GLOSSARY

HEALTH / HIT POINTS

Your character's health (or hit points) is an indicator to how well your character is living. This is measured in numbers. When your health (or hit points) number lowers, your character is closer to dying. When the number reaches 0, your character is knocked out. When your character reaches to -5 (or a specified number) your character dies. Health can be manipulated by your character level, the amount of constitution your character has, done to your character, or healing spells bestowed upon your character.

SAVE THROWS

Generally, when you are subject to an unusual or magical attack, your saving throw determines whether your character avoids or reduces the effect. Like Armor Class, Save throws defend your character from magical or unusual attacks and thus is considered a defense. The numeral value goes:

10 + Base save bonus + ability modifiers

Base Save Bonus

A saving throw modifier derived from character class and level. Base save bonuses increase at different rates for different character classes. Base save bonuses gained from different classes, such as when a character is a multiclass character, stack.

Saving Throw Types

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

Fortitude

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

Reflex

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

Will

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

ARMOR CLASS

Armor Class (AC) measures how hard it is for your enemies to land a significant blow on you with a weapon or a magical effect that works like a weapon. Some characters have a high AC because they are extremely quick or intelligent and able to dodge well, while other characters have a high AC because they wear heavy protective armor that is difficult to penetrate. The sum of armor class is determined by two individual values; deflection and evasion.

EVASION RATING

When an attack bypasses the deflection value of armor and shields, this value is used. This value is the raw evasion rating or ability to dodge. The evasion rating is also effected by the weight and cumbersome of armor which reduces the ability to dodge. But is instead, replaced with deflection values.

DEFLECTION RATING

When an attack bypasses the evasion value of dexterity bonuses or the base dodge bonus (of 10) such as hold spells. This value is used. It is the raw deflection value of armor and shields.

AIM RATING

The aim rating is the character's ability to successfully strike an opponent. Dexterity is the only ability which modifies the aim rating (unless specified by the ability). Intelligence, however, modifies the ability to aim for spells.

DAMAGE

Damage done by spells or weapons reduces the health or hit point value of a character. Every weapon and spell has its own individual damage dice and, either, strength or intelligence modifies the damage.

INITIATIVE

The initiative roll (1d20 roll) determines which character goes first in a battle. The highest value goes first, then cycles the those who rolled lower until the round is done. A spell's casting time causes a wait or delay effect until it is triggered. A casting time of 10, reduces the caster's initiative from what is normally rolled. When the roll is reduced to 0 or lower, the spell is triggered the next round. Initiative values are determined by either dexterity for melee or intelligence for spells.

ABILITIES

Abilities determine what a character can accomplish whether its related to combat or not. Fighters get fighter abilities. Wizards get wizard spells. The abilities are seperated into seperate categories; daily, per battle, or at-will.
Daily abilites can only be used certain amount of times per day. Per battle abilities can only be used the number of times per battle, and must rest for a set amount of time before it returns. At-Will abilities can be used at any time.

How Combat Works

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

- **Each combatant starts** out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
- **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) 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.
- **Combatants who have** not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
- **Combatants act** in initiative order (highest to lowest).
- **When everyone has** had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 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 Armor Class, 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 threat—a possible critical hit.

Attack Bonus

Your attack bonus with a melee weapon is:

- Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:
- Base attack bonus + Dexterity modifier + size modifier + range penalty

Base Attack Bonus

A base attack bonus is an attack roll bonus derived from character class and level or creature type and Hit Dice (or combinations thereof). Base attack bonuses increase at different rates for different character classes and creature types. A second attack is gained when a base attack bonus reaches +6, a third with a base attack bonus of +11 or higher, and a fourth with a base attack bonus of +16 or higher. Base attack bonuses gained from different sources, such as when a character is a multiclass character, stack.

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 Bonus

When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

Off-Hand Weapon

When you deal damage with a weapon in your off hand, you add only ½ your Strength bonus.

Wielding a Weapon Two-Handed

When you deal damage with a weapon that you are wielding two-handed, you add 1½ times your Strength bonus.

However, you don't get this higher Strength bonus when using a light weapon with two hands.

Multiplying Damage

Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Note: When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Attribute Damage

Certain creatures and magical effects can cause temporary attribute damage (a reduction to an attribute score).

Armor Class

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

> 10 + armor bonus + shield bonus + Dexterity modifier + size modifier

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC.

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. (If you don't have a Dexterity bonus, nothing happens.)

Other Modifiers

Many other factors modify your AC.

Enhancement Bonuses

Enhancement effects make your armor better.

Deflection Bonus

Magical deflection effects ward off attacks and improve your AC.

