

Combat: Changes from the Core Rules

- A major modification is the addition of tokens as the “currency” for temporary bonuses to attacks, saves, defenses and skills. A common issue with roleplaying games is remembering temporary bonuses and penalties. For example, having a “-2 to attacks for 4 rounds” is easy to say but, in practice, it's difficult for players to keep track. Worse, there are often multiple temporary bonuses and penalties coming from multiple sources in any given combat which makes the task impossible without the aid of an accounting device. Enlightened Grogard uses a system called tokens to make the accounting much easier to manage without dumbing the game down to the point of making it un-fun. As an added benefit, tokens also encourage cooperative play since they can be freely exchanged between players.
- The concept of “flat-footed” added too much complexity for too little gain and has been removed from the game.
- Strength bonus to melee weapon damage has been simplified.
- “Touch AC” has been replaced with the Reflex defense
- The concept of a “critical threat” has been removed because it slowed down combat and created too many disappointments. Critical hits now always occur on a natural 20 (sometimes on other numbers too) and deal maximum damage.
- The Dex bonus you can apply while wearing armor has been simplified. When you are wearing medium armor, you may only apply half your Dexterity modifier to AC. If you are wearing heavy armor, you may not apply your Dexterity modifier at all.
- Fortitude, Reflex and Will are now defenses as well as saving throws (see the Classes chapter).
- Attacks of Opportunity have been simplified. Standing up no longer provokes an attack of opportunity.
- The full-round action has been removed from the game. Full attack actions stagnate the battlefield and slow down the combat round. By removing full round actions and creating an incentive for combatants to stay in motion, the battlefield becomes much more dynamic and unpredictable and, therefore, more fun.
- Free actions can occur any time, not just on your turn.
- You are no longer limited to 1 immediate action per round (though the DM can limit it).
- A standard action can be exchanged for either a move action or a swift action. **Note:** Move actions *can not* be exchanged for a swift action as this discourages mobility on the battlefield and also slows combat.
- The rules for firing in melee or grapple are too complex. I've removed the special rules for firing into a melee. Firing into a grab or grapple means that your target has cover.
- Concentration checks and defensive casting have been removed. They slow down the game significantly for only a modicum of realism.
- The withdraw action has been removed. In practice it was rarely used and I don't believe special rules are needed for this.

Combat: Changes from the Core Rules (continued)

- The rules for death and dying have been revised. Hit points no longer represent real injury and can be recovered quickly. A new action, Catch Your Breath, has been added to facilitate this. Actual physical injury is now tracked with Constitution damage. This approach eliminates the “15 minute adventuring day”, removes much of the healing burden from divine spellcasters, and also encourages characters to be heroic.
- When your character is unconscious, that doesn't mean you're out of the fight. You can still use the Aid Another and Catch your Breath actions while unconscious. Which means you can remain engaged in the battle.
- While the threat of a Total Party Kill (TPK) can add a level of excitement to the game, the bottom line is that when TPKs happen they are reliably fun killers and, often, campaign killers. And TPKs do happen. PCs are heroes and rarely run away from a battle even if it's good for them. To counter this, TPKs are much more unlikely in EG. Instead, a total party defeat leaves the PCs dying rather than dead. This gives the DM an opportunity to defeat the party without wrecking the story.
- The refocus action is completely different. It's now a swift action for a minor benefit.
- The rules for cover and concealment have been simplified slightly and adjusted to accommodate the use of tokens.
- Several special attack actions have been simplified or removed.
- A new special attack called Area of Effect Attack has been added. These attacks are handled in a way that avoids having to make a separate attack roll for each creature in the area of effect while preserving the rough statistical feel of separate rolls. This approach is designed to speed up combat, but also makes area of effect attacks more exciting and opens the doors to some interesting feats.
- You no longer must spend a standard action to ready an action. You can use a move action to ready a move action or a swift action to ready a swift action.
- The rules for detecting invisible creatures are simplified.

Combat

How Combat Works

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action or a swift action) and unlimited free actions during the surprise round. Combatants who

were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

2. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
3. Combatants act in initiative order (highest to lowest).
4. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 3 and 4 repeat until combat ends.

Combat Statistics

This section summarizes the statistics that determine success in combat, and then details how to use Attack Roll

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

Automatic Misses and Hits

A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a critical hit. A critical hit deals maximum hit point damage and may deal additional damage depending upon the weapon type. See Weapon Qualities in Chapter 6: Equipment.

Attack Bonus

There are six basic types of attacks, one for each ability score. Your Strength attack is typically used for melee weapons. Your Dexterity attack is typically used for ranged weapons. Intelligence, Wisdom and Charisma attacks are usually associated with spellcasting. Some attacks, particularly those involving venoms, use your Constitution base attack bonus.

To make an attack roll a d20 and add your associated base attack bonus, associated ability modifier and other modifiers from feats, race, class, etc. For example, your attack bonus with a melee weapon is:

Strength base attack bonus + Strength ability modifier + size modifier + token modifier + miscellaneous modifiers

Some melee weapons allow you to use your Dexterity BAB instead of Strength.

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

Alternatively, with a ranged weapon you would make a Dexterity attack. With a ranged weapon, your attack bonus is:

Dexterity base attack bonus + Dexterity ability modifier + size modifier + token modifier + miscellaneous modifiers

For weapon-based attacks, a size modifier applies and is listed in the table at right. Tokens can also be used to modify a weapon attack. See Tokens below.

You have one base attack bonus for each ability score. Base attack bonuses increase at different rates for different character classes. Base attack bonuses gained from different sources, such as when a character is a multiclass character, stack.

For example, Q'narra is a 3rd level rogue and a 2nd level monk. She receives a +1 bonus to her Dexterity BAB modifiers for each of her three levels in monk (a total of +3). Both times she has gained a level in the monk class she has had a choice of receiving a +1/2 bonus to her Dexterity BAB or Constitution BAB. In both cases, she opted for Dexterity so she has total bonus of +1 from her monk levels. In addition, her Dexterity score is 15 which grants her a +2 bonus. So her total Dexterity attack modifier is +6.

Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.

Minimum Damage

If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Modifier

When you hit with a melee weapon or a thrown melee weapon as a standard action, you modify the damage result depending on the weapon type. When you deal damage with a one-handed weapon you add your Strength modifier to the damage. When you deal damage with a melee weapon or thrown weapon that you are wielding two-handed, you add 1½ times your Strength modifier. When you deal damage with a light weapon you do not receive a Strength modifier to damage, even if you are wielding it with two hands. See Weapons in Chapter 6: Equipment for more about weapon types.

