

## D&D 3.5 – COMBAT

This is a summary of Chapter 8 (*Combat*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. This chapter was extensively revised and rewritten, with various sections reordered and much expansion and clarification of the combat rules. In general, only sections and subsections with significant changes are noted here.

### COMBAT STATISTICS

#### Saving Throws (p. 136)

- Automatic Failures and Successes
  - A natural 1 on a saving throw is always a failure (and may cause damage to exposed items). A natural 20 is always a success.

#### INITIATIVE (p. 136)

- Inaction
  - Even if you can't take actions (e.g. if you become paralyzed or unconscious), you retain your initiative score for the duration of the encounter.

#### ATTACKS OF OPPORTUNITY (p. 137)

- Threatened Squares
  - If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity (but see Unarmed Attacks, p. 139).
  - *Reach Weapons*: Most creatures of Medium or smaller size have a reach of only 5 feet. This means they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons (e.g. a longsword) threaten more squares than a typical creature. For instance, a longsword-wielding human threatens all squares 10 feet (2 squares) away, even diagonally. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.) In addition, most creatures larger than Medium have a natural reach of 10 feet or more.
- Making an Attack of Opportunity
  - An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).
- Combat Reflexes and Additional Attacks of Opportunity
  - This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you – such as by moving out of a threatened square and then casting a spell in a threatened square – you could make two separate attacks of opportunity. Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

#### ACTIONS IN COMBAT (p. 138)

##### Action Types

- There are four types of actions: standard actions, move actions, full-round 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 as many free actions as your DM allows. You can always take a move action in place of a standard action.
- Standard Action
  - A standard action allows you to do something and move your speed during a combat round.
- Move Action
  - A move action allows you to move your speed or perform an action that takes a similar amount of time.
  - You can take a move action in place of a standard action.
  - If you move no actual distance in a round, you can take one 5-foot step either before, during, or after the action.
- Full-Round Action
  - 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, as the DM allows. (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 where you are limited to performing only a standard action during your round (such as in a surprise round).
- Partial Action Restricted Activity
  - In some situations (such as when you're slowed or during a surprise round), 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 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).

##### Standard Actions

- Attack
  - *Line of sight (diagram)*: Two creatures can see each other if they can trace at least one clear straight line from any part of one creature's space to any part of the other creature's space. The line is clear if it doesn't cross or even touch squares that block line of sight.
- Cast a Spell
  - *Holding the charge*: ... If you cast another spell, the touch spell dissipates. 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 and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this 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.
  - *Dismiss a spell*: Dismissing an active spell (e.g. *alter self*) is a standard action that doesn't provoke attacks of opportunity.
- Activate Magic Item
  - Many magic items don't need to be activated – magic weapons, magic armor, etc. However, certain magic items do need to be activated, especially potions, scrolls, wands, rods, and staves. Activating a magic item is a standard action (unless the item description indicates otherwise).
  - *Spell Completion Items*: Activating a spell completion item such as a scroll is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. 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 and does not provoke attacks of opportunity.
- Use Special Ability
  - *Spell-Like Abilities*: You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.
- Total Defense
  - You can defend yourself and move during a round 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, so it helps you against any attacks of opportunity you incur during the round. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can't make attacks of opportunity while using total defense.
- Start/Complete Full-Round Action
  - The "start full-round action" standard action lets you start undertaking a full-round action (e.g. load a heavy crossbow, or cast a spell whose casting time is 1 full round), 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.

