
- If the item is a suit of armor or a shield, the bonus it grants to AC is halved, rounding down. Broken armor doubles its armor check penalty on skills.
- If the item is a tool needed for a skill, any skill check made with the item takes a -2 penalty.
- If the item is a wand or staff, it uses up twice as many charges when used.
- If the item does not fit into any of these categories, the broken condition has no effect on its use. Items with the broken condition, regardless of type, are worth 75% of their normal value. If the item is magical, it can only be repaired with a mending or make whole spell cast by a character with a caster level equal to or higher than the item's. Items lose the broken condition if the spell restores the object to half its original hit points or higher. Non-magical items can be repaired in a similar fashion, or through the Craft skill used to create it. Generally speaking, this requires a DC 20 Craft check and 1 hour of work per point of damage to be repaired. Most craftsmen charge one-tenth the item's total cost to repair such damage (more if the

item is badly damaged or ruined).

Confused:

A confused creature is mentally befuddled and cannot act normally. A confused creature cannot tell the difference between ally and foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

Roll on the following table at the beginning of each confused subject's turn each round to see what the subject does in that round.

d% Behavior

- 01-25 Act normally.
- 26-50 Do nothing but babble incoherently.
- 51-75 Deal 1d8 points of damage + Str modifier to self with item in hand.
- 76-100 Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused creature. Any confused creature who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused creature will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering:

The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses his Dexterity bonus (if any).

Dazed:

The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

A dazed condition typically lasts 1 round.

Dazzled:

The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls and sight-based Perception checks.

Dead:

The character's hit points are reduced to -10 or he is killed outright by a spell or effect. The character's soul leaves his body.

Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened:

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A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a –4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled:

A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can he take full-round actions, but he can still take swift, immediate, and free actions). He moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the GM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, he is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise, each day he can attempt a DC 10 Constitution check after resting for 8 hours, to begin recovering hit points naturally. The character takes a penalty on this roll equal to his negative hit point total. Failing this check causes the character to lose 1 hit point, but this does not cause the character to become unconscious. Once a character makes this check, he continues to heal naturally and is no longer in danger of losing hit points naturally.

Dying:

A dying creature is unconscious and near death. Creatures that have negative hit points and have not stabilized are dying. A dying creature can take no actions. On the character's next turn, after being reduced to negative hit points (but not dead), and on all subsequent turns, the character must make a DC 10 Constitution check to become stable. The character takes a penalty on this roll equal to his negative hit point total. A character that is stable does not need to make this check. A natural 20 on this check is an automatic success. If the character fails this check, he loses 1 hit point. If a dying creature has -10 hit points, it dies.

Entangled:

The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a concentration check (DC 15 + spell level) or lose the spell.

Exhausted:

An exhausted character moves at half speed, cannot run or charge, and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated:

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the

effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued:

A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who is surprised during a combat or is unable to react normally is flat-footed. A flat-footed character loses his Dexterity bonus to AC (if any).

Frightened:

A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappled:

A grappled creature is restrained by a creature, trap, or effect. Grappled creatures cannot move and take a –4 penalty to Dexterity. A grappled creature takes a –2 penalty on all attack rolls and combat maneuver checks, except those made to grapple or escape a grapple. In addition, grappled creatures can take no action that requires two hands to perform. A grappled character who attempts to cast a spell or use a spell-like ability must make a concentration check (DC 10 + grappler's CMB + spell level), or lose the spell. Grappled creatures cannot make attacks of opportunity.

A grappled creature cannot use Stealth to hide from the creature grappling it, even if a special ability, such as hide in plain sight, would normally allow it to do so. If a grappled creature becomes invisible, through a spell or other ability, it gains a +2 circumstance bonus on its CMD to avoid being grappled, but receives no other benefit.

Helpless:

A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets his sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must

make a Fortitude save (DC 10 + damage dealt) or die.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal:

Creatures with the incorporeal condition do not have a physical body. Incorporeal creatures are immune to all nonmagical attack forms. Incorporeal creatures take half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects. Incorporeal creatures take full damage from other incorporeal creatures and effects, as well as all force effects.

Invisible:

Invisible creatures are visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). See Invisibility, under Special Abilities.

Nauseated:

Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move actions per turn.

Panicked:

A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed:

A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares to move through.

Petrified:

A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned:

A pinned creature is tightly bound and can take few actions. A pinned creature cannot move and is denied its Dexterity bonus. A pinned character also takes an additional -4 penalty to his Armor Class. A pinned creature is limited in the actions that it can take. A pinned creature can always attempt to free itself, usually through a combat maneuver check or Escape Artist check. A pinned creature can take verbal and mental actions, but cannot cast any spells that require a somatic or material component. A pinned character who attempts to cast a spell or use a spell-like ability must make a concentration check (DC 10 + grapppler's CMB + spell level) or lose the spell. Pinned is a more severe version of grappled, and their effects do not stack.

Prone:

The character is lying on the ground. A prone attacker has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A prone defender gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move-equivalent action.

Shaken:

A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened:

The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable:

A character who was dying but who has stopped losing hit points each round and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. The character can make a DC 10 Constitution check each hour to become conscious and disabled (even though his hit points are still negative). The character takes a penalty on this roll equal to his negative hit point total.