Ability Damage

Certain creatures and magical effects can cause ability damage. If your ability damage meets or exceeds your ability score, you fall unconscious.

Defenses

A target has four types of defenses: Armor Class (or AC), Fortitude defense, Reflex defense, Will defense. Whenever you are attacked, you use one of these defenses to resist the attack.

Armor Class

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

$$10 + \text{armor bonus} + \text{shield bonus} + \text{class modifier} + \text{Dexterity modifier} + \text{size modifier} + \text{token bonuses} + \text{other modifiers}$$

Each of these is described below:

- Your armor bonus is granted by the type of armor you are wearing. For example, a chain shirt offers a +4 bonus to armor class
- Your shield bonus is granted by the type of shield you are bearing. For example, a small shield offers a +1 bonus to armor class
- Your class modifier is a bonus provided by your class. For example, monks receive a +2/3 bonus to AC at each level.
- Your Dexterity modifier acts as a bonus or penalty to your armor class. If you are wearing medium armor, you may only apply half your Dexterity bonus. If you are wearing heavy armor, you may not apply your Dexterity bonus at all. If your Dexterity modifier is negative, it always applies regardless of armor worn.
- Your size modifier is listed in the table above.
- Your token bonus is a one-time bonus based upon the number of tokens you spend to increase your defense. See the Tokens section below for more about tokens.
- It is possible for other modifiers to adjust your AC. For example, the Dodge feat grants a +1 bonus to AC.

Fortitude Defense

Your Fortitude defense is your ability to resist attacks that directly affect your physical body such as being poisoned or knocked prone. Your Fortitude defense is equal to the following:

$$10 + \text{Constitution modifier} + \text{class modifier} + \text{size modifier} + \text{token bonus} + \text{other modifiers}$$

Each of these is described below:

- Your class modifier is a bonus provided by your class.
- Your Constitution modifier acts as a bonus or penalty to your Fortitude defense.
- You may receive a bonus or penalty to your Fortitude defense based upon your size.
- Your token bonus is a one-time bonus based upon the number of tokens you spend to increase your defense. See the Tokens section below for more about tokens.
- It is possible for other modifiers to adjust your Fortitude defense.

Reflex Defense

Some attacks disregard armor. (For example: Being grabbed an opponent or leaping away from an explosion.) In these cases, the attacker targets your Reflex defense. Your Reflex defense is equal to the following:

$$10 + \text{Dexterity modifier} + \text{class modifier} + \text{armor check penalty} + \text{size modifier} + \text{token bonus} + \text{other modifiers}$$

Each of these is described below:

- Your class modifier is a bonus provided by your class.
- Your Dexterity modifier acts as a bonus or penalty to your Reflex defense.
- Your armor check penalty is applied based upon the armor that you are wearing
- You may receive a bonus or penalty to your Reflex defense based upon your size.
- Your token bonus is a one-time bonus based upon the number of tokens you spend to increase your defense. See the Tokens section below for more about tokens.
- It is possible for other modifiers to adjust your Reflex defense.

Will Defense

Some attacks attack the mind rather than the body. (For example: fear effects and compulsions.) For these types of attacks, you use your Will defense which is equal to the following:

10 + Wisdom modifier + class modifier + token bonus + other modifiers

Each of these is described below:

- Your class modifier is a bonus provided by your class.
- Your Wisdom modifier acts as a bonus or penalty to your Will defense.
- Your token bonus is a one-time bonus based upon the number of tokens you spend to increase your defense. See the Tokens section below for more about tokens.
- It is possible for other modifiers to adjust your Will defense.

Hit Points

When your hit point total reaches 0, you're disabled. When it reaches -1, you're dying.

Speed

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing. Your speed is determined as follows:

base speed + armor modifier + token bonus + other modifiers

These modifiers are described below:

- Your base speed depends on your class. For example, dwarves, gnomes, and halflings have a base speed of 4 squares. Humans, elves, half-elves, and half-orcs have a base speed of 6 squares.
- Your speed is reduced if you are wearing medium or heavy armor.
- You can spend speed tokens to increase your speed for one move action.
- Magic items, spells, feats and circumstances can also affect your speed

If you wish, you can use your standard action as a second move action. This allows you to move double your speed (sometimes called a "double move" action) at the expense of not being able to make a standard action.

Saving Throws

Sometimes you are hit by an attack that creates a lasting effect. (For example, a spell that paralyzes you.) In such cases, you can use a saving throw to end the effect. There are three types of saving throws: Fortitude, Reflex and Will. Your bonus on each of these is equal to your corresponding defense value divided by 10 (discarding the remainder as usual). For example, if your Will defense is 26, your Will saving throw bonus is +2. You may also receive a bonus to your saving throw from a variety of sources including racial bonuses and feats.

Attempting a saving throw requires a swift action (see Swift Action below). To make a saving throw, you roll a d20 and add your related saving throw bonus. To succeed, the result of your saving throw (the number on the die plus your relevant bonuses) must be 10 or higher. If you fail, you can try again with another swift action.

As a swift action, you can grant a saving throw to an adjacent ally. When you do so, your ally receives a bonus to the saving throw equal to your passive Heal skill divided-by 10. See *Actions in Combat* below for more about swift and standard actions.

If you are suffering from multiple effects that can be ended by a saving throw, you must make a separate saving throw for each one unless stated otherwise. You can make multiple saving throws on your turn but each one requires a swift action.

Automatic Failures and Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

Tokens

During game play, each PC can acquire and spend three types of tokens:

- *Power tokens* represent a boost in a character's physical power.
- *Speed tokens* represent a boost in a character's agility, reaction times and mental quickness.
- *Insight tokens* represent a boost in character's creativity, comprehension and social acumen.

During play, it's recommended that you use real physical objects to represent these tokens. Poker chips or coins are good choices but just about any type of object that can be passed around will do. Whatever you choose, it will need to come in three varieties so that you can distinguish between the three token types. It's also best if all players share the same objects.

Spending Tokens

When you take an action or are attacked by an opponent, you can spend as many tokens from your pool as you want to proactively adjust the result of the die roll. Similarly, if a creature attacks you, you can proactively spend tokens to increase your defense. A proactive bonus means that the tokens must be spent before the die is rolled.

Tokens can also be spent retroactively, after the die is rolled, usually at a rate of 3-per-1: three tokens must be spent to retroactively get the same bonus as 1 token would have granted proactively.