## Move Actions

- **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-ft. step. Many nonstandard modes of movement are covered under this category, including climbing (up to ¼ of your speed) and swimming (up to ¼ of your speed).
  - *Accelerated Climbing*: You can climb one-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. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.
- **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 weaponlike objects carried in easy reach, such as wands. If your weapon or weaponlike 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 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.
  - Drawing ammunition for use with a ranged weapon (e.g. arrows, bolts, sling bullets, or shuriken) is a free action.
- **Ready or Loose 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 loose a shield as a free action combined with a regular move.
  - Dropping a carried (but not worn) shield is a free action.
- **Manipulate an Item**
  - In most cases, moving or manipulating an item is a move action (e.g. retrieve or put away a stored item, pick up an item, move a heavy object, or open or close a door). These actions (except for opening or closing a door) all provoke attacks of opportunity.
- **Direct or Redirect a Spell**
  - Some spells (e.g. *flaming sphere* and *spiritual weapon*) allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.
- **Stand Up**
  - Standing up from a prone position requires a move action and provokes an attack of opportunity.

## Full-Round Actions

- **Full Attack**
  - *Deciding between an Attack or a Full Attack*: After your first attack, if you have not yet taken a 5-ft. step, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-ft. step, you can't use your move action to move any distance, but you could still use a different kind of move action.
  - *Cleave*: The extra attacks granted by the Cleave or Great Cleave feats can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.
- **Cast a Spell**
  - A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed. A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.
  - When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.
  - You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don't threaten any areas around you.
  - *Casting a metamagic spell*: Sorcerers and bard must take more time to cast a metamagic spell than a regular spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a sorcerer or bard. Note that this isn't the same as a spell with a 1-round casting time – the spell takes effect in the same round that you begin casting, and you aren't required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell. Cleric must take more time to spontaneously cast a metamagic version of a *cure* or *inflict* spell. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times require an extra full-round action to cast.
- **Use Special Ability**
  - Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.
- ~~Double Move~~ **Withdraw**
  - *Withdrawing from melee combat* is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-ft. step during the same round in which you withdraw. If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.
  - You may not withdraw using a form of movement for which you don't have a listed speed.
  - Note that, despite the name of this action, you don't actually have to leave combat entirely. For instance, you could use a withdraw action to move away from one enemy and toward another.
  - *Restricted withdraw*: If you are limited to taking only a standard action each round, you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).
- **Run**
  - You can run as a full-round action. (If you do, you do not also get a 5-ft. step.) You can move up to 4 times your speed in a straight line (or 3 times your speed if you're in heavy armor). You lose any DEX bonus to AC, unless you have the Run feat, which allows you to keep your DEX bonus to AC while running.
  - You can't run across difficult terrain, or if you can't see where you're going.
- **Move 5 Feet Through Difficult Terrain**
  - In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-ft. step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)

## Free Actions

- **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. Some DMs may rule that a character can only speak on his turn, or that a character can't speak while flat-footed. Speaking more than a few sentences is generally beyond the limit of a free action; to communicate more information than that, your DM may require that you take a move action, or even a full-round action.
- **Cease Concentration on Spell**
  - You can stop concentrating on an active spell (e.g. *detect evil*) as a free action.
- **Cast a Quicken Spell**
  - You can cast a quickened spell or any spell whose casting time is designated as a free action (e.g. *feather fall*) as a free 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. Casting a spell with a casting time of a free action doesn't incur an attack of opportunity.

## Miscellaneous Actions

- **Take 5-Foot Step**
  - You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. 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 when 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 is not 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 Feat**
  - See the individual feat descriptions in chapter 5.
- **Use Skill**
  - See the individual skill descriptions in chapter 4.

## INJURY AND DEATH (p. 145)

### Disabled (0 Hit Points)

- You can only take a **single move or standard** action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other action the DM deems as strenuous, including some free actions such as casting a quickened spell) you take 1 point of damage after completing the act.

### Stable Characters and Recovery

- On the next turn after a character is reduced to between –1 and –9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point. (A character who is unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

### Healing

- **Natural Healing**
  - With a full night's rest (8 hours or more) you recover 1 hit point per character level. Any significant interruption (e.g. combat) during your rest prevents you from healing that night.
  - If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.
- **Healing Ability Damage**
  - Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

### Subdual Nonlethal Damage

- **Staggered and Unconscious**
  - When your **nonlethal** damage equals your current hit points, you're staggered. You're so roughed up that you can only take a **standard action or a move action** in each round. You cease being staggered when your current hit points once again exceed your **nonlethal** damage.
  - When your **nonlethal** damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless. Each full minute that you're unconscious, you have a 10% chance to wake up and be staggered until your hit points exceed your subdual damage again.

