Alternate Weapon Proficiency Rules

What Is Changed

These rules are intended to replace the weapon proficiency rules. In the process, most of the weapon tables are rendered irrelevant. Damage done with an attack is set by the user's proficiency level — it is the wielder that is dangerous, not the weapon itself. Using this system, a trained warrior is more dangerous with a dagger than a wizard is. Weapons are mainly a descriptive detail in this system. Having a weapon to hand is what allows the user to do lethal damage, and the weapon provides damage type (slashing, piercing, or blunt) and size. Weapons may be enchanted normally.

Weapons

Weapons have the following characteristics:

Size: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, Colossal

Type: Slashing, Piercing, and/or Bludgeoning

Category: Unarmed, Melee or Projectile

Template: None, Adamantine, Articulated, Cold Iron, Crystal, Devanian, Dire, Masterwork, Mighty, Silvered, Silver-Iron, and others

If you want to use a "standard" weapon, use the size (and weight), type, style, and template from the standard rules. Otherwise, to create a weapon of your own, or describe an existing weapon/object, choose how it is described according to those 4 categories. In any case, damage, threat range, critical multiplier, and special qualities (such as reach, or two-handad) are determined by the user, not the weapon.

Weapon Size

A weapon the same size as its wielder is a one-handed weapon. This is the default for any proficiency level.

A weapon that is one size larger than its wielder is a heavy weapon. A heavy weapon increases the base damage one step.

A weapon that is one or two sizes smaller than the wielder is a light weapon. A light weapon decreases the base damage one step. A light weapon may be used in the wielder's off hand for two-weapon fighting. A light weapon may be used while grappling.

Unarmed strikes are a special case: an unarmed strike is always considered two sizes smaller than the creature using it, and decreases the base damage two steps. Furthermore, unarmed strikes deal subdual damage, not lethal. If you are otherwise unarmed, you do not threaten an area with unarmed attacks, and provoke an attack of opportunity any time you attack someone who is armed.

A weapon that is two or more sizes larger than the wielder, or three or more sizes smaller, can not normally be used as a weapon (feats, class abilities, or templates may modify these size limits).

Style

There are six styles in which a weapon may be used. The style is dependent mostly on the type and relative size of the weapon.

Single weapon style can be used with a one-handed or light weapon, or unarmed attacks. Attack rolls are modified by Dexterity, and damage rolls apply the wielder's Strength modifier.

Weapon and shield style is basically a variation on single weapon style. All rules are the same, but the wielder is obviously also using a shield, and thus doesn't have a hand free.

Two-handed style can be used with a one-handed or heavy weapon. Attack rolls are modified by Strength, and damage rolls apply 1.5x the wielder's Strength modifier.

Two weapon style can be used with a one-handed weapon in the primary hand and a light weapon in the off hand, or two light weapons. When making a full attack, the wielder gets one extra attack with the off-hand weapon, at her highest attack bonus, but with a -10 penalty, and all of her attacks with her primary hand incur a -6 penalty. Use the wielder's Dexterity modifier for attack rolls, and apply her full Strength modifier to the primary hand's weapon, and half her strength modifier to the secondary hand's weapon.

Throwing style can be used with any melee weapon, and applies the character's Strength modifier to attack and damage. The maximum range with a thrown weapon is 5 range increments.

Missile style can only be used with a projectile weapon, and applies the character's Dexterity modifier to the attack roll. Projectile weapons do not apply any ability to the damage roll. The maximum range with a projectile weapon is 10 range increments.

Abilities and Weapons

When a melee weapon is used one-handed, whether it is a one-handed or light weapon, attack rolls use the character's Dexterity modifier. When a weapon is used two-handed, whether it is a one-handed or heavy weapon, attack rolls use the character's Strength modifier.

All melee weapons use the character's Dexterity modifier for attack rolls. All thrown weapons use the character's Strength modifier for attack rolls.

Damage rolls are always modified by the character's Strength, except for projectile weapons, which do not apply an ability modifier to damage. If the weapon is thrown or used one-handed, apply character's Strength modifier normally. If the weapon is used in an off hand, apply one half the character's Strength modifier to damage. If a weapon is used two-handed, apply 1.5x the character's Strength modifier to damage.