Each token can be used to grant bonuses as follows:

Power Tokens

- +1 to one Strength-based attack
- +1 to an active skill check with a Strength-based or Constitution-based skill*
- +1 to Fortitude defense against a specific attack
- +1 to the range of a ranged weapon for 1 attack
- +1 to damage you deal with a successful attack (including spells and special attacks). This benefit may be applied retroactively on a 1-for-1 basis.
- -1 to damage you are dealt by a successful attack (may be applied retroactively on a 1-for-1 basis)

Speed Tokens

- +1 to one Dexterity-based attack
- +1 to an active skill check with a Dexterity-based or Intelligence-based skill*
- +1 to AC or Reflex defense against a specific attack
- +1 square of movement with a move action

Insight Token

- +1 to an active skill check with one Wisdom-based or Charisma-based skill*
- +1 to Will defense against a specific attack
- +2 to a single saving throw
- +1 to the range of a spell

*No more than 10 tokens can be spent to give a bonus to a single skill check.

These bonuses are just the core use of tokens. Many feats, magic items, abilities and spells allow you to spend tokens to get other benefits.

Gaining and Losing Tokens

Gaining Tokens

There are many ways to gain tokens during play:

- Whenever you roll initiative you immediately gain 2 tokens of your choice. Some abilities, feats and magic items increase this number.
- Many feats, spells, abilities, and magic items grant tokens to you or your allies.
- In-combat, circumstances that normally give you an advantage (like cover, concealment, flanking, a prone foe, fighting defensively, etc.) allow you to gain tokens. For example, if you are flanking an enemy you can use a swift action to gain 2 power tokens.
- If you spend a standard action to attack and miss, you can grant a token to one ally (other than you) who is adjacent to your target as a free action.
- Any ally can give you his tokens at any time. No action is required for players to share tokens. This exchange represents teamwork, verbal encouragement, or direct assistance.

- Certain standard actions, like Aid Another, are designed to allow you to gain tokens.
- If you spend a move action to move to a different square or take a five-foot step you gain 1 speed token.
- You can use the Refocus action to gain 1 speed token.

Losing Tokens

A few circumstances force you to give up tokens in your possession or prevent you from spending them. If you are required to give up a token that you do not have, then you must give up a token of a different type instead. You may choose which type. If you have no tokens at all, your allies must supply them. If neither you nor any of allies have any tokens, you can ignore the effect.

Persistent Tokens

By default, you can not hoard tokens between encounters; you lose any tokens you still possess at the end of an encounter.

However, your DM can grant you tokens with a persistent duration. Persistent tokens are tokens that last until you spend them. Typically, persistent tokens are granted as the result of a success outside of combat. They are particularly effective as an award for good roleplaying but can be used in any way that the DM sees fit.

Monster and NPC Tokens

Monsters and NPCs use tokens just like PCs do with a few exceptions:

- NPCs and monsters don't gain tokens when they roll initiative like PCs do.
- NPCs and monsters who are allies of the PCs can not transfer tokens to PCs (or vice versa).
- NPCs and monsters may not use the Aid Another action when they are unconscious.

When there are multiple enemy NPCs or monsters on the battlefield, it is too difficult to track which tokens belong to which creature. Since tokens can be shared freely among allies, the DM should simply put all tokens of the same type in a communal pool that is shared by all the creatures under his control.

Tokens are designed to facilitate teamwork, simplify accounting and make the game fun to play. They are not intended to be abused by the DM to provide a disadvantage to the players.

Initiative

Initiative Checks

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Nominally, each character applies his or her Dexterity modifier to the roll. Some feats, items and abilities may also add to your initiative check.

Whenever you roll initiative, you gain 2 tokens of your choice.

Characters act in order, counting down from highest result to lowest. In every round that follows, the

characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Surprise

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

Determining Awareness

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

Determining awareness is often based upon Perception or the PC's current actions but can be based on other things as well.

The Surprise Round

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

Attacks Of Opportunity

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity (or opportunity attacks). Taking an attack of opportunity is an immediate action (see below).

Threatened Squares

You threaten all squares you occupy and all squares adjacent to you. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you (see below).

Reach

Smaller creatures might have a reach of 0 squares. These creatures only threaten the space that they occupy. Creatures with a reach greater than 1 square (5 feet) still typically threaten only the squares in their space and any adjacent squares.

Provoking an Attack of Opportunity

Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing a distracting action within a threatened square.

Moving

Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. *Exception:* You can use a five-foot step to move out of a threatened square without provoking an attack of opportunity.

Performing a Distracting Act

Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Actions in Combat notes many of the actions that provoke attacks of opportunity.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule. Ultimately, it's the DM's decision.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.

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 perform the action which provoked that attack of opportunity.

Some conditions prevent you from making an attack of opportunity. Specifically, any condition that prevents you from taking an immediate action prevents you from taking an attack of opportunity.

Combat Reflexes and Additional Attacks of Opportunity

If you have the Combat Reflexes feat you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given action. For example, 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. However, if an opponent used both his standard and swift actions to make a ranged attack while standing adjacent to you, both of these attacks provoke an attack of opportunity.

Actions In Combat

The Combat Round

Each round represents 6 seconds in the game world. Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions to this, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Action Types

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

In a normal round, you can perform a standard action, a move action, a swift action and one or more free actions. You can perform these actions in any order you wish. If you wish, you take a move action or a swift action in place of a standard action. In typical combat turn, this would give you two move actions or two swift actions that round but no standard action. You may not substitute a move action for a swift action (or vice versa).

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

Standard Action

A standard action is typically the primary action that you take in a round. It's most commonly used to make an attack or cast a spell. Whenever you are granted a standard action, you can opt to use it to take a move action or swift action instead.

Move Action

A move action typically allows you to move your speed or perform similar movements (such as crawling or standing up from prone).

Free Action

Free actions consume a very small amount of time and effort. You can perform free actions at any time, not just on your turn. However, a free action can not be used to interrupt another creature's action. You must wait for the current action to be completed before you take your free action. Free actions never provoke an attack of opportunity. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free. Your DM is entitled to restrict the number of free actions you take in a round.

Swift Action

A swift action consumes a small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn. Swift actions don't provoke an attack of opportunity unless explicitly stated otherwise.

Immediate Action

An immediate action is very similar to a swift action, but can be performed at any time — even if it's not your turn. An immediate action is typically triggered by some event. Like free actions, the number of immediate actions that you take in a round is not limited, but your DM is entitled to restrict you from taking too many in a given round. Taking an attack of opportunity is an immediate action.

Not an Action

Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity

In some situations, you may be unable to take a full round's worth of actions. For example, a creature

that is **dazed** may only take one standard action per round.