## MOVEMENT, POSITION AND DISTANCE (p. 146)

### Tactical Movement

- **How Far Can Your Character Move?**
  - **Table 8-3 (Tactical Speed):** Dwarves retain their 20-ft. base speed even when wearing heavy armor.
  - **Hampered Movement:** Difficult terrain, obstacles, or poor visibility can hamper movement (see Terrain and Obstacles, below).
  - **Bonuses to Speed:** A barbarian has a +10 foot bonus to his speed (unless he's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, 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 and encumbrance, and remember that multiple bonuses of the same type to a character's speed (such as enhancement bonuses) don't stack.
- **Measuring Distance**
  - **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, etc. You can't move diagonally past a corner (even by taking a 5-ft. 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 impossible 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**
  - **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 (dead, unconscious, paralyzed, bound, etc.). You can move through a square occupied by a helpless opponent without penalty. (The DM may rule that some creatures, such as an enormous dragon, 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.
  - **Charging Overrun:** During your movement or as part of a charge, you can attempt to move through a square occupied by an opponent (see Overrun, below).
- **Terrain and Obstacles**
  - **Difficult Terrain:** Each square of difficult terrain (e.g. rubble, an uneven cave floor, thick undergrowth, etc.) 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 of 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:** If an obstacle hampers movement but does not completely block it (e.g. a low wall or a deadfall of branches), each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross (e.g. Climb or Jump). Some obstacles (e.g. floor-to-ceiling walls) block movement entirely. A character can't move through a blocking obstacle. Flying and incorporeal creatures can avoid most obstacles, although a floor-to-ceiling wall blocks a flying creature as well as a landbound creature.
  - **Squeezing:** 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 into 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 four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into. A creature can squeeze past an opponent 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 the Escape Artist skill to squeeze through or into a narrow space, you take a –4 penalty to AC, and you lose any DEX bonus to AC.
- **Special Movement Rules**
  - **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 this 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:** 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 penalties to movement, 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, such as while paralyzed.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

## Big and Little Creatures in Combat

*Note: The old rules regarding face and reach and how many opponents can attack a creature simultaneously ("Ganging Up") are superseded by the rules below.*

- **Tiny, Diminutive, and Fine Creatures**
  - Very small creatures take up less than 1 square of space. Four Tiny creatures, 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. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. *They also can't flank an enemy.*
- **Large, Huge, Gargantuan, and Colossal Creatures**
  - Very large creatures take up more than 1 square.
  - Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning they can reach targets even if they aren't in adjacent squares. For instance, an ogre can attack targets up to 10 feet (2 squares) away from it in any direction, *even diagonally*. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.)
  - Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it.
  - Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

## COMBAT MODIFIERS (p. 150)

### Favorable and Unfavorable Conditions

- Depending on the situation, you make gain bonuses or take penalties on your attack roll. *Generally, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's AC.* Your DM judges what bonuses and penalties apply, using the following tables as guides.

**Table 8-5: Attack Roll Modifiers**

Attacker is...	Melee	Ranged	Notes
Dazzled	-1	-1	
Entangled	-2	-2	An entangled character also takes a -4 penalty to DEX, which may affect his attack roll.
Flanking defender	+2		
Invisible	+2	+2	The defender loses any DEX bonus to AC. <i>This bonus doesn't apply if the target is blinded.</i>
On higher ground	+1	+0	
Prone	-4		Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.
Shaken or frightened	-2	-2	
Squeezing through a space	-4	-4	