Dodge Bonuses

Some other AC bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Touch Attacks

Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, anddeflection bonus (if any) apply normally.

Hit Points

When your hit point total reaches 0, you're disabled. When it reaches -1, you're dying. When it gets to -10, you're dead.

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.

Dwarves, gnomes, and halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor).

Humans, elves, half-elves, and half-orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

Saving Throws

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

> Base save bonus + attribute modifier

Base Save Bonus

A saving throw modifier derived from character class and level. Base save bonuses increase at different rates for different character classes. Base save bonuses gained from different classes, such as when a character is a multiclass character, stack.

Saving Throw Types

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

Fortitude

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

Reflex

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

Will

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

Saving Throw Difficulty Class

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

Automatic Failures and Successes

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

Initiative

Initiative Checks

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. 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.

Flat-Footed

At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to AC (if any) while flat-footed. Barbarians and rogues have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to AC due to being flat-footed.

A flat-footed character can't make attacks of opportunity.

Inaction

Even if you can't take actions, you retain your initiative score for the duration of the encounter.

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 may call for Listen checks, Spot checks, or other checks.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. 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.

Unaware Combatants

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

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.

Combat Reflexes

Not all attacks of opportunity are automatically free. Some conditions requires a character make a Reaction Speed roll which determines if a character is fast enough to react to an opportunity. If the roll succeeds, the character is granted a free attack. If the roll fails, the character misses an opportunity to attack.

Threatened Squares

You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons

Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Note: Small and Medium creatures wielding reach weapons threaten all squares 10 feet (2 squares) away, even diagonally. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.)

Provoking an Attack of Opportunity

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

Moving

Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot step and the withdraw action.

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.

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 experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you've already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Additional Attacks of Opportunity

If a character's dexterity modifier is greater than +1, the character is able to make more than 1 attack of opportunity. If the modifier is a +3, the character can make 3 attacks of opportunities. But only one attack can be granted per opportunity throughout the round.

OPPORTUNITY CHANCE TABLE

The base chance of obtaining an attack of opportunity depends on a character's reaction speed. Initially, a character gets 1 in 20 chances to obtain an attack of opportunity.

When a character is of higher level, they are more perceptive and experienced enough to recognize opportunities and thus increase their chances. Their dexterity and intelligence also modifies these chances as well.

Reaction Speed	
Level	Chance
1-2	1-1
3-4	1-2
5-6	1-3
7-8	1-4
9-10	1-5
11-12	1-6
13-14	1-7
15-16	1-8
17-18	1-9
19-20	1-10

Dexterity and Intelligent Modifiers add to a character's reaction speed.

Actions In Combat

The Combat Round

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

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, 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 six types of actions: standard actions, move actions, full-round actions, free actions, swift actions, and immediate actions.

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

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

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

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

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

Full-Round Action
A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

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

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

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

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

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

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

Restricted Activity

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

Standard Actions

1. Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2. If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
3. If the object is being held, carried, or worn by a creature, yes. If not, no.

Action	Attack of Opportunity[1]
Attack (melee)	No
Attack (unarmed)	Yes
Attack (ranged)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe[2]
Bull rush	Yes
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Make a dying friend stable (see Heal skill)	Yes
Overrun	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe[3]
Total defense	No
Turn or rebuke undead	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No

Attack

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 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks

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

Attacks of Opportunity

Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes nor does it provoke an attack of opportunity from an unarmed foe.

An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below).

"Armed" Unarmed Attacks

Sometimes a character's or creature's unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat, a spellcaster delivering a touch attack spell, and a creature with natural physical weapons all count as being armed.

Note that being armed counts for both offense and defense (the character can make attacks of opportunity)

Unarmed Strike Damage

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

Dealing Lethal Damage

You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a -4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Ranged Attacks

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

Attack Rolls

An attack roll represents your attempts to strike your opponent.

Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's AC, you hit and deal damage.

Automatic Misses and Hits

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Damage Rolls

If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

Multiple Attacks

A character who can make more than one attack per round must use the full attack action in order to get more than one attack.

Shooting or Throwing into a Melee

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

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

Precise Shot
If you have the Precise Shot feat you don't take this penalty.

Fighting Defensively as a Standard Action

You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round. See also:Fighting Defensively as a Full-Round Action.

Critical Hits

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

a miss, then your hit is just a regular hit.

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

Exception: Extra damage dice over and above a weapon's normal damage is not multiplied when you score a critical hit.

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

Increased Critical Multiplier
Some weapons deal better than double damage on a critical hit.

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.

Cast a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

Note: You retain your Dexterity bonus to AC while casting.

Spell Components

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

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

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these 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.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are

expended when you cast the spell, whether or not the casting succeeds.