Standard Actions

The table below lists several example standard actions. This is not a complete list by any means. Actions in the left column do not provoke and attack of opportunity. Actions in the right column do provoke an attack of opportunity. Unless otherwise stated, a standard action does not provoke an attack of opportunity.

Do NOT Provoke an Attack of Opportunity	Do Provoke an Attack of Opportunity
Melee attack	Ranged attack
Cast a spell with a range of Touch, Personal, Adjacent or 0 squares.	Cast a spell with a range of 1 square or longer.
Aid Another	Bull rush an opponent
Catch your Breath	Load a heavy or repeating crossbow
Escape a grab	Grab an opponent
Ready an Action	Use a skill that requires a standard action
Charge	Attempt to move through an opponent's square
Total Defense	

Attacks

Making an attack is a standard action.

Melee Attacks

With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 2 squares away but must use an unarmed attack against creatures that are adjacent to you.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon. An unarmed strike from a Medium character deals 1d3 points of damage. A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. Unarmed strikes count as light weapons.

Ranged Attacks

With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of effect. The maximum range for a thrown weapon is specified in the weapon's description.

Fighting Defensively

You can choose to fight defensively when attacking with a melee weapon. If you do so, you gain 2

speed tokens. However, when you attack you must roll twice and use the lower result.

Cast a Spell

Many spells require 1 standard action to cast.

Spells and Critical Hits

A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Spell Components

To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you're gagged or in the area of a *silence* spell, you can't cast such a spell.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied. If you are wearing armor while casting an arcane spell, you must apply your armor check penalty to the attack roll. If you are wearing heavy armor, you can't cast arcane spells with somatic components at all.

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

Concentrating to Maintain a Spell

Some spells require continued concentration to keep them going. While you are concentrating, you can only take move actions and free actions. Anything that could break your concentration can keep you from concentrating to maintain a spell. If you try to maintain your concentration for an inordinately long time, your DM may require regular Endurance checks of increasing difficulty to maintain your concentration. If your concentration breaks, the spell ends.

Attacks of Opportunity

Generally, if you cast a spell that has a range of 1 square or further, you provoke attacks of opportunity from threatening enemies. Spells that require only a swift or immediate action to cast don't provoke attacks of opportunity.

Casting a spell with a range of Touch, Personal, Adjacent or 0 squares also does not provoke an attack of opportunity.

Aid Another

In combat, you can use a standard action to gain 2 tokens of your choice. While the title of this action is 'aid another' you can choose to keep the tokens if you wish rather than given them to an ally.

Catch your Breath

A character who has taken damage can pause to catch her breath as a standard action. Doing so, allows

the character to recover hit points equal to 1d4 plus your Constitution modifier (minimum: 1). You can also use this action outside of combat. Specifically, you can make repeated uses of this action to quickly recover to full hit points.

Total Defense

You can defend yourself as a standard action. You immediately gain 4 speed tokens but may not attack during your turn.

Move Actions

Move actions are generally associated with physical movement on the battlefield.

Move

The simplest move action is moving your speed.

Reduced Movement

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

Your speed may also be reduced by the terrain you are walking on. Crossing rubble, pushing through underbrush or sliding on smooth ice are all examples of difficult terrain. In these cases, your DM may restrict your movement to one-half or one-quarter normal unless you have a passive Acrobatics skill above a certain threshold.

Minimum Movement Speed

Regardless of the conditions, your minimum speed is always 2 squares.

Gain a Token

Whenever you move in combat, you gain 1 speed token.

Five-Foot Step

You can also use a move action to take a five-foot step or shift to an adjacent square. If you leave a threatened square while taking a five-foot step, it does not provoke an attack of opportunity because it is assumed you are taking extra time to avoid the attack as you move.

Difficult Terrain

You can not take a five-foot step into difficult terrain.

Gain a Token

Whenever you take a five-foot step in combat, you gain 1 speed token.

Crawl

If you are **prone**, you can crawl 5 feet as a move action. This movement does not provoke an attack of opportunity unless you crawl into difficult terrain. You do not gain a speed token when crawling.

Escape from a Grab, Grapple or Pin

If you have been **grabbed**, are in a **grapple** or have been **pinned** attempting to escape is a move action. See Special Attack Actions.

Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

Run

You can run as a move action. When you run, you move twice your speed. You can not run and make an attack on the same turn though you can take attacks of opportunity as normal. If you wish to move fast and still attack, you can use speed tokens to temporarily increase your speed. You do not gain a speed token when running.

A run represents a speed of about 12 miles per hour for an unencumbered human.

Stand Up

Standing up from prone requires a move action and grants 1 power token to each adjacent enemy. Standing up does not provoke an attack of opportunity.

Swift Actions

A swift action consumes a small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. The following actions are examples of swift actions:

Casting a Spell

Some spells can be cast as a swift action rather than a standard action. Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Draw or Stow an Item

Drawing an item from a pouch, pocket or sheath requires a swift action unless it is a favored item (see Free Actions below). Stowing an item also requires a swift action. This action only applies to objects carried in easy reach, such as weapons, small equipment items and shields.

Drawing Items from an Ally

If an ally allows it, you can draw an item from that ally's person. The time required to draw the item is the same as it would be if you were drawing the item from a similar location on your own person. For example, pulling a potion from an ally's belt pouch would be a swift action. If a creature can not act (for example, if the ally is **unconscious** or **paralyzed**) you can freely draw items from that creature as if they had allowed it.

Retrieving an Item from a Pack

If the object is stored in a pack or otherwise out of easy reach, retrieving or stowing the item requires a standard action instead and should draw an attack of opportunity.

Drawing Ammunition

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

Drawing Spell Components

Drawing spell components for a spell is a free action.

Grant a Saving Throw

As a swift action, you can allow an adjacent ally to make a saving throw.

Manipulate an Item

In most cases, moving or manipulating an item is a swift action. This includes actions like kicking over a table, pulling a lever and opening a door.

Pass an Item

Giving an item to an adjacent ally is a swift action provided you have it in hand. Likewise taking an item from an ally's hand is a swift action assuming that the ally is willing to give it up (or unable to prevent you). Only one of these two actions is necessary to pass an item between allies.

Pick Up an Item

Picking up an item in your space or an adjacent square is a swift action.

Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your AC and Reflex defense, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a swift action.

Thus, fully equipping a shield typically requires 2 swift actions: one to draw the shield and one to ready the shield.

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

Refocus

If no enemies are adjacent to you, you can use a swift action to assess the state of the battlefield and refocus your attention where it's needed most. You gain 1 speed token when you refocus.