Proficiency

The effects of a weapon are determined primarily by the user's ability. There are 5 levels of proficiency. The default level is non-proficient, which describes someone with no formal martial training. Average people, and some adventurers (particularly spellcasters) are non-proficient. Combat proficiency means basic martial training, and

includes most warriors. Higher-level characters can progress further in their proficiency, gaining Improved Combat Proficiency, Greater Combat Proficiency, and finally Combat Mastery.

Non-proficient users start on the damage scale at 1d6, 20/x2, for medium users with one-handed weapons. There is only one weapon quality that is available at this level of skill: thrown. At this level of (non)proficiency, thrown weapons have a range increment of 10' and projectile weapons have a range increment of 30'. You may adjust your damage by one step, in order to adjust your threat range or critical multiplier by one step.

Damage Steps	Critical Steps	Threat Range Steps
1		
d2		
d3		
d4		
d6	x2	20
d8	x3	19-20
2d6	x4	18-20
3d6	x5	17-20
3d8		16-20
4d8		
6d8		
8d8		
8d12		
12d10		
12d12		

Combat Proficiency (General)

Prerequisites: Base attack bonus +1

Benefit: Your base damage starts at 1d8, 20/x3. Range increments (thrown and projectile) are 20' and 60'.

You may adjust your damage by one step, and adjust your threat range and critical multiplier freely, so long as all modifications balance out.

You may use up to two qualities available at your proficiency level at any time; each quality you use reduces your damage by one step.

Special: Champions, Mage Blades, Totem Warriors, Unfettered, and Warmains receive this feat for free at 1st level.

Improved Combat Proficiency (General)

Prerequisites: Base attack bonus +5, Combat Proficiency

Benefit: Your base damage starts at 2d6, 20/x3. Range increments (thrown and projectile) are 30' and 90'.

You may adjust your damage by one step, and adjust your threat range and critical multiplier freely, so long as all modifications balance out.

You may use up to three qualities available at your proficiency level at any time; each quality you use reduces your damage by one step.

Greater Combat Proficiency (Ceremonial)

Prerequisite: Base Attack Bonus +10, Combat Proficiency, Improved Combat Proficiency

Benefit: Your base damage starts at 3d6, 20/x3. Range increments (thrown and projectile) are 40' and 120'.

You may adjust your damage by one step, and adjust your threat range and critical multiplier freely, so long as all modifications balance out.

You may use up to four qualities available at your proficiency level at any time; each quality you use reduces your damage by one step.

Combat Mastery (Ceremonial)

Prerequisite: Base attack bonus +15, Combat Proficiency, Improved Combat Proficiency, Greater Combat Proficiency

Benefit: Your base damage starts at 3d8, 20/x3. Range increments (thrown and projectile) are 50' and 150'.

You may adjust your damage by one step, and adjust your threat range and critical multiplier freely, so long as all modifications balance out.

You may use up to five qualities available at your proficiency level at any time; each quality you use reduces your damage by one step.

Wielder Size

If the character is larger or smaller than Medium, the base damage increases or decreases the same number of steps, regardless of proficiency level.

Qualities

The qualities you are using (including "none") are referred to as your "grip". Changing your grip is a move-equivalent action, which may be done as part of a move if your BAB is +1 or better (just like drawing a weapon). You select your initial grip when you draw the weapon. Some qualities can only be applied to certain types, sizes, or categories of weapons; these are noted in parantheses after the quality's name.

Armor-Bypassing (melee or projectile): you can ignore all bonuses from armor or shield (including magical bonuses), but not natural armor or force effects.

Bashing (bludgeoning or slashing, melee or projectile, one-handed or heavy): You use the mass of the weapon to overcome armor, ignoring up to 5 pts of armor or natural armor bonus on your target.

Blocking (melee): When fighting defensively, increase AC bonus by +1, or on total defense increase AC bonus by +2.

Bloody (piercing or slashing, melee or missile): An opponent hit by your attack takes an extra 1d6 + (appropriate strength bonus) damage on your next turn.