Concentration

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

Concentrating to Maintain a Spell

Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.

Casting Time

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

Attacks of Opportunity

Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make aConcentration check (DC 10 + points of damage taken + spell level) or lose the spell. Spells that require only a free action to cast don't provoke attacks of opportunity.

Casting on the Defensive

Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means that you lose the spell.

Touch Spells in Combat

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

Touch Attacks

Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks come in two types:

melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, anddeflection bonus (if any) all apply normally.

Holding the Charge

If you don't discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with anatural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

Dismiss a Spell

Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

Activate Magic Item

Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staffs. Activating a magic item is a standard action (unless the item description indicates otherwise).

Spell Completion Items

Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

Spell Trigger, Command Word, or Use-Activated Items

Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

Use Special Ability

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

Spell-Like Abilities

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

Using a Spell-Like Ability on the Defensive
You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.

Supernatural Abilities

Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities

Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defensewith fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can't make attacks of opportunity while using total defense.

Start/Complete Full-Round Action

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

Move Actions

Table: Move Actions
1. Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2. If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you

have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Action	Attack of Opportunity[1]
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon[2]	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount a horse or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield[2]	No
Retrieve a stored item	Yes

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

Move

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

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

Accelerated Climbing

You can climb one-half your speed as a move action by accepting a -5 penalty on your Climb check.

Crawling

You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Draw or Sheathe a Weapon

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

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

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

Ready or Loose a Shield

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

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

Manipulate an Item

In most cases, moving or manipulating an item is a move action.

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

Direct or Redirect a Spell

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

Stand Up

Standing up from a prone position requires a move action and provokes attacks of opportunity.

Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

Fast Mount or Dismount

You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

Full-Round Actions

Table: Full-Round Actions

1. Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2. May be taken as a standard action if you are limited to taking only a single action in a round.

Action	Attack of Opportunity[1]
Full attack	No
Charge[2]	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes
Withdraw[2]	No

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

Full Attack

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

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

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

Deciding between an Attack or a Full Attack

After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

Fighting Defensively as a Full-Round Action

You can choose to fight defensively when taking a full attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Cleave

The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

Cast a Spell

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.

You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don't threaten any squares around you.

This action is otherwise identical to the cast a spell action described under Standard Actions.

Casting a Metamagic Spell

Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a sorcerer or bard. Note that this isn't the same as a spell with a 1-round casting time—the spell takes effect in the same round that you begin casting, and you aren't required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell.

Clerics must take more time to spontaneously cast a metamagic version of a cure or inflict spell. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times take an extra full-round action to cast.

Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don't have a listed speed.

Note that despite the name of this action, you don't actually have to leave combat entirely.

Restricted Withdraw

If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

Run

You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat.

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can't run across difficult terrain or if you can't see where you're going.

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

Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not,

and thus it provokes attacks of opportunitynormally.

Free Actions

Table: Free Actions

1. Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2. Unless the component is an extremely large or awkward item.

Action	Attack of Opportunity[1]
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell[2]	No
Speak	No

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

Drop an Item

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

Drop Prone

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

Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than 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.

Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve spellcasting or the activation of magic items; many characters (especially those who don't cast spells) never have an opportunity to take a swift action.

Casting a quickened spell is a swift action. In addition, casting any spell with a casting time of 1 swift action is a swift action.

Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Immediate Actions

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

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

Table: Miscellaneous Actions

1. Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2. These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attackaction, or even as an attack of opportunity.
3. The description of a feat defines its effect.

No Action	Attack of Opportunity[1]
Delay	No
5-foot step	No
Action Type Varies	**Attack of Opportunity[1]**
Disarm[2]	Yes
Grapple[2]	Yes
Trip an opponent[2]	Yes
Use feat[3]	Varies

Take 5-Foot Step

You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes anattack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round when you move any distance.

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

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

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

Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill

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

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

ACTION POINT SYSTEM

The Action Point System is a system in which determines the amount of action a character can do in one round. It is measured numerically and is more flexible to the traditional d20 round system. All weapons, spells, and some actions are measured numerically to identify which actions can happen multiple times in one round or which actions stretch to the next round.

If one weapon requires 5 AP and a character has 12 AP spendable, he may choose to attack twice. 2 attacks x 5 AP = 10 AP used. The 2 remaining AP is stored for the next round. The second round, he will have a total of 14 AP to use. He may choose to attack twice again and store 4 AP for the next round. On the third round, he will have 16 AP to spend and may choose to attack three times, leaving him with 1 AP left. This allows bankable unused actions of an allotted time to be usuable again in the future so no time is left to waste.