Free Actions

Free actions take very little time at all. Free actions don't incur attacks of opportunity. You can take a free action at any time, even when it's not your turn. Unlike immediate actions, a free action can never interrupt another creature's action. You must wait for that action to complete before you take your free action. Some common free actions are described below.

Draw a Favored Item

Each character may select one item as a favored item. This item can be drawn from a pocket, pouch, sheath or similar handy container as a free action. Stowing a favored item still requires a swift action. Drawing any other item is a swift action unless you have the Quick Draw feat.

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. Speaking more than few sentences is generally beyond the limit of a free action.

Cease Concentration on Spell

You can stop concentrating on an active spell as a free action. Alternatively, taking any action other than a free action or a move action will end concentration.

Open, Close or Avert Your Eyes

In some situations, you may want to avert or close your eyes. You can open, close or avert your eyes as a free action.

Immediate Actions

Much like a swift action, an immediate action consumes a small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time — even if it's not your turn. An immediate action typically must be triggered by some event. The number of immediate actions that you take in a round is not limited, but your DM is entitled to restrict you from taking too many in a given round.

Injury and Death

Your hit points measure how hard you are to bring down in a fight. Losing hit points does not necessarily mean injury, but usually indicates that you have had to deflect or absorb a blow. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

This section introduces conditions such as **disabled** and **dying**. A list of conditions and their effects is in Chapter 10: Conditions. Whenever a formal condition is used in this text, it is often placed in **boldface** so that you will recognize it as such.

Loss Of Hit Points

The most common way that your character gets hurt is to take lethal damage and lose hit points.

What Hit Points Represent

Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one. The actual physical damage you've sustained is represented by Constitution damage.

Bloodied Condition

When you have less than half the hit points you would have when at full health, you are **bloodied**. The first time you become bloodied during an encounter, you take 1 point of Constitution damage. The bloodied condition has no other mechanical effect however, it represents the state of actually being injured in a fight.

Effects of Hit Point Damage

Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're **disabled**. If your hit point total is a negative number, then you are **dying**.

Healing

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing

When you are resting, you regain hit points equal to 1d4 plus your Constitution bonus (minimum: 1) every round. In effect, you are repeatedly using the Catch your Breath action.

Healing Ability Damage

Ability damage is temporary, just as hit point damage is. 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. You can use the Heal skill to double the recovery of ability score damage for your patients.

Magical Healing

Various supernatural abilities and spells can instantly restore hit points, ability drain or ability damage.

Healing Limits

You can never recover more hit points than you lost. Neither magical nor natural healing can raise your current hit points higher than your full normal hit point total. Similarly, the amount of ability damage or drain your character has sustained can never be less than zero.

Disabled

When your current hit points drop to exactly 0, you're **disabled**. You are also **disabled** if you have negative hit points and you've been stabilized (see Stable Characters and Recovery, below).

A disabled creature is also **dazed** and **slowed** (see Chapter 10: Conditions). Performing any action the DM deems strenuous (like making an attack or casting a spell) causes the creature to become **dying** after the completion of the act unless the action increased the disabled creature's hit points.

Any healing, including the Catch your Breath action, that raises your hit points above 0, makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

Dying

When your character's current hit point total drops below zero, he's dying. A dying character immediately falls **unconscious**. An unconscious character can still use the Catch your Breath and Aid Another actions and may pass tokens to other players. The DM may allow you to take other purely mental actions as well.

Each round at the beginning of his turn, a dying character must make a Fortitude save. On a failure, the character takes 1d4 points of Constitution damage. If a player character rolls a natural 20 for one of these Fortitude saves, his hit point total becomes equal to his level plus his Constitution modifier (minimum 1). As a result, the character regains consciousness and becomes fully functional again, just as if he'd never been reduced to 0 or lower.

If you are **dying**, but unable to make the required Fortitude save you take Constitution damage as if you had failed the save.

If you take damage when you are **dying**, you also take 1 point of Constitution damage for every 5 hit points of damage you incur.

Dead

If a **dying** creature's Constitution damage meets or exceeds its Constitution score, it dies.

It is possible to sustain Constitution damage greater than your Constitution score and still have a positive number of hit points. In this case, you are **unconscious** but not **dying**.

Stable Characters and Recovery

You can stabilize a dying character with a Heal check. The DC of this check is equal to the character's negative hit point total. For example, a DC 18 Heal check is required to stabilize a character with -18 hit points. A stabilized character becomes **conscious** and **disabled** rather than **dying**.

Healing that raises a character's hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower.

Temporary Hit Points

Certain effects give a character temporary hit points. These hit points go into a separate pool. The next time the character takes damage, subtract the hit points from the temporary hit point pool first. Only when this pool is exhausted, should you begin withdrawing hit points from your normal total again.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

Temporary hit points do not stack. If you concurrently have temporary hit points from more than one source, you may only use the temporary hit points from one of those sources (your choice). The other temporary hit points are irrevocably lost.

Nonlethal Damage

Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage exceeds your current hit points, you fall **unconscious** but are not **dying** as long as your actual hit point total is not negative. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage

You can use a melee weapon that deals lethal damage to deal nonlethal damage instead. Simply declare that that you are doing so. This comes in particularly handy during tavern brawls and kidnappings.

Healing Nonlethal Damage

You heal nonlethal damage at the same rate as normal hit points.

When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

Movement, Position, and Distance

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

Tactical Movement

How Far Can Your Character Move?

Your speed is determined by your race and your armor. Your speed while unarmored and unencumbered is your base land speed.

Encumbrance

A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move more slowly than normal.

Hampered Movement

Difficult terrain, obstacles, or poor visibility can hamper movement.

Bonuses to Speed

Spells, feats, magic items and other mechanics can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Measuring Distance

Diagonals

When playing with a square grid, diagonal movement is problematic because it is approximately 1.5 times further than lateral movement. Thus, a miniature that moves six squares diagonally is moving approximately 9 inches (versus 6 inches for lateral movement). There are two generally accepted solutions to this problem. You, your DM and your fellow players should select the one that works best for you.

Option #1: No Special Treatment

Treat diagonal movement the same as lateral movement. This is less realistic, but in practice it creates few complications and makes ranges and spell effects easier to gauge.

Option #2: Every other square is two

When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on. This approach is more realistic but may slow down combat when measuring distances.

If you are new to the game or unsure of what to do, option #1 is recommended.

Corners

Regardless of how you count diagonal movement, you can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits, pillars and tree trunks.

Closest Creature

When it's important to determine the closest square or creature to a location and two squares or creatures are equally close, determine which one is closest using actual physical distance.

Moving through an Occupied Square

You can always move through a square occupied by a friendly character.