Cavalry (melee, piercing or slashing, heavy): When used in a charge, this weapon does double damage on a successful hit.

Crippling: The attack does an additional 1 point of temporary dex damage.

Dancing (melee): You can use your weapon with such skill that it is as if you need not even touch it. You may attack with a weapon for

one round after you cease holding/touching the weapon. Re-grabbing a weapon that has just been dancing, but has not yet fallen to the ground, is a free action.

Dazing: The target must make a Fort save (DC 10 + half wielder's BAB + wielder's Strength modifier) or be dazed for one round.

Dazzling (melee or projectile): One person may be targeted each round by this quality; this need not be someone the wielder is engaged in combat with. The target must make a Reflex save (DC 10 + half wielder's BAB + wielder's Dexterity modifier) or be dazzled for one round.

Deadly: The DC for saves versus massive damage from this attack are increased by your strength bonus (modified for size, i.e. half if the weapon is light, 1.5x if the weapon is two-handed).

Defensive (melee): When used with Two Weapon Defense, the shield bonus you gain doubles.

Demoralizing: You strike such an awesome blow that the target loses heart in the battle. The target must make a Will save (DC 10 + half wielder's BAB + wielder's Charisma modifier) or be frightened.

Disarming (melee or projectile): Add a +2 bonus to disarm checks made using this weapon.

Discouraging: You strike a powerful, discouraging blow. The target must make a Will save (DC 10 + half wielder's BAB + wielder's Charisma modifier) or be shaken.

Double strike (heavy): You use the other end of a two-handed weapon to get in a secondary attack (at the character's highest attack bonus). All attacks suffer a -4 penalty, and the secondary attack suffers an additional -4 unless the character has ambidexterity. Unlike usual for a two-handed weapon, apply only the character's regular Strength modifier to damage with the primary attacks, and only half the Strength modifier to the secondary attack.

Elemental: You can add an elemental aura to your attack. It requires a standard action to activate this quality, even if you have the Quick-Change Grip feat. The weapon does an extra 1d6 points of energy damage of the type of your choice: air, earth, fire, or water. On a critical hit, add an additional 1d10 damage of the same sort for each multiple of the critical (i.e., +1d10 for x2, +2d10 for x3, etc.).

Energetic: You can add an energy aura to your attack. It requires a standard action to activate this quality, even if you have the Quick-

Qualities

Non-Proficient
Thrown

Proficiency
Blocking
Cavalry
Disarming
Flexible
Reaching
Settable
Subduing
Tripping

Improved Proficiency
Bashing
Bloody
Dazing
Dazzling
Defensive
Discouraging
Double-Strike
Entangling
Incapacitating
Parrying
Penetrating
Skewering
Wide Threatened Area

Greater Proficiency
Demoralizing
Fast
Knock-Back
Paralyzing
Returning
Stunning
Touch
Wounding

Combat Mastery
Armor-Bypassing
Crippling
Dancing
Deadly
Elemental
Energetic
Seeking

Change Grip feat. The weapon does an extra 1d6 points of energy damage of the type of your choice: acid, cold, fire, electricity, or sonic. On a critical hit, add an additional 1d10 damage of the same sort for each multiple of the critical (i.e., +1d10 for x2, +2d10 for x3, etc.).

Entangling (melee or projectile): The weapon entangles the target on a successful hit.

Fast (melee or unarmed): When making a full attack, you may make an additional attack at your highest attack bonus with the weapon. All attacks take a -2 penalty.

Flexible (melee or projectile): The weapon is very flexible, like a whip or chain, or even a very thin sword, allowing you to ignore shield bonuses to AC.

Incapacitating: The attack does an extra 1d10 subdual damage.

Knock-back (slashing or bludgeoning, melee or unarmed, one-handed or heavy): When you hit an opponent, you may choose to move him 5' in a direction you choose; a fortitude save (DC 10 + half wielder's BAB + wielder's Strength modifier) negates this effect.

Paralyzing: By striking at vital points, you can temporarily paralyze an opponent. The target must make a Fort save (DC 10 + half wielder's BAB + wielder's Wisdom modifier), or lose any Dexterity and dodge bonuses to AC for one round.