**Table 8-6: Armor Class Modifiers**

Defender is...	Melee	Ranged	Notes
Behind cover	+4	+4	See <i>Cover (below)</i> .
Blinded	-2	-2	The defender loses any DEX bonus to AC.
Concealed or invisible	See <i>Concealment (below)</i> .		
Cowering	-2	-2	The defender loses any DEX bonus to AC.
Entangled	+0	+0	An entangled character takes a -4 penalty to DEX (which will affect his AC).
Flat-footed (such as surprised, balancing, climbing)	+0	+0	The defender loses any DEX bonus to AC.
Grappling (but attacker is not)	+0	+0	The defender loses any DEX bonus to AC. For ranged attacks, roll randomly to see which grappling combatant you strike. That defender loses any DEX bonus to AC.
Helpless (e.g. paralyzed, sleeping, or bound)	-4	+0	Treat the defender's DEX as 0 (-5 modifier). Rogues can sneak attack helpless defenders. See <i>Helpless Defenders (below)</i> .
Kneeling or sitting	-2	+2	
Pinned	-4	+0	Treat the defender's DEX as 0 (-5 modifier). Rogues can sneak attack pinned defenders.
Prone	-4	+4	
Running	+0	+0	The defender loses any DEX bonus to AC.
Squeezing through a space	-4	-4	
Stunned	-2	-2	The defender loses any DEX bonus to AC.

### Cover

*Note: This section was substantially changed. In particular, cover is generally now simply present or absent, rather than existing in varying degrees (one-quarter, one-half, three-quarters, nine-tenths, etc.).*

- **General Notes**
  - To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).
  - When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.
- **Low Obstacles and Cover**
  - A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.
- **Cover and Attacks of Opportunity**
  - You can't execute an attack of opportunity against an opponent with *one-half or better* cover relative to you.
- **Cover and Reflex Saves**
  - Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you (such as a red dragon's breath weapon or a *fireball lightning bolt*). Note that spread effects (such as a *fireball*) can extend around corners and thus negate this cover bonus.
- **Cover and Hide Checks**
  - You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.
- **Soft Cover**
  - Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.
- **Big Creatures and Cover**
  - Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.
- **Total Cover**
  - If you don't have line of effect to your target, he is considered to have total cover from you. You can't make an attack against a target that has total cover.
- **Varying Degrees of Cover**
  - In some cases (e.g. peering around a corner or through an arrow slit), cover may provide a greater bonus to AC and Reflex saves. In such situations, the DM can double the normal cover bonuses to AC and Reflex saves (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.
  - The DM may impose other penalties or restrictions to attacks depending on the details of the cover. For example, to strike effectively through a narrow opening, you need to use a long piercing weapon, such as an arrow or a spear.

## Concealment

*Note: This section was substantially changed. In particular, concealment is generally now simply present or absent, rather than existing in varying degrees (one-quarter, one-half, three-quarters, nine-tenths, etc.).*

### • General Notes

- To determine whether your target has concealment from your attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.
- When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment (e.g. a cloud of smoke). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining concealment from ranged attacks.
- In addition, some magical effects (e.g. *blur* and *displacement*) provide concealment against all attacks, regardless of whether any intervening concealment exists.

### • Concealment Miss Chance

- Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

### • Concealment and Hide Checks

- You can use concealment to make a Hide check. Without concealment, you usually need cover (see above) to make a Hide check.

### • Total Concealment

- If you have line of effect to a target but not line of sight (e.g. he is in total darkness or invisible, or you are blinded), he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).
- You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

### • Ignoring Concealment

- A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Also, characters with low-light vision can see clearly for a greater distance with the same light source than other characters. (Fog, smoke, foliage, and other visual obstructions work normally against characters with darkvision or low-light vision.)
- Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving.

### • Varying Degrees of Concealment

- The DM may rule that certain situations provide more or less than typical concealment, and modify the miss chance accordingly. For instance, a light fog might only provide a 10% miss chance, while near-total darkness could provide a 40% miss chance (and a +10 bonus on Hide checks).