You can not freely move through a square occupied by an opponent unless the opponent is helpless or the opponent allows you to do so. Particularly large creatures, may become difficult terrain when helpless at your DM's discretion. Otherwise, moving through an opponent's square constitutes an Overrun action (see Overrun section later in this chapter).

Ending Your Movement

You can't end your movement in the same square as another creature. There are three exceptions to this rule:

1. The other creature is **helpless**
2. The other creature is **prone**
3. The other creature is three sizes larger or smaller than you are. For example, a halfling can enter a square occupied by a huge creature.

If circumstances accidentally place two non-helpless creatures into the same square then one of them is required to drop prone. If neither wants to drop prone, then the character with the lowest Fortitude defense must drop prone.

If you attempt to end your movement in a square occupied by a creature you are not aware of (for example, due to blindness or invisibility) then your movement is blocked and you must return to the last square you occupied that you can safely end your movement in. If no such square exists, you fall prone in the occupied square instead. (See also the Accidental Overrun section later in this chapter.)

If you are prone in a square that is occupied by another creature, you must crawl to an unoccupied square before standing up.

Terrain and Obstacles

Difficult Terrain

Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement.

If a large or larger creature occupies squares with different kinds of terrain, it can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement.

A sufficient passive Acrobatics or Athletics check may be enough to negate this movement penalty. Otherwise, a successful active check may be required to cross the barrier.

Some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

Squeezing

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares.

If you are adjacent to a squeezing foe you can use a swift action to gain 5 power tokens.

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 Acrobatics skill. You can't attack while using Acrobatics to squeeze through or into a narrow space.

Special Movement Rules

These rules cover special movement situations.

Minimum Movement

No matter how severe the penalties to your movement, your move rate never drops below 2 squares.

Big and Little Creatures In Combat

Creatures smaller than Small or larger than Medium have special rules relating to position, reach, and weapon size.

Size Category	Size Modifier ¹	Fortitude Defense Modifier	Stealth Skill Modifier	Athletics Skill Modifier	Space	Natural Reach ² (Tall)	Natural Reach ² (Long)
Fine	+8	-16	+16	-16	½ ft	0 squares	0 squares
Diminutive	+4	-8	+12	-12	1 ft	0 squares	0 squares
Tiny	+2	-4	+8	-8	2½ ft	0 squares	0 squares
Small	+1	-2	+4	-4	5 ft	5 squares	5 squares
Medium	+0	+0	+0	+0	5 ft	5 squares	5 squares
Large	-1	+2	-4	+4	10 ft.	10 squares	5 squares
Huge	-2	+4	-8	+8	15 ft.	15 squares	10 squares
Gargantuan	-4	+8	-12	+12	20 ft.	20 squares	15 squares
Colossal	-8	+16	-16	+16	30 ft.	30 squares	20 squares

1. A creature's size modifier is applied to it's attack bonus, Reflex defense and Armor Class.
2. These values are typical for creatures of the indicated size. Some exceptions exist.

Tiny, Diminutive, and Fine Creatures

Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2½ feet across, so four can fit into a single square. Twenty-five 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 can 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 and typically have a natural reach of 10 feet or more. While they can attack creatures in non-adjacent squares, they typically only threaten the squares in their space and any adjacent squares for the purposes of opportunity attacks.

Some creatures have threatening reach that allows them to threaten a larger area.

Combat Modifiers

Favorable and Unfavorable Conditions

At any given moment, several different conditions may affect a creature. Many of these conditions cause you to gain or lose tokens or limit how you can use tokens. Conditions that affect tokens include: **blinded, concealed, covered, dazzled, deafened, entangled, exhausted, fatigued, frightened, fully concealed, fully covered, grappled, invisible, panicked, prone, shaken, sickened, squeezing, and stunned**. This section provides extended detail on some of the conditions. A complete list of conditions and their effects are detailed in Chapter 10: Conditions.

Cover

If you have **cover** from an attack, that means that a physical object stands between you and your attacker.

Cover from Ranged Attacks

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.

Cover from Melee Attacks

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 to creatures within 30 feet (6 squares) of it. You do not have cover from a low obstacle if your attacker is closer to the

obstacle than you are.

Conditions that Grant Cover

A creature that is **grappled**, **pinned** or **prone** has cover.

Cover and Attacks of Opportunity

You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Hiding

If you have cover, you can use your Stealth skill to hide from those you have cover from. Without cover, you usually need concealment to hide.

Big Creatures and Cover

Any creature with a space larger than 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 be fully covered or to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover

In rare cases, cover may be exceptional without being total cover and, thus, grant even more tokens than normal as determined by your DM. Improved cover may also grant a bonus on Stealth checks to hide.

Concealment

Concealment is a state of being difficult to see. Some examples of things that cause concealment are darkness, invisibility or an opaque obstacle that does not provide cover like a curtain or foliage.

Concealment from Ranged Attacks

To determine whether your target has concealment 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 provides concealment, the target has concealment. In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment from Melee Attacks

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

Concealment and Hiding

You can use concealment to make a Stealth check to hide from other creatures. Without concealment, you usually need cover to hide.

Total Concealment

If you have line of effect to a target but not line of sight he is considered to be fully concealed or have total concealment from you. 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

Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with low-light vision or darkvision respectively.

Although invisibility provides total concealment, opponents may still spend a swift action to make a Search checks to notice the location of that character if that character moves or attacks. The DC of the check is the invisible character's passive Stealth skill. If your passive Perception is higher than the invisible creature, you can detect the creature's location as a free action.

Flanking

When making a melee attack, you are flanking if your opponent is threatened by an ally 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 cause the defender to be flanked. Thus, for example, creatures with a reach of 0 feet can't flank an opponent.

When flanking you can spend a swift action to gain 2 power tokens.

Helpless Defenders

A helpless opponent is someone who is bound, **sleeping**, **paralyzed**, **unconscious**, or otherwise at your mercy. Any successful attack that targets a helpless defender always scores a critical hit.

Weapon, Armor, and Shield Proficiency

A character who uses a weapon with which he or she is not proficient must spend 1 token to make an attack with it. A Strength-based attack requires 1 power token. A Dexterity-based attack requires 1 speed token.

A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for non-proficiency with armor stacks with the penalty for non-proficiency with shields.

Weapon, armor, or shield proficiency may be granted by the character's race, class or by an appropriate feat.

Special Attacks

This section describes special offensive actions you can take in combat.

Area-of-Effect Attack

Some attacks affect multiple creatures in area of effect. For example, the Whirlwind Attack feat allows a character to attack all adjacent foes and the *fireball* spell attacks all creatures in its area of effect.