If a character has become stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour he can make a Constitution check to become stable (as a character that has received aid), but each failed check causes him to lose 1 hit point.

Staggered:

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Stunned:

A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any).

Unconscious:

Unconscious creatures are knocked out and helpless.

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Unconsciousness can result from having negative hit points (but not more than the creature's Constitution score), or from nonlethal damage in excess of current hit points.

Healing

Once a character is wounded, his player will naturally want to get him healed. Characters can heal either by natural or magical means. Natural healing is slow, but it's available to all characters, regardless of class. Magical healing may or may not be available, depending on the presence (or absence) of spellcasters or magical devices.

The only limit to the amount of damage a character can recover through healing is the total hit points the character has. A character cannot exceed this limit until he gains a new level, whereupon another Hit Die (or a set number of points) is added to his total. Healing can never restore more hit points to a character than his maximum hit point total.

Natural Healing

Characters heal naturally at a rate of 1 hit point per level per day of rest. Rest is defined as low stress activity, nothing more strenuous than riding a walking horse or traveling from one place to another. Fighting, running in fear, lifting a heavy boulder, or any other physical activity prevents resting, since it strains old wounds and may even reopen them.

If a character has complete bed rest (doing nothing for an entire day), he can regain 3 hit points per level for the day. For each complete week of bed rest, the character can add any Constitution hit point bonus he might have to the total regained during that week.

In both cases above, the character is assumed to be getting adequate food, water, and sleep. If these are lacking, the character does not regain any hit points that day.

Natural Healing can leave scars. As it is a fantasy they are always dashing unless the player wants otherwise.

Magical Healing

Healing spells, potions, and magical devices can speed the process of healing considerably. The specifics of such magical healing methods are described in the spell descriptions in this book and in the DMG (for magical items). By using these methods, wounds close instantly and vigor is restored. The effects are immediate.

Magical healing is particularly useful in the midst of combat or in preparation for a grievous encounter. Remember, however, that the characters' opponents are just as likely to have access to magical healing as the player characters, an evil high priest is likely to carry healing spells to bestow on his own followers and guards. Healing is not, of itself, a good or evil act.

Remember that under no circumstances can a character be healed to a point greater than his original hit point total. For example, say a character has 30 hit points, but suffers 2 points of damage in a fight. A while later, he takes an additional point of damage, bringing his current hit point total to 27. A spellcaster couldn't restore more than 3 points to him, regardless of the healing method used. Any excess points are lost.

Magical healing if done within half an hour of the injury

perverts the formation of interesting scars.

Herbalism & Healing Skills

Characters can also gain healing benefits from the skill of herbalism and healing. These talents are explained in Chapter 5.

Character Death

When a character reaches 0 hit points, that character is unconscious they can take no actions. At this point they begin dying. They will continue to lose one hit point a round until they reach -10 at which point they are dead. Any intervention within this grace period, a healing spell, a heal check to stabilize them etc. will stop the character from dying and bring them to 0 hit points or higher.

If the killing blow took the character below 0 hit points they start dying at that point. If they are wounded to below -10 they are instantly dead.

Death From Poison

Poison complicates this situation, somewhat. A character who dies as a result of poisoning may still have active venom in his system.

Poisons remain effective for 2d6 hours after the death of the victim. If the character is raised during this time, some method must be found to neutralize the poison before the character is restored to life. If this is not done, then after the character is raised, he must immediately roll a successful saving throw vs. poison or suffer all the effects of the poison in his body, as per the normal rules. This may only injure some characters, but it may kill other characters seconds after being raised.

Death From Massive Damage

In addition to dying when hit points reach 0, a character also runs the risk of dying abruptly when he suffers massive amounts of damage. A character who suffers more points of damage than their massive damage number from a single attack must roll a successful fortitude save or they die. The DC of the save is 10 + hit points damage over the characters massive damage number.

The massive damage number is calculated as follows. The Character's Constitution score plus X points per level, determined by the PC class hit dice. Yes this does tend to result in a massive damage number higher than the PC's hit points at low level. That is deliberate.

Table K10 – Massive Damage Number

Hit Dice	Points per Level
d6	1
d8	2
d10	3
d12	4

This applies only if the damage was done by a single attack. Multiple attacks totaling the massive damage number in a single round don't require a saving throw.

If the saving throw is successful, the character remains alive (unless of course the hit point loss reduced his hit points to 0 or below). If the saving throw fails, the character immediately dies from the intense shock his body has taken. His hit points are

reduced to 0 and they begin dying.

The character may still be raised in the normal ways, however. As a general rule any PC reduced by massive damage to 300% of their hit points or over is a smear, and other means will have to be sought.

Inescapable Death

There are occasions when death is unavoidable, no matter how many hit points a character has.

A character could be locked in a room with no exits, with a 50-ton ceiling descending to crush him. He could be trapped in an escape-proof box filled completely with acid. These examples are extreme (and extremely grisly), but they could happen in a fantasy world.

Raising the Dead

Curative and healing spells have no effect on a dead character, he can only be returned to life with a *raise dead*, *resurrection*, or *true resurrection* spell (or a device that accomplishes one of these effects).

Raising the dead is one of the few spells in which the material cost is most certainly required to accomplish the effect.

One can also *reincarnate* a dead character. Follow the tables for that spell indicated in the spell description. The religion your PC follows will dictate which of these option you have. Seldom do you have both.