Parrying (melee): When used with Combat Expertise, each point of attack bonus used for defense provides an additional +1 dodge bonus to AC.

Penetrating (piercing or slashing, melee or projectile): You may ignore up to 5 points of armor or natural armor bonus on your target.

Reaching (heavy, melee): Threatens at 10' from your square, but not at 5'.

Returning (projectile or thrown): The weapon returns to you after being thrown/fired, whether the hit is successful or not, at the end of your action.

Seeking (projectile): The weapon ignores concealment modifiers to attack rolls.

Settable (piercing or slashing, melee, one-handed or heavy): You may set the weapon against a charge. If you ready an attack against a charge, you inflict double damage if you hit.

Skewering (piercing, melee or projectile): you can drive the weapon home in a target, leaving it embedded. With a successful opposed strength check, you can keep the target from moving, unless she

wishes to un-skewer herself, which causes additional damage equal to the initial strike. You can choose to release your hold on the weapon, allowing the target to remove it without additional damage as a full-round action.

Stunning: The target must make a Fort save (DC 10 + half wielder's BAB + wielder's Strength modifier) or be stunned for one round.

Subduing (slashing or bludgeoning): All damage done by the weapon is non-lethal damage.

Thrown (melee): The weapon can be thrown, to a maximum of 5 range increments. Throwing a light or one-handed weapon is a standard action, while throwing a heavy weapon is a full-round action.

Touch (melee, light or one-handed): Your attack is made as a touch attack, but causes only 1 point of damage (Strength bonus does not apply); any extra damage from precision or expressed as bonus dice applies normally.

Tripping (melee): Add a +2 bonus to trip checks made using this weapon; if you fail, you may drop it to avoid being counter-tripped.

Wide Threatened Area (melee, one-handed or heavy): you threaten both the squares 5' and 10' from yours. If combined with reach, threatens 10' and 15' from you.

Wounding: the target takes an additional 1 hp damage/round until she takes a full-round action to bind up the wound (Heal DC 15), or is healed magically.

Additional Feats

Far Shot (General)

You can make ranged attacks at a great distance.

Prerequisites: Combat Proficiency, Point Blank Shot

Benefit: When the character uses a missile weapon, her range increment increases to the next better class of proficiency. If she has Combat Mastery, her projectile range increment is 200', and her thrown range increment is 75'.

Improved Critical (General)

You make deadlier critical strikes with a chosen weapon.

Prerequisites: Base attack bonus +8, Combat Proficiency

Quality	Non-Proficient	Proficiency	Improved Proficiency	Greater Proficiency	Mastery
Armor-Bypassing					•
Bashing			•	•	•
Blocking		•	•	•	•
Bloody			•	•	•
Cavalry		•	•	•	•
Crippling					•
Dancing					•
Dazing			•	•	•
Dazzling				•	•
Deadly					•
Defensive			•	•	•
Demoralizing				•	•
Disarming		•	•	•	•
Discouraging			•	•	•
Double-Strike			•	•	•
Elemental					•
Energetic					•
Entangling			•	•	•
Fast				•	•
Flexible		•	•	•	•
Incapacitating				•	•
Knock-Back					•
Paralyzing				•	•
Parrying				•	•
Penetrating				•	•
Reaching		•	•	•	•
Returning				•	•
Seeking					•
Settable		•	•	•	•
Skewering				•	•
Stunning				•	•
Subduing		•	•	•	•
Thrown	•	•	•	•	•
Touch				•	•
Tripping		•	•	•	•
Wide Threatened Area			•	•	•
Wounding				•	•

Benefit: When using the weapon the character selected, she increases the critical multiplier by one step.

Special: The character can gain Improved Critical multiple times. The effects do not stack. Each time she takes the feat, it applies to a new weapon.

Point Blank Shot (General)

You are deadly with a ranged weapon at short ranges.

Benefit: The character gets a +1 bonus to attack and damage rolls with missile weapons, when used against targets within her first range increment.

