

ABILITY SCORES

Table I: Ability Modifiers

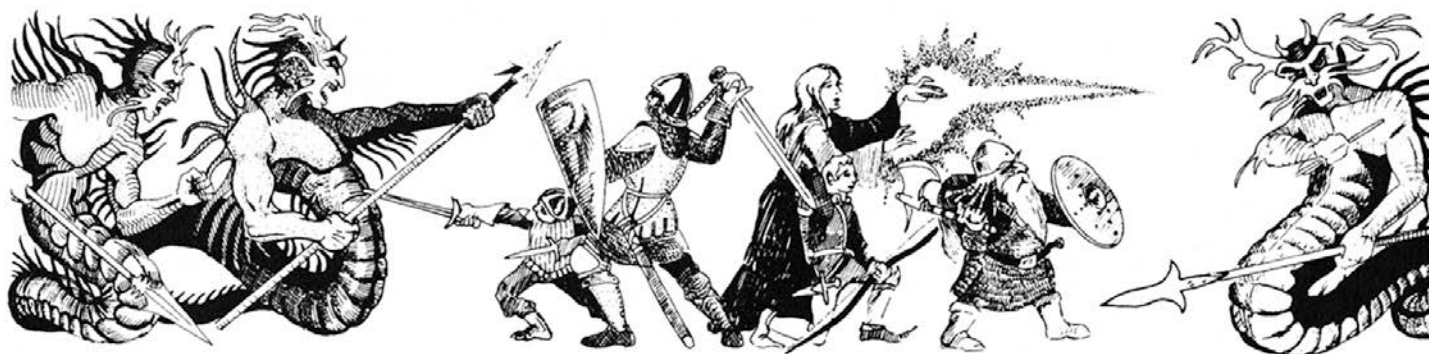
Ability Score	Ability Modifier	Bonus Spells By Spell Level									
		1	2	3	4	5	6	7	8	9	
1	-5										
2	-4										
3	-3										
4-5	-2										
6-8	-1										
9-12	±0										
13-15	+1	1									
16-17	+2	1	1								
18	+3	1	1	1							
19	+4	1	1	1	1						
20	+5	1	1	1	1	1					
21	+6	2	1	1	1	1	1				
22	+7	2	2	1	1	1	1	1			
23	+8	2	2	2	1	1	1	1	1		
24	+9	2	2	2	2	1	1	1	1	1	
25	+10	3	3	3	3	2	1	1	1	1	1

ABILITY CHECK MODIFIERS

Challenge Level	Check Modifier	Example
Routine	+10	notice something in plain sight (a <i>perception</i> check).
Easy	+5	climb a knotted rope (a <i>climb</i> check)
Average	± 0	hear an approaching guard through a closed dungeon door (a <i>perception</i> check)
Tough	-5	rig a wagon wheel to fall off (a <i>remove traps</i> or <i>craft</i> skill check)
Challenging	-10	swim in a tempest-tossed ocean (a <i>strength</i> check)
Formidable	-15	open a complex lock of dwarven make (an <i>open locks</i> check)
Heroic	-20	make a saving throw against a 20 th level magic-user's <i>charm person</i> spell (a <i>charisma</i> check)

Standard Exchange Rates

Coin	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (CP) =	1	1/10	1/100	1/200	1/1000
Silver Piece (SP) =	10	1	1/10	1/20	1/100
Electrum Piece (EP) =	100	10	1	1/2	1/10
Gold Piece (GP) =	200	20	2	1	1/5
Platinum Piece (PP) =	1000	100	10	5	1



armor	cost	AC bonus	weight (lbs)	notes
<i>light armor</i>				
padded	5 gp	+1	10	includes quilted armor and leather jerkins
leather	15 gp	+2	15	
<i>medium armor</i>				
studded leather	30 gp	+3	25	includes brigandine, ringmail and scalemail
chain shirt	50 gp	+3	25	
chainmail	100 gp	+4	35	
<i>heavy armor</i>				
platemail	250 gp	+5	45	includes splint mail and banded mail
full plate	1000 gp	+6	40	
<i>shields</i>				
small, wooden	4 gp	+1	3	
small, steel	10 gp	+1	5	
large, wooden	6 gp	+2	8	
large, steel	15 gp	+2	10	