More of an example, if a character has 9 AP a round to use and has a spell which requires 15 AP, he may choose to cast the spell, but must spend all his 9 AP in casting, which is the entire round. The next round, he needs more 6 more AP to cast the spell (15AP – 9 AP = 6 AP). He can choose to cancel casting or resume which result in 6 out of 9 AP used and will have 3 AP remaining. If he chooses to cast a smaller spell which requires 5 AP, he can do so in the next round. He will have 9 AP + 3 Remaining AP from the previous round with a total of 12 AP stored. He will be able to cast the smaller spell twice (5 AP x 2 = 10 AP) and will have 2 AP remaining to store for the next round.

This system is meant to limit the potential damage per round that a character is capable of doing.

TWO HANDED

In the case of characters with two handed weapons, both hands are on one weapon, so the speed of the weapon increases by an average of 1 AP which allows a character faster maneuverability.

TWO WEAPONS

For characters with Two Weapons, some math is required to calculate the AP usage per weapon. On the table below, it illustrates that both weapons seemingly slower in speed. This is not the case. The number shown for d8 weapons is normally 5 AP per use. With 2 weapons, it shows 6 AP per use when it is actually 3 AP. The weapons are actually still 5 AP, but the movement and numbers are actually overlapping on top of each other, but with some delay.

The number first shown on two weapons is the speed for one hand. The actual speed of each attack is divided into 2. In the case of d8 weapons, each attack requires 3 AP.

WEAPON DICE	ONE HANDED	TWO HANDED	TWO WEAPON		
d4	3	--	**4**	/2 =	**2 ea.**
d6	4	(3)	**5**	/2 =	**2.5 ea.**
d8	5	4	**6**	/2 =	**3 ea.**
d10	6	5	**7**	/2 =	**3.5 ea.**
d12	7	6	**8**	/2 =	**4 ea.**

AP PROGRESSION

As a general rule, all characters, non-player characters, and creatures start the round with 5 AP. Over time, a character will become more efficient in combat and will increase their Starting AP. The numbers listed below are starting AP's at each round. A character can only **store a maximum of twice their starting AP** per round. And in each round, they r**egain the same amount of AP as their starting AP**.

AP MODIFIERS

Every two levels, a character gains 1 extra Starting AP. Dexterity modifies the Starting AP for Melee and Ranged Attacks, while Intelligence modifies the Starting AP for Spells. With the numbers listed below, a level 7 fighter will have 8

Starting AP, but with 14 Dexterity, he will gain 2 extra AP per round to use. If a Level 9 Mage has 16 Intelligence, he will have 12 AP a round to spend (9 Starting AP + 3 AP from Intelligence).

Dex/ Int	STARTING ACTION POINTS BY LEVEL										
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
10	5	6	7	8	9	10	11	12	13	14	15
12	6	7	8	9	10	11	12	13	14	15	16
14	7	8	9	10	11	12	13	14	15	16	17
16	8	9	10	11	12	13	14	15	16	17	18
18	9	10	11	12	13	14	15	16	17	18	19
20	10	11	12	13	14	15	16	17	18	19	20

SURPRISE ROUNDS

With rounds with surprise attacks, characters who are ambushing enemies will start the round with double their normal Starting AP, but cannot exceed their maximum AP.

MAXIMUM AP

A character's Maximum AP is determined by their Constitution. The base Maximum AP is the Starting AP multiplied by 2. The Constitution Modifier is added twice into the Maximum AP.

CON	MAXIMUM ACTION POINTS BY LEVEL										
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
10	10	12	14	16	18	20	22	24	26	28	30
12	12	14	16	18	20	22	24	26	28	30	32
14	14	16	18	20	22	24	26	28	30	32	34
16	16	18	20	22	24	26	28	30	32	34	36
18	18	20	22	24	26	28	30	32	34	36	38
20	20	22	24	26	28	30	32	34	36	38	40

FUNDAMENTAL ACTIONS IN COMBAT

Capable Actions	Move	Action Cost	Attack of Opportunity
Assault			
Full Attack	5ft	As Weapon	--
Move + Attack	15ft	As Weapon + 1ft / 1 AP	Reaction
Ranged	5ft	As Weapon AP	Yes
Spell	5ft	As Spell AP	Yes
Unarmed	5ft	As AP Speed	No if trained
Tackle	5ft	Full	Reaction
Charge	60ft	Full	Only by interception
Parry / Block / Dodge	5ft	Full or As Ability	--
Loading Crossbow	5ft	Full / None if trained	Reaction
Combat Ability	5ft	Full	--
Ready / Reaction			
Vs Approach	No	As Trigger	Interception
Vs Spell	No	As Trigger	Interception
Vs Withdraw	No	Full	Interception
Vs Counterspell	No	Full	Interception
Feint	30ft if Feint Success	Full	Defeats Opportunities
Attacks of Opportunity			
Single Attack	--	2 AP	Reaction
Tackle	--	2 AP	Reaction
Check: Knockdown	--	2 AP	Reaction
Trip	--	2 AP	Reaction
Shield Bash: Knockdown	--	2 AP	Reaction
Grapple	--	2 AP	Reaction
Vs Feint	--	None if Failed	Deception vs Reflex
Vs Acrobatics: Pass by	--	None if Failed	Acrobatics vs. Reflex
Vs Acrobatics: Passthrough	--	None if Failed	Acrobatics vs. Reflex