## Flanking

- When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.
- When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.  
*Exception:* If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.
- Only a creature or character that threatens the defender can help an attacker get a flanking bonus. Creatures with a reach of 0 feet can't flank an opponent.

## Helpless Defenders

### • Regular Attack

- A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks. A helpless defender can't use any DEX bonus to AC. In fact, his DEX score is treated as if it were 0 and his DEX modifier to AC as if it were -5 (and a rogue can sneak attack him).

### • Coup de Grace

- As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or a crossbow, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + the damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.
- Delivering a coup de grace provokes attacks of opportunity from threatening opponents.
- You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions.

## SPECIAL ATTACKS AND DAMAGE (p. 154)

### Aid Another

- If you're in a position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 circumstance bonus on his next attack roll against that opponent or a +2 circumstance bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.
- You can also use this standard action to help a friend in other ways (e.g. when he is affected by *hypnotism* or *sleep*), or to assist another character's skill check.

### Bull Rush

- Can be made as a standard action (an attack), or as part of a charge.
- Initiating a Bull Rush**
  - First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don't provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity made by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, she makes the attack roll and then rolls to see whether the attack went astray.)
  - Second, you and the defender make opposed STR checks. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable (such as a dwarf).
- Bull Rush Results**
  - If you beat the defender's STR check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit. (The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)
  - If you fail to beat the defender's STR check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

### Charging

- Charging is a special full-round action that allows you to move up to twice your speed and attack during the action.

#### • Movement During a Charge

- You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent. You must have a clear path toward the opponent, and nothing can hinder your movement (e.g. difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If that space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement (e.g. a wall), slows movement (e.g. difficult terrain), or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)
- If you don't have line of sight to the opponent at the start of your turn, you can't charge. You can't take a 5-foot step in the same round as a charge.
- If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

- **Attacking on a Charge**
  - After moving, you may make a single melee attack. You get a +2 bonus on the attack roll, and also take a –2 penalty to your AC until the start of your next turn.
  - A charging character gets a +2 bonus on the STR check made to bull rush an opponent.
  - Even if you have extra attacks (e.g. from having a high base attack bonus or from using multiple weapons), you only get to make one attack during a charge.
  - *Lances and Charge Attacks*: A lance deals double damage if employed by a mounted character in a charge.
- **Weapons Readied against a Charge**
  - Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

## Disarm

- As a melee attack, you may attempt to disarm your opponent. If the item you are attempting to disarm isn't a melee weapon (e.g. a bow or a wand), the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.
- **Step 1: Attack of Opportunity**
  - You provoke an attack of opportunity from the target you are trying to disarm (unless you have the Improved Disarm feat). If the defender's attack of opportunity deals any damage, your disarm attempt fails.
- **Step 2: Opposed Rolls**
  - You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a –4 penalty. (An unarmed strike is considered a light weapon.)
  - If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.
  - If the targeted item isn't a melee weapon, the defender takes a –4 penalty on the roll.
- **Step 3: Consequences**
  - If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.
  - If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.
  - *Note*: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.
- **Grabbing Items**
  - You can use a disarm action to snatch an item worn by the target (e.g. a necklace or a pair of goggles). If you want to have the item in your hand, the disarm must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you.
  - You can't snatch an item that is well secured (e.g. a ring or a bracelet) unless you have pinned the wearer. Even then, the defender gains a +4 bonus on his roll to resist the attempt.