<i>tiny melee weapons</i>	cost	damage	range	weight	notes
gauntlet ^f	2 gp	1d3	—	1 lb.	
gauntlet, spiked ^f	5 gp	1d4	—	1 lb.	
dagger ^f	2 gp	1d4	10' (2")	1 lb.	includes main gauches and dirks
unarmed strike ^f	—	1d2*	—	—	includes grappling damage
<i>small melee weapons</i>	cost	damage	range	weight	notes
axe, hand or throwing	2 gp	1d6	10' (2")	2 lbs.	
flail, horseman's	5 gp	1d6	—	5 lbs.	includes nunchaku
garrote	5sp	1d3*	-	½ lb.	must be used two-handed
hammer, throwing	1 gp	1d4	20' (4")	2 lbs.	
mace, horseman's	4 gp	1d6	—	4 lbs.	
pick, horseman's	5 gp	1d6	—	3 lbs.	
sap ^f	1 gp	1d6*	—	2 lbs.	
shield, small steel	10 gp	1d3	—	6 lbs.	
shield, small wooden	4 gp	1d3	—	4 lbs.	
sword, short ^f	10 gp	1d6	—	2 lbs.	includes rapiers, small swords, wakisashis, etc
sickle ^f	6 gp	1d6	—	2 lbs.	includes kamas
<i>medium melee weapons</i>	cost	damage	range	weight	notes
axe, battle	8 gp	1d8	—	6 lbs.	
club	—	1d6	10' (2")	3 lbs.	
flail, footman's	10 gp	1d8	—	10 lbs.	
mace, footman's	8 gp	1d8	—	8 lbs.	
morningstar	8 gp	1d8	—	6 lbs.	
pick, footman's	8 gp	1d8	—	6 lbs.	
sword, scimitar	15 gp	1d8	—	4 lbs.	includes cutlasses, falchions, sabers, tulwars, etc.
shield, large steel	15 gp	1d4	—	15 lbs.	
shield, large wooden	6 gp	1d4	—	10 lbs.	
spear	1 gp	1d6*	20' (4")	3 lbs.	
sword, bastard	25 gp	1d8	—	6 lbs.	deals 1d10 damage when used 2-handed
sword, broad	15 gp	2d4	—	5 lbs.	
sword, long	15 gp	1d8	—	4 lbs.	
trident	15 gp	1d8	10' (2")	4 lbs.	
warhammer	10 gp	1d8	—	5 lbs.	
whip ^{dft}	1 gp	1d3*	—	2 lbs.	scourges are whips that deal lethal damage
<i>large melee weapons</i>	cost	damage	range	weight	notes
axe, great	15 gp	2d6	—	12 lbs.	includes bardiches
club, great	—	1d8	—	8 lbs.	
flail, great	12 gp	1d10	—	12 lbs.	
glaive ^r	8 gp	1d10	—	10 lbs.	includes naginatas
guisarme ^{drt}	10 gp	2d4	—	10 lbs.	includes bill hooks, lochaber axes and voulges
halberd ^{rt}	10 gp	1d8*	—	12 lbs.	includes most poleaxes
hammer, lucern ^r	8 gp	1d6*	—	8 lbs.	includes bec de corbins and crowbills
lance, light ^r	6 gp	1d6*	—	6 lbs.	may be used one-handed when mounted
lance, heavy ^r	10 gp	1d8*	—	12 lbs.	may be used one-handed when mounted
longspear ^r	5 gp	1d8*	—	9 lbs.	includes awl pikes, partisans and ash spears
military fork ^{drt}	8 gp	1d8*	—	8 lbs.	
quarterstaff	—	1d6	—	4 lbs.	
ranseur ^{drt}	8 gp	2d4	—	12 lbs.	includes spetums
scythe ^t	12 gp	1d8	—	8 lbs.	includes fauchards
sword, two-handed	30 gp	2d6	—	8 lbs.	includes claymores, khopeshes, no dachis, etc.
<i>tiny ranged weapons</i>	cost	damage	range	weight	notes
crossbow, hand	100 gp	1d4	30' (6")	2 lbs.	
bolts (10)	1 gp	-	-	1 lb.	
dart	5 sp	1d4	20' (4")	½ lb.	
shuriken (5)	1 gp	1d2	10' (2")	½ lb.	
<i>small ranged weapons</i>	cost	damage	range	weight	notes
blowgun	20gp	-	10' (2")	1 lb.	
bolas	5 gp	1d4*	10' (2")	2 lbs.	may be used to make trip attacks
javelin	1 gp	1d4	30' (6")	2 lbs.	
sling	-	1d4	50' (10")	0 lbs.	
<i>medium ranged weapons</i>	cost	damage	range	weight	notes
bow, short	15 gp	1d6	60' (12")	2 lbs.	
bow, short composite	75 gp	1d6	70' (14")	2 lbs.	
crossbow, light	15 gp	1d8	80' (16")	4 lbs.	◆
<i>large ranged weapons</i>	cost	damage	range	weight	notes
bow, long	75 gp	1d8	100' (20")	3 lbs.	
bow, long composite	100 gp	1d8	110' (22")	3 lbs.	
crossbow, heavy	25 gp	1d10	120' (24")	8 lbs.	reloading takes 1 round. ◆
net	20 gp	-	10' (2")	6 lbs.	the maximum range is 10'