Capable Actions	Move	Action Cost	Attack of Opportunity
Magic			
Spell	5ft	by Casting Time	Yes
Concentrating on Spell	No	Full	Yes
Activate Magic Item	5ft	5 AP	Reaction
Scroll	5ft	Full	Yes
Trigger: Command Word	--	Free	No
Spell-like Ability	5ft	5 AP	Reaction
Cease Concentration	--	Free	--
Prepare Spell Components	--	Free	--
Changing Form	5ft	Full	Yes
Dismiss a spell	--	Free	--
Drinking a potion	5ft	5 AP	Reaction
Redirecting a spell	--	Free	--
Movement			
Double Move	x2	Full	Yes
Run	x4	Full	Reaction
5 foot step	5ft	Free	--
Dropping to the floor	No	5 AP	--
Standing up	No	Full	Reaction
Flip Stand	No	5 AP	--
Miscellaneous			
Dropping an item	--	Free	--
Picking up an item	No	5 AP	Reaction
Speaking	--	Free	--
Climbing	per 10ft	Full	Yes
Draw Weapon	--	5 AP	--
Sheathe Weapon	--	5 AP	Reaction
Ready Shield	--	Free	--
Loose a Shield	--	Free	--
Retrieve Stored Item	5ft	Full	Reaction
Mounting a horse	No	Full	Yes
Healing: First Aid	No	Full	Yes
Lighting a torch	No	Full	Yes
Turn Undead	5ft	Full	Reaction
Picking a lock (rushed)	No	Full	Yes
Disarm	5ft	Full	Yes if picking up
Grapple	No	Full	Yes
Tripping	5ft	As Ability	Reaction
Knocked down	by weapon	Full	--
Delay	User defined	User defined	GM Defined

Condition Summary

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

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.

Ability Drained

The character has permanently lost 1 or more ability score points. The character can regain drained points only through magical means. 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 isunconscious.

Blinded

The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away

Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 × 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused

A confused character's actions are determined by rolling d % at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering

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

Dazed

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

A dazed condition typically lasts 1 round.

Dazzled

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

Dead

The character's hit points are reduced to -10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened

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.

Disabled

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

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying

A dying character is unconscious and near death. She has -1 to -9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -10 hit points, she is dead.

Energy Drained

The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

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.

Exhausted

An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued

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

Flat-Footed

A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened

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

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

Grappling

Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling. See Grapple.

Helpless

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

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

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

Incorporeal

Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible

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

Knocked Down

Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 × 10 feet.

Nauseated

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

Panicked

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

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

Paralyzed

A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and maydrown. 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.

Petrified

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

Pinned

Held immobile (but not helpless) in a grapple.

Prone

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

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken

A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Shaken is a less severe state
of fear than frightened or panicked.

Sickened

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

Stable

A character who was dying but who has stopped losing hit
points and still has negative hit points is stable. The character
is no longer dying, but is still unconscious. If the character
has become stable because of aid from another character
(such as a Heal check or magical healing), then the character
no longer loses hit points. He has a 10% chance each hour of
becoming conscious and disabled (even though his hit points
are still negative).

If the character became stable on his own and hasn't had
help, he is still at risk of losing hit points. Each hour, he has a
10% chance of becoming conscious and disabled. Otherwise
he loses 1 hit point.

Staggered

A character whose nonlethal damage exactly equals his
current hit points is staggered. A staggered character may
take a single move action or standard action each round (but
not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal
damage is no longer staggered; a character whose nonlethal
damage exceeds his hit points becomes unconscious.

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).

Turned

Affected by a turn undead attempt. Turned undead flee for
10 rounds (1 minute) by the best and fastest means available
to them. If they cannot flee, they cower.

Unconscious

Knocked out and helpless. Unconsciousness can result from
having current hit points between -1 and -9, or
from nonlethal damage in excess of current hit points.

Injury and Death

Your hit points measure how hard you are to kill. 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.

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.

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.

At from -1 to -9 hit points, you're dying.

At -10 or lower, you're dead.