Power Attack (General)

Prerequisite: Strength 13+, Combat Proficiency

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add that number to your Strength modifier for all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus to your Strength modifier apply until your next turn.

Quick-Change Grip (General)

Prerequisites: Wisdom 13+, Combat Proficiency

Benefit: You may change your grip on a weapon as a free action.

Weapon Finesse (General)

You have learned to use your dexterity to make up for your poor strength when using larger weapons.

Prerequisite: Base attack bonus +1, Combat Proficiency

Benefit: Use your Dexterity modifier for all melee attack rolls, regardless of the weapon's size.

Weapon Power (General)

You have learned to use your strength to compensate for your poor dexterity when using smaller weapons.

Prerequisite: Base attack bonus +1, Combat Proficiency

Benefit: Use your Strength modifier for all melee attack rolls, regardless of the weapon's size.

Feat Notes

Two-Weapon Defense, Two-Weapon Fighting, Improved Two-Weapon Fighting, and Massive Two-Weapon Fighting all apply to any heavy weapon being used with the Double Strike quality, as well as when using two weapons.

The following feats now require Combat Proficiency as a prerequisite: Bloody Strike, Cleave, Improved Cleave, Combat Reflexes, Expertise, Far Shot, First Strike, Improved Bull Rush, Improved Disarm, Improved Trip, Infuse Weapon, Low Blow, Modify Combat Style, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Power Charge, Precise Shot, Rapid Strike, Ride-By Attack, Shot on the Run, Two-Weapon Defense, Two-Weapon Fighting, Improved Two-Weapon Fighting, Massive Two-Weapon Fighting, Weapon Focus, Whirlwind Attack.

Weapon Templates

1n general, weapon templates can stack, unless otherwise noted. Material-based weapon templates can not stack, so you can not have an adamantine crystal weapon. Weapons that are already masterwork (adamantine or silver-iron) or are considered masterwork for enchanting (crystal, Devanian) can not also have the masterwork template applied.

Adamantine: Requires the exotic[heavy] weapon proficiency. Adamantine weapons are very heavy and ultrahard. They automatically apply the Bashing or Penetrating quality (depending on type), and this does not count against the wielder's use of qualities, nor can it be traded for more damage or a different quality. Additionally, a wielder of an adamantine weapon with Greater Combat Proficiency can choose to apply the Armor-Bypassing quality. Adamantine is very difficult to work, so all adamantine weapons are automatically Masterwork (and thus have a +1 enhancement bonus to attack rolls). Adamantine has 40 hit points per inch of thickness, and hardness 20.

Articulated: Requires the exotic[agile] weapon proficiency. The weapon has joints or flexible portions that enable the user to adjust the weapon's shape and capabilities to better suit the situation. An articulated weapon can take one more quality at any given time than is usual for the wielder's skill level, and gives access to the Armor-bypassing, Defensive, Disarming, Fast, Parrying, Reach, and Tripping qualities at one level lower of proficiency than usual. An articulated weapon, despite it's reconfigurability, cannot be flexible enough to take the Entangling or Flexible qualities.

Cold Iron: Requires the exotic[heavy] weapon proficiency. Cold iron weapons are forged without fire, and are heavier and less wieldy than most weapons. They can not take the Entangling or Flexible qualities.

Feat Changes

Excised Feats

Infuse Weapon
Low Blow
Stunning Blow
Weapon Proficiency, Martial
Weapon Proficiency, Simple
Weapon Specialization

Modified Feats

Far Shot
Improved Critical
Point Blank Shot
Power Attack
Two-Weapon Defense
Two-Weapon Fighting
Two-Weapon Fighting, Improved
Two-Weapon Fighting, Massive
Weapon Finesse

New Feats

Combat Mastery
Combat Proficiency
Combat Proficiency, Greater
Combat Proficiency, Improved
Quick-Change Grip
Weapon Power

Crystal: Requires the exotic[agile] weapon proficiency. A crystal weapon is exceptionally light and strong. All crystal weapons have a +2 crystalline bonus to attack and damage. A crystal weapon may always be wielded with Dexterity, even if the wielder does not have the Weapon Finesse feat. Crystal weapons automatically apply the Dazzling quality, and this does not count against the wielder's allowed number of qualities, nor can it be traded formore damage or a different quality. Crystal weapons can not take the Bashing or Knock-Back qualities. Crystal weapons weigh half what their normal counterpart does, have a hardness of 30 and 80 hp per inch of thickness, and are immune to sundering by any weapon of lesser material. A crystal weapon counts as masterwork for purposes of being enchanted.