◆ see the *crossbow* entry in *Equipment Descriptions* section (page 45) for more details

* deals non-lethal damage (See *Non-Lethal Damage* under *Non-lethal Combat* on page 58).

- does double damage if set against charging opponents. Lances do double damage on a mounted charge.

^d this weapon gives its user a +2 bonus to disarm checks (See *Disarm* under *Non-lethal Combat* on page 58).

^f this weapon is a "finesse" weapon. Its wielder may add their dexterity modifier to attack rolls in place of their strength modifier, so long as they may use the weapon 1-handed.

^r this weapon allows its user to strike at a foe up to 10 feet away.

^t this weapon gives its user a +2 bonus to trip checks (See *Overbear* or *Trip Attacks* under *Non-lethal Combat* on page 58).

Daily Food & Lodging	Cost
Ale (per gallon)	4 sp
Banquet (per person)	10 gp
Bread	10 cp
Cheese	4 sp
City rooms	
Common	15 sp
Poor	4 cp
Common wine (pitcher)	4 sp
Egg or fresh vegetables	2 cp
Honey	10 sp
Inn lodging	
Common	10 sp
Poor	10 cp
Meat for one meal	2 sp
Meals	
Good	10 sp
Common	6 sp
Poor	2 sp
Small beer (gallon)	1 sp
Soup	1 sp
Household Provisions	Cost
Barrel of pickled fish	3 gp
Butter (per lb.)	4 sp
Coarse sugar (per lb.)	1 gp
Dry rations (per week)	5 gp
Eggs (per 100)	16 sp
(per dozen)	2 sp
Figs (per lb.)	6 sp
Firewood (per day)	2 cp
Herbs (per lb.)	1 sp
Nuts (per lb.)	1 gp
Raisins (per lb.)	4 sp
Rice (per lb.)	4 sp
Salt (per lb.)	2 sp
Salted herring (per 100)	1 gp
Spice (per lb.)	
Exotic (saffron, clove)	15 gp
Rare (pepper, ginger)	2 gp
Uncommon (cinnamon)	1 gp
Tun of cider	8 gp
Tun of good wine	20 gp
Services	Cost
Bath	5 cp
Bearer/Porter (per day)	2 sp
Carpenter (per day)	4 sp
Clerk (per letter)	4 sp
Doctor, leech, or bleeding	3 gp