Massive Damage

If you ever sustain a single attack deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

Disabled (0 Hit Points)

When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying.

Healing 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.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

Dying (-1 to -9 Hit Points)

When your character's current hit points drop to between -1 and -9 inclusive, he's dying.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

Dead (-10 Hit Points or Lower)

When your character's current hit points drop to -10 or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

SYSTEM SHOCK

This states the chance a character has to survive effects that affects the body. It can also be used to see if the character retains consciousness in particularly difficult situations. The most common effects that are used by this table are:
- petrification (and reversing),
- polymorph,
- magical aging,
- massive attacks,
- powerful lightning spells,
- resurrection spells
- any form of natural resuscitation

The table shows the base chance of succeeding a system shock check is shown here. As a character grows in level, so is their body's physiological efficiency. To roll for a system shock, the player must determine their base chance and their level, add the numbers together, and then roll a 1d20 to determine if the character remains conscious during the shock to the system. Roll in between the chance of 1 and the number means the character has survived or remained conscious. Rolling above the listed number means the character has died or fell unconscious.

System Shock			
Constitution	Base Chance	Level	Bonus
0-1	1-5	1	+0
2-3	1-6	2-3	+1
4-5	1-7	4-5	+2
6-7	1-8	6-7	+3
8-9	1-9	8-9	+4
10-11	1-10	10-11	+5
12-13	1-11	12-13	+6
14-15	1-12	14-15	+7
16-17	1-13	16-17	+8
18-19	1-14	18-19	+9
20+	1-15	20+	+10

Some spells, abilities, or conditions also place a modifier on system shock. This will be determined by the DM.

Stable Characters and Recovery

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

If the character's hit points drop to -10 or lower, he's dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A spellcaster retains the spellcasting capability she had before dropping below 0 hit points.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help

One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

Recovering without Help

A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points

naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

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
With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Magical Healing
Various abilities and spells can restore hit points.

Healing Limits
You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

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.

Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.

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

Increases in Constitution Score and Current Hit Points
An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

Post-Combat Recovery

Armor is a means to reduce damage or deflect oncoming blows for its user. Therefore, it can be safe to assume that armor converts most normal damage to subdual / non-lethal damage.

Upon leaving combat, the would-be cuts that were converted into bruising caused by the armor begins healing. Because bruises heal faster than cuts, some of the health points lost can be restored.

Because the recording of all damage can be cumbersome, a simple method can be implemented as follows:

Current Hit Points	Recover To	Example Current	Example Recovery
75%	100%	16/22 Health	22/22 Health
50%	75%	11/22 Health	16/22 Health
25%	50%	6/22 Health	11/22 Health
1%	25%	1/22 Health	6/22 Health

It can also be assumed that this rule negates a lot of potential deaths when reaching 0 hit points. So a rule for using non-lethal damage, character death by non-lethal damage must equate to the amount of negative health equal to that of its positive. If a character has 22 health, he or she must reach -22 health to reach death.

This rule only applies to armor users.

Armor Type	Amount Recovered	Example Current	Amount Recovered
Leather	25%	6/22 Health	+5.5 Health
Chain	50%	6/22 Health	+11 Health
Plate	75%	6/22 Health	+16.5 Health

Certain damages subtracts from the potential healing such as spells and poisons. In which case, the damage is subtracted from the non-lethal then added on to the current health.

Nonlethal Damage

Dealing 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 equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. 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, but you take a -4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage
You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

Staggered and Unconscious
When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

Healing Nonlethal Damage
You heal nonlethal damage at the rate of 1 hit point per hour per character level.

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 (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

Encumbrance

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

Hampered Movement

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

Movement in Combat

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

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

If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

Bonuses to Speed

A barbarian has a +10 foot bonus to his speed (unless he's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Tactical Speed

Race	No Armor or Light Armor	Medium or Heavy Armor
Human, elf, half-elf, half-orc	30 ft.(6 squares)	20 ft.(4 squares)
Dwarf	20 ft.(4 squares)	20 ft.(4 squares)
Halfling, gnome	20 ft.(4 squares)	15 ft.(3 squares)

Measuring Distance

Diagonals

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

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

You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature

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

Moving through a Square

Friend

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

Opponent

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

Ending Your Movement

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

Overrun

During your movement you can attempt to move through a square occupied by an opponent.

Tumbling

A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill).

Very Small Creature

A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller

Any creature can move through a square occupied by a creature three size categories larger than it is.

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

Designated Exceptions

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

Terrain and Obstacles

Difficult Terrain

Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain.

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

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, 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, and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to AC.