## Feint

- To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If your Bluff check result exceeds the target's Sense Motive check result, the next melee attack you make against the target does not allow him to use his DEX bonus to AC (if any). This attack must be made on or before your next turn.
- If feinting against a nonhumanoid, you take a –4 penalty. Against a creature of animal intelligence (INT 1 or 2), you take a –8 penalty. Against a nonintelligent creature, feinting is impossible.
- Feinting in combat is a standard action that does not provoke attacks of opportunity.
- With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

## Grapple

- **Grapple Checks**
  - Your attack bonus on a grapple check is: base attack bonus + STR modifier + special size modifier. The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16.
- **Starting a Grapple**
  - Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses). A monk can use his unarmed rate of attacks per round while grappling.
  - *Step 1: Attack of Opportunity*. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when the attempt to grapple, nor do characters with the Improved Grapple feat.)
  - *Step 2: Grab*. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails.
  - *Step 3: Hold*. Make an opposed grapple check as a free action. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are. In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.
  - *Step 4: Maintain Grapple*. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.) Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target. If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin again at step 1.
- **Grappling Consequences**
  - *No Threatened Squares*: You don't threaten any squares while grappling.
  - *No DEX bonus*: You lose your DEX bonus to AC (if any) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)
  - *No Movement*: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.
- **If You're Grappling**
  - When you're grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.
  - *Activate a Magic Item*: You can activate a magic item, as long as the item doesn't require a spell completion trigger (such as a scroll does). You don't need to make a grapple check to activate the item.
  - *Attack Your Opponent*: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a –4 penalty on such attacks. You can't attack with two weapons while grappling, even if both are light weapons.
  - *Cast a Spell*: You can attempt to cast a spell while grappling or even while pinned, provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action (e.g. *protection from evil*) is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful grapple check to cast the spell.
  - *Damage Your Opponent*: Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike. If you want to deal lethal damage, you take a –4 penalty on your grapple check. *Exception*: Monks deal more damage on an unarmed strike than other characters, and the damage is lethal. However, they can choose to deal their damage as nonlethal when grappling without taking the usual –4 penalty for changing lethal damage to nonlethal damage.
  - *Draw a Light Weapon*: You can draw a light weapon as a move action with a successful grapple check.
  - *Escape from Grapple*: You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).
  - *Move*: You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple. *Note*: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.
  - *Retrieve a Spell Component*: You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.
  - *Pin Your Opponent*: You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). See below for the options available when you're pinning an opponent.

- **Break Another's Pin:** If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. *The character is still grappling, but is no longer pinned.*
- **Use Opponent's Weapon:** If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action). You don't gain possession of the weapon by performing this action.
- **If You're Pinning an Opponent**
  - You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.
  - You can use a disarm action to remove or grab away a well-secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt.
  - You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).
  - You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.
- **If You're Pinned by an Opponent**
  - You are held immobile (but not helpless) for 1 round. While you're pinned, you take a -4 penalty to AC against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak.
  - On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.
- **Joining a Grapple**
  - If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.
  - If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.
- **Multiple Grapplers**
  - Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures that are two or more size categories larger than you count quadruple.
  - When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

## Mounted Combat

- **Horses in Combat**
  - Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full-round action and you can't do anything else until your next turn.
  - Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.
  - A horse (not a pony) is a **Large** creature, and thus takes up a space **10 feet (2 squares) across**. For simplicity, assume that you share your mount's space during combat.
- **Combat while Mounted**
  - With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. *This is a free action.*
  - When you attack a creature **smaller than your mount** that is on foot, you get the +1 bonus on melee attacks for being on higher ground.
  - If your mount moves more than 5 feet, you can only make a **single** melee attack. *Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.*
  - If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance.
  - You can use ranged weapons while your mount is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally (e.g. you can load and fire a light crossbow in a round while your mount is moving).
- **Casting Spells while Mounted**
  - You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you must make a Concentration check (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult (DC 15 + spell level).
- **If Your Mount Falls in Battle**
  - If your mount falls, you must succeed on a DC 15 Ride check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.
- **If You Are Dropped**
  - If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle. Otherwise, you fall and take 1d6 points of damage. Without you to guide it, your mount avoids combat.