Guide, in city (per day)	4 sp
Linkboy (per night)	1 sp
Laundry (by load)	2 cp
Leatherworker (per day)	4 sp
Limner (per day)	10 sp
Mason (per day)	5 sp
Messenger (per message)	2 sp
Minstrel (per performance)	5 sp
Mourner (per funeral)	4 sp
Pack handler (per day)	3 sp
Tailor (per garment altered)	2 sp
Teamster w/wagon	2sp/mi.
Valet	4 sp
Clothing	Cost
Belt	3 sp
Boots	
Riding	2 gp
Soft	1 gp
Breeches	2 gp
Cap, hat	2 sp
Cloak	
Good cloth	5 sp
Fine fur	50 gp
Girdle	2 gp
Gloves	Cost
Common	10 sp
Hose	1 gp
Knife sheath	3 cp
Mittens	3 sp
Pin	5 gp
Plain brooch	5 gp
Robe	
Common	6 sp
Embroidered	20 gp
Sandals	Cost
Sash	1 sp
Scabbard	4 sp
Shoes	1 gp
Silk jacket	10 sp
Surcoat	80 gp
Tabard	10 sp
Toga, coarse	6 sp
Tunic	8 cp
Vest	8 sp
	6 sp

MISCELLANEOUS EQUIPMENT

	Cost	Weight
Backpack	2 gp	2 lbs.
Barrel, small	2 gp	30 lbs.
Basket	--	--
Large	3 sp	1 lb.
Small	5 cp	*
Bell	1 gp	--
Belt pouch	--	--
Large	1 gp	1 lb.
Small	15 sp	½ lb.
Block & tackle	5 gp	5 lbs.
Bolt case	1 gp	1 lb.
Bucket	5 sp	3 lbs.
Chain (per ft.)	--	--
Heavy	4 gp	3 lbs.
Light	3 gp	1 lb.
Chest	--	--
Large	2 gp	25 lbs.
Small	1 gp	10 lbs.
Cloth (10 sq. yds.)	--	--
Common	7 gp	10 lbs.
Fine	50 gp	10 lbs.
Rich	100 gp	10 lbs.
Candle	1 cp	*
Canvas (sq. yd)	4 sp	1 lb.
Chalk	1 cp	*
Climbing Gear	25 gp	5 lbs.
Fishhook	1 sp	**

	Cost	Weight
Fishing net (10' sq)	4 gp	5 lbs.
Flint and steel	1 gp	*
Glass bottle	10 gp	*
Grappling hook	8 sp	4 lbs.
Holy symbol (silver)	25 gp	*
Holy water (vial)	25 gp	*
Hourglass	25 gp	1 lb.
Iron pot	5 sp	2 lbs.
Ladder, 10 ft.	5 cp	20 lbs.
Lantern	--	--
Beacon	150 gp	50 lbs.
Bull's-eye	12 gp	3 lbs.
Hooded	7 gp	2 lbs.
Lock	--	--
Good	100 gp	1 lb.
Poor	20 gp	1 lb.
Magnifying glass	100 gp	*
Map or scroll case	8 sp	½ lb.
Merchant's scale	2 gp	1 lb.
Mirror, small silver	20 gp	*
Musical Instrument	5-100 gp	½-3 lbs.
Oil (per flask)	--	--
Greek fire	10 gp	2 lbs.
Lamp	6 cp	1 lb.
Paper (sheet)	2 gp	**
Papyrus (sheet)	8 sp	**
Parchment (sheet)	1 gp	**

	Cost	Weight
Perfume (vial)	5 gp	*
Piton	3 cp	½ lb.
Quiver	12 sp	1 lb.
Rope (per 50 ft.)	--	--
Hemp	4 sp	20 lbs.
Silk	10 gp	8 lbs.
Sack	--	--
Large	2 sp	½ lb.
Small	10 cp	*
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	**
Signal whistle	8 sp	*
Signet ring	5 gp	*
Soap	5 sp	1 lb.
Spellbook (blank)	25 gp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent	--	--
Large	25 gp	20 lbs.
Pavilion	100 gp	50 lbs.
Small	5 gp	10 lbs.
Thieves' picks	30 gp	1 lb.
Torch	1 cp	1 lb.
Water clock	1,000 gp	200 lbs.
Whetstone	2 cp	1 lb.
Wineskin	15 sp	1 lb.
Winter blanket	5 sp	3 lbs.
Writing ink (vial)	8 gp	*