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

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

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

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space

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

Double Movement Cost

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

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

Minimum Movement

Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

Big and Little Creatures In Combat

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

Creature Size and Scale

Size Category	Size Modifier	Grapple Modifier	Hide Modifier
1. *A creature's size modifier is applied to it's attack bonus and Armor Class.*			
Fine	+8	-16	+16
Diminutive	+4	-12	+12
Tiny	+2	-8	+8
Small	+1	-4	+4
Medium	+0	+0	+0
Large	-1	+4	-4
Huge	-2	+8	-8
Gargantuan	-4	+12	-12
Colossal	-8	+16	-16

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.

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

Advantage and Disadvantage

Sometimes you have an edge, an advantage, in a situation. At other times, circumstances conspire against you and impose a disadvantage on you. When the rules say you have advantage or disadvantage on an ability check, an attack roll, or a saving throw, you roll a second d20 when making that roll.

You use the higher of the two rolls to determine your result if you have advantage and the lower roll if you have disadvantage. No matter how many times you gain advantage or disadvantage on the same roll, you roll only one additional d20. If you have advantage and disadvantage on the same roll, the advantage and the disadvantage cancel each other out.

This rule applies even when you have advantage or disadvantage from multiple sources. For example, if two effects give you advantage on a roll and one effect gives you disadvantage, you have neither of them for that roll. You usually gain advantage or disadvantage through the use of special abilities and spells.

Your DM might also determine that circumstances are in your favor and grant you advantage, or that they are not in your favor and impose disadvantage.

As described in the rules on combat, you can take certain actions—such as the dodge, help, and hinder actions—to gain advantage or impose disadvantage.

Conditions

Conditions alter a creature's capabilities in a variety of ways and arise as a result of a spell or other effect. Most conditions, such as and deafened, are impairments, but a few, such as incorporeal and invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition. If more than one effect impose the same condition on a creature, each instance of the condition has its own duration, but the effects of the condition are not compounded on the creature.

The following definitions specify what happens to a creature while it is subjected to a condition. Each definition is a starting point. It's up to the DM to determine additional details that might be appropriate for the condition in certain circumstances.

For example, an intoxicated character normally makes ability checks with disadvantage, but the DM might decide that Charisma checks made to influence ale---loving dwarves don't suffer this drawback.

Blinded
• A blinded creature automatically fails any ability check that involves sight.
• Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed
• A charmed creature cannot attack the charmer or target the charmer with harmful abilities or magical effects.
• The charmer has advantage on any ability check to interact socially with the creature.

Deafened
• A deafened creature automatically fails any ability check that involves hearing.

Frightened
• A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
• The creature cannot willingly move to a position where it would end a turn closer to the source of its fear than where it started.

Hasted
• Hasted attacker gains advantage to attack rolls.
• Attackers attacking the hasted suffers disadvantage to attack rolls.

Incorporeal
• An incorporeal creature has resistance against nonmagical damage, and the creature's targets have resistance against its nonmagical damage.
• The creature can move through an object or another creature, but can't stop there.

Intoxicated
• An intoxicated creature has disadvantage on attack rolls and ability checks.
• To cast a spell, the creature must first succeed on a DC 10 Constitution check. Otherwise, the spellcasting action is wasted, but the spell is not.

Invisible
• An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
• Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed
• A paralyzed creature cannot move, speak, or take any action that is not purely mental. It drops whatever it's holding and falls prone.
• The creature automatically fails Strength and Dexterity saving throws.
• Attack rolls against the creature have advantage.

Prone
• A prone creature's only movement option is to crawl, unless it stands up.
• The creature has disadvantage on attack rolls.
• An attack roll has advantage against the creature if the attacker is within 5 feet of it. Otherwise, an attack roll has disadvantage against the creature.

Restrained
• A restrained creature's speed becomes 0, and it cannot benefit from bonuses to its speed.
• Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
• The creature has disadvantage on Dexterity saving throws.

Slowed
• Slowed Attackers suffer disadvantage to attack rolls.
• Attackers attacking the slowed gain advantage to attack rolls.

Stunned
• A stunned creature cannot move or take actions.
• The creature automatically fails Strength and Dexterity saving throws.
• Attack rolls against the creature have advantage.

Unconscious
• An unconscious creature drops whatever it's holding and falls prone.
• The creature cannot move, take actions, or perceive its surroundings.
• The creature automatically fails Strength and Dexterity saving throws.
• Attack rolls against the creature have advantage.