When using an attack that has an area of effect, roll three attacks (three d20s) simultaneously and sort them from highest to lowest. Apply the highest attack roll to one target of your choice. This is assumed to be the primary target of your attack. Discard the lowest attack roll and apply the remaining attack roll to all other targets (if any).

When performing an area of effect attack, only make one damage roll. All targets that are hit by the attack take the same damage unless your primary attack was a critical hit.

Using Tokens with an Area of Effect Attack

When you spend a token to proactively increase an area of effect attack, you must specify which die you are applying the bonus to.

Bull Rush

You can make a bull rush as a standard action attack or as part of a charge. When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller. You can not bull rush a creature who can not be pushed back due to a wall or other obstacle.

Attempting a bull rush provokes an attack of opportunity.

To attempt a bull rush make an Athletics check versus the target creature's Fortitude defense. On a success, you push the target one square away from you and optionally enter that opponent's square. The target also gains the **unbalanced** condition.

Alternatively you can use Bull Rush as part of a charge action instead of making an attack. If you do this, roll two Athletics checks. If either check is successful, the creature is unbalanced and pushed one square as normal. If both checks are successful, the creature is also knocked **prone**. If both checks fail, then you fall prone and all enemies adjacent to you gain 1 power token.

Charge

Charging is a special attack that allows you to move up to your speed and attack as a single standard action. However, it carries tight restrictions on how you can move.

Movement During a Charge

You must move before your attack, not after. You must move at least 2 squares and you must move directly toward the designated opponent.

You must have a clear path toward the opponent. 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 multiple such spaces are the same distance from you, then you may select which space you attack from. If all such spaces are occupied then you can't charge. Second, if any line from your starting space to the ending space passes through a square that blocks movement you can't charge. Third, you must have line of sight to the opponent at the start of your turn.

Overrun as Part of a Charge

If any line from your starting space to the ending space passes through a square occupied by an enemy, you must perform a successful overrun action against that enemy as part of your charge (see Overrun below). When you do so, attacks of opportunity against you automatically hit unless the target rolls a natural 1.

Attacking at the End of a Charge

After moving, you gain 2 power tokens and may make a single melee attack against the target of the charge. If you miss, all opponents who are adjacent to you gain 1 power token.

Weapons Readied against a Charge

Spears, tridents, and certain other piercing weapons automatically score a critical hit when readied (set) and used against a charging creature. See the description of the Ready action in Special Initiative Actions below.

Grab

The grab action can be used to grab hold of a foe or an item that a foe is holding. To make and maintain a grab, you must have at least one hand free.

Grab a Creature

Grabbing of a creature is the first step toward entering a **grapple** with that creature. Grabbing a creature provokes an attack of opportunity. To grab a creature, spend a standard action to make an Acrobatics check versus the creature's Reflex defense. On a success, the creature is **grabbed**.

A creature that has been grabbed is **immobilized** until it escapes from that grab. Exception: A creature that is more than 1 size category larger than you is not immobilized by your grab.

Grab an Item

Grabbing an item that is held by an opponent often prevents that opponent from using it and makes it possible for you take the item from your foe during a future turn. Grabbing an item provokes an attack of opportunity. To grab an item, spend a standard action to make an Acrobatics check versus the Reflex defense of the creature that is holding the item. On a success, the item is **grabbed**.

If two or more opposing creatures are holding an item due to a grab, then the item typically can not be used. A sword can not be swung. A magic wand malfunctions when activated. The contents of a vessel will probably spill. A delicate item might break.

Creatures who have a mutual grab upon an item can not move away without loosing their hold upon the item. They can freely move to other squares that would not break their grasp.

Taking a Grabbed Item

Once you have grabbed an item that a foe is holding, you can attempt to take it away. To take a grabbed item use a standard action to make a successful Athletics check versus the target's Fortitude defense. Your DM may grant you a bonus to this check if you have both hands free.

If multiple foes are grabbing the item, you must beat all of them with individual Athletics checks. When making multiple checks in this way, they still jointly require only a single standard action.

Escaping a Grab

To escape from a grab spend a move action to make an Acrobatics check versus your opponent's Reflex defense. Alternatively, you can spend a move action to make an Athletics check versus your opponent's Fortitude defense. On a success, you are free from the grab. On a failure, you remain in the grab unless your opponent decides to allow you to escape.

If multiple creatures are grabbing you, you must beat all of them with individual Acrobatics or Athletics checks. When making multiple checks in this way, they still jointly require only a single move action.

As a standard action, you can aid an ally who is grabbed by making an Athletics check in their stead. To do so, you must be adjacent to the grabbed ally.

Grapple

Grappling a creature means that you are actively wrestling with that creature. To grapple a creature you must already have **grabbed** it or be grabbed by it. You can not grapple a creature that is more than 1 size category larger than you are.

To grapple a creature, spend a standard action to make an Athletics check versus the creature's Reflex defense. On a success, both you and your target are **grappled** and you must jointly share the same space. If you and your opponent are different sizes, then the smaller creature moves into the larger creature's space. If you are the same size, then the attacker moves into the defender's space.

Consequences of Being Grappled

A grappling creature is **immobilized** and **distracted** until it escapes the grapple.

A grappling creature that attacks with a weapon, can only attack other foes in the grapple.

A grappling creature can not cast spells that require a somatic component.

A grappling creature can not attack with a ranged weapon or a two-handed weapon.

A grappling creature must spend a standard action to draw an item, including spell components and ammunition.

Attacking Creatures in a Grapple.

If you are adjacent to a grappled foe and not grappled yourself, you can use a free action to gain 2 power tokens.

Creatures in a grapple have **cover** from ranged attacks.

Escape from Grapple

To escape from a grapple spend a move action to make an Acrobatics check versus your opponent's Reflex defense. Alternatively, you can spend a move action to make an Athletics check versus your opponent's Fortitude defense. On a failure, you remain in the grapple unless your opponent decides to allow you to escape. On a success, you are freed from the grapple and may move into the nearest available space. If multiple such spaces are available you may select the space you end up in. If no such spaces are available, then you are prone in your opponent's space.

If multiple enemies are grappling with you, you must beat all of them with individual Acrobatics or Athletics checks. When making multiple checks in this way, they still jointly require only a single move action.

As a standard action, you can remove an ally from a grapple by making Athletics checks in their stead. To do so, you must be in the grapple yourself.

Moving a Grapple

As a standard action, you can move half your speed (bringing all others engaged in the grapple with you) by making a separate, successful Athletics check versus each opponent in the grapple.