## Overrun

- You can attempt an overrun as a standard action taken during your move, or as part of a charge. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.
- **Step 1: Attack of Opportunity**
  - First, you must move at least 10 feet in a straight line into the defender's space. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.
- **Step 2: Opponent Avoids?**
  - The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect. *If you were attempting the overrun as part of a charge, you may keep moving. In either case, the overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square).* If your opponent doesn't avoid you, move to step 3.
  - **Improved Overrun:** If you have the Improved Overrun feat, your target may not choose to avoid you.
- **Step 3: Opponent Blocks?**
  - If your opponent blocks you, make a STR check opposed by the defender's DEX or STR check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid (such as a dwarf).
  - If you win, you knock the defender prone. If you lose, the defender may immediately react and make a STR check opposed by your DEX or STR check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.
- **Step 4: Consequences**
  - If you succeed in knocking your opponent prone, you can continue your movement as normal.
  - If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there.
  - If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.
- **Mounted Overrun (Trample)**
  - If you attempt an overrun while mounted, your mount makes the STR check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

## Attack an Object Sunder

*Note: The rules for attacking objects that are not carried or worn have been moved to chapter 9 (see Breaking and Entering, p. 165).*

- **Step 1: Attack of Opportunity**
  - You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder (unless you have the Improved Sunder feat).

## • Step 2: Opposed Rolls

- You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty.
- If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

## • Step 3: Consequences

- If you beat the defender, you have landed a good blow. Roll damage and deal it to the weapon or shield (see table 8-8 for armor, weapon and shield hardness and hit points). If you fail the sunder attempt, you don't deal any damage.
- *Magic Shields and Weapons* (Note: This is taken from p.165): ~~The attacker cannot damage a magic weapon or shield that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck.~~ Each +1 of enhancement bonus adds 2 to the hardness of a weapon or a shield and +10 to the item's hit points.
- **Sundering a Carried or Worn Object** (other than a weapon or shield)
  - Make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the DEX modifier of the carrying or wearing character, ~~plus any magical deflection bonus to AC the creature may have. If it's in the creature's hand (or tentacle, or whatever), it gets a +5 AC bonus.~~
  - Attacking a carried or worn object provokes an attack of opportunity just as attacking a weapon or shield does.
  - To attempt to snatch away an item worn by a defender rather than damage it, see Disarm, above. You can't sunder armor worn by another character.

## Grenade-like Weapon Attacks Throw Splash Weapon

- To attack with a splash weapon, make a ranged touch attack against the target. Splash weapons require no weapon proficiency, so you don't take the -4 nonproficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.
- You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. (You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.)
- If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw (see diagram, p. 158). Then, count a number of squares in the indicated direction equal to the range increment of the throw. After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

## Trip

- You can try to trip an opponent as an **unarmed** melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.
- **Making a Trip Attack**
  - Make an **unarmed** melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.
  - If your attack succeeds, make a STR check opposed by the defender's DEX or STR check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 **stability** bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid (such as a dwarf).
  - If you win, you trip the defender. If you lose, the defender may immediately react and make a STR check opposed by your DEX or STR check to try to trip you.
  - *Avoiding Attacks of Opportunity:* If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.
- **Being Tripped (Prone)**
  - A tripped character is prone. Standing up is a move action.
- **Tripping a Mounted Opponent**
  - You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his DEX or STR check. If you succeed, you pull the rider from his mount.
- **Tripping with a Weapon**
  - Some weapons, including the spiked chain, dire flail, heavy flail, light flail, guisarme, halberd, and whip, can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