Devanian: Requires the exotic[agile] weapon proficiency. A Devanian weapon is treated as one size category smaller for purposes of wielding (so a Medium person can use a Medium Devanian weapon as a light weapon, or a Large Devanian weapon one-handed). Devanian weapons can not take the Bashing, Blocking, Cavalry, or Knock-back qualities, but can take the Double-strike quality if its size is large enough, even if it is being wielded one-handed. A Devanian weapon counts as masterwork for purposes of being enchanted.

Dire: Adds +2 damage, requires exotic[heavy] weapon proficiency. A dire weapon is covered in extra spikes and blades. It gives user access to Bloody, Skewering (even if not piercing), and Wounding qualities, regardless of skill level. A dire weapon can not be used for subdual damage, or take the Demoralizing, Entangling, Flexible, Subduing, or Touch qualities.

Masterwork: These well-made weapons add a +1 enhancement bonus to attack rolls.

Mighty: Only projectile weapons may take the mighty template. A mighty projectile weapon allows the wielder to apply his Strength bonus to damage rolls.

Silvered: Not a pure silver weapon, but a weapon that has had silver alchemically bonded to its surface, in order to harm certain creatures. Silvered weapons suffer a -1 penalty to damage rolls (minimum 1).

Silver-Iron: Requires the exotic[heavy] weapon proficiency. A silver-iron weapon is made with a special alchemical process that intermingles and bonds silver and cold iron in such a way that neither loses its mystical properties. A silver-iron weapon counts as the more advantageous of silver or iron against any opponent. Silver-iron weapons can not take the Entangling or Flexible qualities. Silver-iron weapons are automatically masterwork, and thus have a +1 enhancement bonus to attack rolls.

Class Changes

Champions, Mage Blades, Totem Warriors, Unfettered, and Warmains receive the Combat Proficiency feat for free at 1st level.

The following feats can be selected as mage blade bonus feats: Improved Combat Proficiency, Greater Combat Proficiency, Combat Mastery, Quick-Change Grip.

Totem Warriors may take Improved Combat Proficiency, Greater Combat Proficiency, Combat Mastery, Quick-Change Grip, and Weapon Power with their bonus feats.

Unfettered receive the Quick-Change Grip feat for free at 1st level. Unfettered of 5th level and higher may reduce their damage by one extra step, in order to apply an extra Quality. The following feats can be selected as unfettered bonus feats: Improved Combat Proficiency, Greater Combat Proficiency, Combat Mastery.

Warmains receive Improved Combat Mastery for free at 4th level, instead of Weapon Specialization. The following feats can be selected as warmain bonus feats: Improved Combat Proficiency, Greater Combat Proficiency, Combat Mastery, Quick-Change Grip, Weapon Power.

Oathsworn start out with a +2 damage step bonus for their unarmed strike (i.e., 1d6, 20/x3). An oathsworn's base damage with unarmed attacks increases by one step at 4th, 8th, 12th, 16th, and 20th levels, and this step increase stacks with damage step increases from feats. The oathsworn is considered to have the Combat Proficiency feat for purposes of fulfilling the prerequisites for any feat, when applied to his unarmed attacks. An oathsworn with Combat Proficiency, Improved Combat proficiency, or Greater Combat Proficiency can use any quality that is allowed for light melee weapons with her unarmed attacks. An oathsworn that has the Hands As Weapons and Combat Mastery feats may apply to her unarmed attacks any quality that is allowed for light or one-handed melee weapons, except Dancing.

Conditions

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

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, Search checks, and Spot checks.

Deafened: A deafened character cannot hear. She takes a –4 penalty on initiative checks, automatically fails Listen 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.

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 + the spell's level) or lose the spell.

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.

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