Combat Modifiers

Favorable and Unfavorable Conditions

Circumstance	Attacker	Opponent
Mounted	*Advantage*	*Disadvantage*
Flanking	*Advantage*	*Disadvantage*
on Higher Ground	*Advantage*	
Prone	*Disadvantage*	*Advantage*
Staggered, Disorientated	*Disadvantage*	*Advantage*
Climbing	*Disadvantage*	*Advantage*
Surprised, Flat-footed	*Disadvantage*	*Advantage*
While running	*Disadvantage*	
While target is running	*Disadvantage*	
Grappled	*Disadvantage*	*Advantage*
Blinded	*Disadvantage*	*Advantage*
Cowering	*Disadvantage*	
Hasted	*Advantage*	*Disadvantage*
Slowed	*Disadvantage*	*Advantage*
Incorporeal		*Disadvantage*
Invisible	*Advantage*	*Disadvantage*
Intoxicated	*Disadvantage*	
Paralyzed, Stunned	*Cannot Move*	*Advantage*
Restrained	*Cannot Move*	*Advantage*
Unconscious	*Cannot Move*	*Advantage*
Holy / Unholy Aura	*Advantage*	*Disadvantage*
Concealed: 25%		
Concealed: 50%		*Disadvantage*
Concealed: 75%	*Disadvantage*	*Disadvantage*
Blur Spell: 50%		*Disavantage*
Near Total Darkness	*Disadvantage*	*Disadvantage*

Cover

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover
A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

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

Cover and Reflex Saves
Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Hide Checks
You can use cover to make a Hide check. Without cover, you usually need concealment to make a Hide check.

Soft Cover
Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

Big Creatures and Cover
Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover
If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover
In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

Concealment

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.

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.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance

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

Concealment and Hide Checks

You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

Total Concealment

If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment

Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters.
Although invisibility provides total concealment, sighted opponents may still make Spotchecks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

Varying Degrees of Concealment

Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

Flanking

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack

A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks.

A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were -5 (and a roguecan sneak attack him).

Coup de Grace

As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

Acrobatics, Evasion, And Swift Elusion

The base Evasion AC is 10 + Dexterity Modifier which determines the character's ability to dodge. But as a character progresses in fighting skill, so too their ability to dodge. So the Evasion AC has been retooled to add Acrobatics Skill into Evasion AC entirely. If Acrobatics Skill suffers a penalty, so will the Evasion AC, and vice versa.

Acrobatics: determines the Evasion AC Bonus to the base 10 AC
   (Acrobatics Skill = Skill Level + Dexterity Modifier - Armor Penalty)

An Armor's Maximum Evasion Bonus: determines the highest numeral value an armor can allow as a bonus to the Evasion AC.

The Swift Elusion ability: can bypass the Maximum Evasion Bonus but disallows use of attacks. But it's maximum AC bonus is equal the armor's Maximum Evasion Bonus as a seperate value that stacks onto the Evasion AC. This also allows the Dexterity bonus to applied twice to the total Evasion AC.

ACROBATICS SKILL	EVASION AC					
	Dex 10	*Dex 12*	*Dex 14*	*Dex 16*	*Dex 18*	*Dex 20*
0	10	11	12	13	14	15
1	11	12	13	14	15	16
2	12	13	14	15	16	17
3	13	14	15	16	17	18
4	14	15	16	17	18	19
5	15	16	17	18	19	20
6	16	17	18	19	20	21
7	17	18	19	20	21	22
8	18	19	20	21	22	23
9	19	20	21	22	23	24
10	20	21	22	23	24	25

But when the Evasion AC is modified by an ability like Swift Elusion, the bonuses stack depending on the level of the character. The Swift Elusion ability is not bound to an Armor's Maximum Evasion Bonus. It can supercede it for a limited duration to apply bonuses to the Evasion AC

LEVEL	SWIFT ELUSION: EVASION BONUS					
	Dex 10	Dex 12	Dex 14	Dex 16	Dex 18	Dex 20
None	+0	+1	+2	+3	+4	+5
1-2	+1	+2	+3	+4	+5	+6
3-4	+2	+3	+4	+5	+6	+7
5-6	+3	+4	+5	+6	+7	+8
7-8	+4	+5	+6	+7	+8	+9
9-10	+5	+6	+7	+8	+9	+10
11-12	+6	+7	+8	+9	+10	+11
13-14	+7	+8	+9	+10	+11	+12
15-16	+8	+9	+10	+11	+12	+13
17-18	+9	+10	+11	+12	+13	+14
19-20	+10	+11	+12	+13	+14	+15

Special Initiative Actions

Here are ways to change when you act during combat by altering your place in the initiative order.

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 can't, however, interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying

Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (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 is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action

You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the

readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

Initiative Consequences of Readying

Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (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.

Distracting Spellcasters

You can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her Concentration check result).

Readying to Counterspell

You may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn't always work.

Readying a Weapon against a Charge

You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.