Joining a Grapple

If your target is already grappling someone else, you can enter the grapple as move action. No attack or skill check is required.

Mounted Combat

Heavy warhorses, light warhorses and warponies and other mounts that are trained for battle and can serve readily as combat steeds. Mounts with an intelligence of 3 or higher are automatically capable of engaging in a battle.

Light horses, ponies, riding dogs and heavy horses are frightened by combat. These mounts will flee if attacked or threatened. When a mount flees, you are automatically knocked to the ground (**prone**) and take 1d6 points of damage unless you have the Trained Rider feat.

While riding a mount, you must always use one hand to hold on (unless you have the Battle Rider feat).

This means that you can not use a two-handed weapon while mounted.

If your mount is larger than you are, assume that you share your mount's space during combat. Thus, for example, a human riding a horse effectively occupies a 10 foot square on the battlefield.

Moving with a Mount

Your mount acts on your initiative count as you direct it. Directing your mount to move is a swift action. When your mount moves to a new space, you move with it.

Attacking with a Mount

If your mount is trained for battle, you can direct it to attack an adjacent foe if you have the Warbeast Rider feat.

Fallen Mount

If your mount falls, you fall **prone** in its space and take 1d6 points of damage.

If You Are Dropped

If you are knocked unconscious, you fall from the saddle and take 1d6 points of damage unless you are using a military saddle. Without you to guide it, a non-intelligent mount avoids combat.

Charging on a Mount

If your mount is trained for battle, you can charge while atop it. You receive (or grant) tokens as with a normal charge.

Firing Ranged Weapons from a Mount

You can fire a ranged weapons only a turn where your mount does not move unless you have the Mounted Archery feat.

Opportunity Attacks

If a mount draws an opportunity attack, the attacker may choose to target the rider instead.

Mounting and Dismounting

Mounting or dismounting requires a move action.

Overrun

An overrun is an attempt to plow past or over your opponent (and move through his square) as you move. You can initiate an overrun at any point during your move action. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. Entering a square occupied by an opponent costs 2 squares of movement. You can not attempt an overrun if you do not have sufficient movement left to end your move in an unoccupied square.

Attempting to overrun an opponent provokes an attack of opportunity.

To attempt an overrun, make an Athletics check versus your opponent's Fortitude defense. On a failure, your move action ends immediately and you remain in the last unoccupied square you were in. You also gain the **unbalanced** condition. On a success, you are able to enter your opponent's space and your opponent becomes **unbalanced**. You must end your movement in an unoccupied square.

If your opponent wishes, he can simply choose to let you pass through his square. In this case, your Athletics check automatically succeeds and your opponent does not become **unbalanced**. Your opponent still gets an opportunity attack in this case.

Mounted Overrun

If you attempt an overrun while mounted, your mount uses its Athletics check to determine the success or failure of the overrun attack.

Accidental Overrun

Sometimes you accidentally enter a square occupied by a creature that you can not detect (for example, due to invisibility or blindness). In this case, your movement automatically becomes an overrun action. If the undetectable creature chooses to let you pass, then you do not become aware of his presence unless you attempt to end your movement in a square occupied by that creature. (See Ending Your Movement above.)

Pin

If you are **grappling** an opponent, you can attempt to pin that opponent. To pin a creature you are grappling, spend a standard action to make an Athletics check versus the creature's Reflex defense. On a success, your target is **pinned**. A pinned opponent suffers all the penalties of being in a grapple but, in addition, that opponent can not take a standard action on its turn. The opponent can, however, use its normally allotted standard action as a move action or swift action.

You can not pin an opponent if that opponent has allies who are also in the grapple. If you currently have an opponent pinned and another opponent enters the grapple, your pin is automatically broken.

Escape from a Pin

To escape from a pin spend a move action to make an Acrobatics check versus your opponent's Reflex defense. Alternatively, you can spend a move action to make an Athletics check versus your opponent's Fortitude defense. On a failure, you remain pinned unless your opponent decides to allow you to escape. On a success, you are freed from the pin but are still **grappled**.

As a standard action, you can help an ally escape from a pin by making an Athletics check in their stead. To do so, you must be in the grapple yourself.

Shield Bash Attacks

You can spend 1 speed token to bash an opponent with a light shield or heavy shield, using it as an off-hand weapon. Used this way, a shield is a martial bludgeoning weapon. Treat a heavy shield as a one-handed weapon that and a light shield as a light weapon. See Chapter 6: Equipment.

Shield Spikes

When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack.

Sunder

Sundering is the act of striking an object held by an opponent with the intent to damage it or break it. Attempting to sunder an item provokes an attack of opportunity.

To attempt to sunder an item make a melee attack roll versus your target's Reflex defense. On a hit, you deal damage to the target object adjusted for hardness. In addition, you deal damage to your own weapon equal to one quarter of the target object's hardness. The damage to your weapon is not adjusted by your weapon's hardness. See Breaking Items in Chapter 8: Adventuring for details on the rules for damaging an object.

Throw Splash Weapon

A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a Dexterity-based attack to hit a target square. Treat a square as having a Reflex defense of 5. Splash weapons require no weapon proficiency. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target. On a miss, the splash weapon fails to break on impact lands in a randomly selected adjacent square. When you miss in this way, the weapon can be picked up and thrown again.

Special Initiative Actions

Here are ways to change when you act during combat by altering your place in the initiative order. You may not use special initiative actions if you are unable to take physical actions. For example, a creature that is **paralyzed**, **stunned** or **unconscious** can not use special initiative actions.

Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. 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.

You never get back the time you spend waiting to see what's going to happen. You also can't interrupt anyone else's action (as you can with a readied action).

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 (though 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

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun.

Readying an Action

You can ready a standard action, a move action, or a swift action. To do so, specify the action you will take and the conditions under which you will take it. For example, you might say "If I see a goblin, I'll shoot at it.") Then, any time before your next action, you may take the readied action in response to that condition. You are not required to take the readied action when the condition occurs.

Readying an action requires that you spend an action of the same type. For example, readying a move

action requires that you spend a move action. Once you ready an action, your turn ends immediately.

The readied 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.

Consequences of Readying

When you take a readied action, your initiative result changes so that you act immediately ahead of the character whose action triggered your 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 (though 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.

Readying a Weapon against a Charge

As a standard action, you can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type automatically deals a critical hit if you score a hit with it against a charging character.

Use Readied Actions Responsibly

Your DM may opt to disallow a readied action. Common reasons for this include readied actions that abuse the rules (example: "If the monster attacks, I move out of reach.") or readied actions that are too vague (example: "If I see something I'll cast a spell.")