## Turn or Rebuke Undead

- **Turning Checks**
  - Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attacks of opportunity. You must present your holy symbol to turn undead. Turning is considered an attack.
  - *Times per Day:* You may attempt to turn undead a number of times per day equal to 3 + your CHA modifier. You can increase this number by taking the Extra Turning feat.
  - *Range:* You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.
  - *Turning Check:* Roll a turning check (1d20 + your CHA modifier) to see how powerful an undead creature you can turn (see table 8-9).
  - *Turning Damage:* If your turning check is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your level + your CHA modifier for turning damage. That's how many total Hit Dice of undead you turn. You may skip over already turned undead that are still within range.
  - *Effect and Duration of Turning:* Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect - you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.
  - *Destroying Undead:* If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.
- **Evil Clerics and Undead**
  - An evil cleric makes the equivalent of a turning check. Undead that would be turned are rebuked instead, and those that would be destroyed are commanded.
  - *Rebuked:* A rebuked creature cowers as if in awe (attack rolls against the creature get a +2 bonus). The effect lasts 10 rounds.
  - *Commanded:* A commanded creature is under the mental control of the evil cleric. The cleric must take a standard action to give mental orders to a commanded undead. At any one time, the cleric may command any number of undead whose total Hit Dice do not exceed his level. He may voluntarily relinquish command on any commanded undead creature or creatures in order to command new ones.
  - *Dispelling Turning:* An evil cleric may channel negative energy to dispel a good cleric's turning effect. The evil cleric makes a turning check as if attempting to rebuke the undead. If the turning check result is equal to or greater than the turning check result that the good cleric scored when turning the undead, then the undead are no longer turned. The evil cleric rolls turning damage (as above) to see how many Hit Dice worth of undead he can affect in this way (as if he were rebuking them).
  - *Bolstering Undead:* An evil cleric may bolster undead against turning in advance. He makes a turning check as if attempting to rebuke the undead, but the Hit Dice result on table 8-9 becomes the undead creatures' effective Hit Dice as far as turning checks are concerned (provided the result is higher than the creatures' actual Hit Dice). The bolstering lasts 10 rounds. An evil undead cleric can bolster himself in this manner.
- **Neutral Clerics and Undead**
  - A cleric of neutral alignment can either turn undead but not rebuke them, or rebuke undead but not turn them.
  - Even if a cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.
- **Paladins and Undead**
  - Beginning at 4th level, paladins can turn undead as if they were clerics of three levels lower than they actually are.
- **Turning Other Creatures**
  - Some clerics have the ability to turn creatures other than undead. For example, a cleric with the Fire domain can turn or destroy water creatures (as if he were a good cleric turning undead) and rebuke or command fire creatures (as if he were an evil cleric rebuking undead). The turning check result is determined as normal.
- **Other Uses for Positive or Negative Energy**
  - Positive or negative energy may have uses other than affecting undead. For example, a holy site might be guarded by a magic door that opens for any good cleric who can make a turning check high enough to affect a 3 HD undead and that shatters for an evil cleric who can make a similar check.

## Two-Weapon Fighting

- If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. Fighting in this way is very hard, however, and you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. You can reduce these penalties in ~~three~~ **two** ways:
  - If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
  - ~~The Ambidexterity feat reduces the off-hand penalty by 4.~~
- The Two-Weapon Fighting feat **lessens the primary hand penalty by 2, and the off hand penalty by 6.**
- **Double Weapons**
  - You can use a double weapon to make an extra attack **with the off-hand end of the weapon** as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.
- **Thrown Weapons**
  - The same rules apply when you throw a weapon from each hand. Treat a dart or a shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

## SPECIAL INITIATIVE ACTIONS (p. 160)

### Delay

- When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.
- ~~Delaying Limits~~
  - ~~A character can only voluntarily lower her initiative to –10 minus her initiative bonus.~~
- **Initiative Consequences of Delaying**
  - Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (although you can delay again). If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

### Ready

- **Readying an Action**
  - You can ready a **standard action, a move action, or a free action**. To do so, specify the action you will take and the condition under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. **If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action.**
  - For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.
  - **You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.**
- **Initiative Consequences of Readying**
  - Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (although you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.
- **Distracting Spellcasters**
  - You can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her concentration check result).
- **Readying to Counterspell**
  - You may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.
  - A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn't always work.
- **Readying a Weapon against a Charge**
  - You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

### Refocus

*The refocus full-round action has been eliminated.*