

## **Disarming rules**

By Chris Wheeler

Note: These rules are one of the results of the collaborative effort of the following thread: <http://www.enworld.org/forum/d-d-4th-edition-rules/259514-disarm-d-d-4th-edition.html> . Special thanks go to Babinro for the core structure behind the attack power.

Disarm:

**At-Will**

**Standard Action** Mele or Ranged weapon or implement

**Target:** One creature that you have combat advantage against

**Attack:** Strength -4 vs. Fort OR Dexterity -4 vs. Reflex. (martial) Int -4 vs Reflex OR Cha -4 vs Will (Magical)

**Hit:** The target drops its weapon or implement in its square. Any creature may pick up the weapon, but doing so provokes an opportunity attack. If this attack hits, the opponent remains disarmed.

The disarmed creature may make attacks as if they were wielding the weapon, but can no longer apply special weapon properties and powers that the weapon previously granted. The character is also weakened.

These changes end immediately when the character arms themselves with a new weapon or implement.

**Special:** When disarming opponents more than 1 size larger or smaller than you, you take a -2 penalty to the attack roll. This increases by -2 with each size category of difference beyond the second.

## **Disarming Feats**

### **Heroic Tier**

Improved disarm

Once per encounter, you may count as having combat advantage for the purposes of one disarm attack.

Sunder

Prerequisites: Improved Disarm.

Once per day, you may destroy a disarmed weapon instead of having it dropped. If the weapon was magical, you can retrieve it for its full residuum value.

Demand Surrender

You may make an intimidate check against a disarmed opponent as if they were bloodied. If they are bloodied, you gain an additional +2 to this check.

### **Paragon Tier**

Expert Disarmer

You may ignore size penalties while making disarm attacks.

Mass Disarm

You may expend an encounter power to make a disarm attack against every opponent in Blast 3. You count as having combat advantage for the purposes of this attack.

Mass Sunder

Prerequisites: Mass Disarm

You may expend a daily power to make a disarm attack in every opponent in Blast 3. Weapons disarmed this way are destroyed rather than dropped. If the weapons were magical, you can retrieve them for full residuum value. You count as having combat advantage for the purposes of this attack.

Skilled Negotiator:

You may make an intimidate check as a minor action against a disarmed opponent as if they were bloodied. If they are bloodied, you gain an additional +2 to this check.

### **Epic Tier**

Epic Disarm

You may expend an encounter power to make a disarm attack against each opponent in burst 5 within 20. You count as having combat advantage for the purposes of this attack.

Epic Sunder

Prerequisites: Epic Disarm

You may expend a daily power to make a disarm attack with against each opponent in burst 5 within 20. Weapons disarmed this way are destroyed rather than dropped. If the weapons where magical, you can retrieve them for full residuum value. You count as having combat advantage for the purposes of this attack.

Halter of Armies:

You may make an intimidate check as a minor action against all disarmed opponents as if they where bloodied. If they are bloodied, you gain an additional +2 to this check.

### **Extra Rules Relating to Disarming:**

**Slide Object:** Minor action: You may slide a small, unattended object in an adjacent square a number of squares equal to your Strength or Dexterity Modifier. This provokes an Opportunity Attack. If the attack hits, this action is interrupted.

A wizard may slide an object a distance equal to their intelligence modifier using the Mage Hand cantrip. If the object is in an occupied square, then they must make an intelligence vs reflex attack in order to succeed.

### **Disarming creatures with 'Natural Weapons'.**

Creatures with natural weapons can still be disarmed – You can stab an owlbear in the paw, or throw dust in a beholder's eyes.

If you disarm a creature with natural weapons, it is weakened until either save ends, or it gains healing.

If you sunder a creature with natural weapons, it must pass two saves or receive two lots of healing. These are interchangeable. For example, if a sundered creature were to pass one save and spend one healing surge, it would be relieved of the weakened condition.