MOVEMENT

Movement Rate

distance traveled per:

	round	minute	hour	day (8 hours)
5' (1")	5'	30'	¼ mile	2 miles
10' (2")	10'	60'	½ mile	4 miles
15' (3")	15'	90'	¾ mile	6 miles
30' (6")	30'	180'	1 ½ miles	12 miles
45' (9")	45'	270'	2 ¼ miles	18 miles
60' (12")	60'	360'	3 miles	24 miles
75' (15")	75'	450'	3 ¾ miles	30 miles
90' (18")	90'	540'	4 ½ miles	36 miles

Generally a character can jump a number of feet equal to their Movement Rate divided by 5, by making a strength check. For every 2 feet beyond this increase the check penalty by 5.

Without a running start of at least 20' the base distance jumped is halved and each additional foot of jumping distance increases the check penalty by 5.

For high jumps, characters may jump number of feet equal to their Movement Rate (in feet) divided by 10 with a successful strength check, with every foot beyond this increasing the penalty by 5.

Characters trying to swim may move at ¼ of their Movement Rate.

EFFECTS OF ENCUMBRANCE

Encumbrance

Penalties

Light Load	None
Medium Load	-3 penalty to all dexterity checks. -6 to swimming checks. -1/4 movement rate penalty (rounding down to the nearest 5' increment)
Heavy Load	-6 penalty to all dexterity checks. -12 to swimming checks. Halve dexterity bonus to armor class. -1/2 movement rate penalty (rounding down to the nearest 5' increment).
Overloaded*	All dexterity checks automatically fail. No dexterity bonus to armor class. -2 to armor class. Maximum movement rate of 5' per round.

* up to 120% of the character's maximum heavy load.

LIGHT, COVER & CONCEALMENT

Light Source	Radius of Illumination	Burning Time
Torch	30 feet	1 hour (6 turns)
Hooded Lantern	30 feet	6 hours (36 turns)*
Bull's-eye Lantern	60 feet**	6 hours (36 turns)*
Magic Weapon	15 feet	infinite

*illumination is from burning 1 pot (pint) of fine oil

**illumination is in a 60° cone and can be masked by shutter.

Characters with twilight vision (elves, half-elves and halflings) can see double the listed distances with the aid of a light source and may see normally by moonlight.

Those with darkvision (dwarves, gnomes and half-orcs) lose that ability while in the illuminated radius of a light source other than a magic weapon. It takes 6 rounds for their eyes to re-adjust after the light source is moved away from them.

Characters who cannot see due to darkness or magical effects are considered blinded and have their Movement Rate reduced to ½ of their normal Movement Rate. All opponents are effectively "invisible" to blinded characters. Opponents who can see "blinded" characters gain a +2 to hit them and, in the case of thieves or assassins, may *sneak attack* such characters even if they are not surprised or attacked from the rear. See **Invisible or Unseen Opponents** under **SPECIAL ATTACK MODIFIERS** for more details.

Cover and Concealment Modifiers to Armor Class

Target is:	Cover	Concealment
25% hidden	+2	+1
50% hidden	+4	+2
75% hidden	+6	+3
100% hidden	NA	+4

ENCOUNTER REACTIONS

Attitude	Means	Possible Actions
Hatred	Will take risks to hurt you	Attack, interfere, berate, flee
Antipathy	Wishes you ill	Mislead, gossip, avoid, scrutinize, insult and cheat
Neutral	Doesn't much care	Socially expected interaction.
Goodwill	Wishes you well	Chat, advise, offer limited help, advocate
Preferred	Will take risks to help you	Protect, back up, heal, aid

The effects of these initial attitudes on the opposed charisma check are:

Initial Attitude	Target's Modifier
Hatred	+5 bonus to charisma check
Antipathy	+2 bonus to charisma check
Neutral	± 0 to charisma check
Goodwill	-2 penalty to charisma check
Preferred	-5 penalty to charisma check

Once the opposed checks are made, the check results are compared and the degree of success or failure determines the result of the interaction:

Opposed Check Result	Encounter Reaction
Failed	The target's attitude is unchanged and no further attempts may be made to alter the target's attitude.
Succeeded by 4 or less	The target's attitude is unchanged but the character may make another attempt at parleying.
Succeeded by 5 or more	The target's attitude improves by one category ("Hatred" to "Antipathy")
Succeeded by 10 or more	The target's attitude improves by two categories ("Hatred" to "Neutral")
Succeeded by 15 or more	The target's attitude improves by three categories ("Hatred" to "Goodwill")
Succeeded by 20 or more	The target's attitude improves by four categories ("Hatred" to "Preferred")

THE COMBAT ROUND

If an encounter escalates into a combat situation, the time scale of the game automatically goes to *rounds* (also called *melee rounds* or *combat rounds*). Rounds are used to measure the actions of characters in combat (or other intensive actions in which time is important).

As stated above, a round is 10 seconds long. Six combat rounds equal 1 minute and sixty combat rounds equal a *turn*. This is particularly important to remember for spells that last for turns or minutes, rather than rounds. The progression of a typical combat usually follows the following steps:

1. Determine if a party or creature is surprised.
2. Resolve the surprise round.
3. Determine initiative for the combatants.
4. Resolve combat in initiative order, repeating actions in this same order from round-to-round.

GRENADE-LIKE MISSILES

If a missile is off-target, it is important to know where it landed - an errant grenade-like missile could present a hazard to other characters, start a fire, or eat a hole in the floor. The process of finding where it lands is known as "scatter." First, determine the direction that the missing missile takes in relation to its intended target. Roll a d8 and consult the following table:

8	1 (Short)	2
7	TARGET	3
6	5 (Long)	4

Next determine how far off the mark the throw is. Roll a 4-sided die. The number rolled is the number of 5' squares away from the intended target the missile lands. The damage taken from a grenade-like attack depends on whether a direct hit was scored or the target was in the splash area, 5' (1") from the intended target.

Grenade-Like Missile Effects

type of missile	direct hit damage	splash damage
acid	2d4 hp	2 hp
holy water	2d4 hp	2 hp
oil (lit)	2d6/1d6 hp	2 hp
poison	special	special

SPECIAL ATTACK MANEUVERS & MODIFIERS

Charge: This special combat action allows a character to move and make one attack in a single melee round. When a combatant charges they must run in a straight line towards their opponent for at least 10' (2") but no more than their movement rate and make a single attack. A charging combatant gains a +2 bonus to their melee attack rolls, and gains a +2 bonus to their opposed strength check for overbear attacks, but takes a -2 penalty to their armor class (this penalty lasts until their next round's action). A charging combatant draws attacks from all combat-ready (e.g. not *surprised* or *incapacitated*) opponents they run past because those opponents may take advantage of the runner's lowered defenses.

In order to charge a combatant must be able to easily traverse the ground they are covering to get to their opponent. An uneven or debris strewn patch of ground could easily prevent a character from charging unless the character makes a *balance* check with the penalty determined by the DM.

Critical Hits: On a natural "20" you automatically hit, even if you would normally miss with the resulting attack roll total. So long as a natural "20" was not required for you to hit your target rolling a natural "20" indicates a critical hit has been scored. A critical hit always deals maximum damage.

Firing into Melee: Combatants may make ranged weapon attacks against creatures engaged in melee. When doing so, they suffer cover penalties to their attack rolls (see *COVER AND CONCEALMENT* on the previous page) and may strike their allies by mistake.

In ranged combat against a target that has another combatant as cover, it may be important to know whether the cover was actually struck by an incoming attack that misses the intended target.

First, determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. If a

creature is providing cover for another character and the attack roll exceeds the armor class of the covering creature, the covering creature takes the damage intended for the target.

Flank Attacks: Attacks against an opponent's flank gain a +1 bonus to hit. Attacks from the flank receive no bonus to hit against a character with *combat sense*. See *Number of Opponents & Facing* on page 55 for details on the number of foes who may effectively flank a creature.

Fumbles: On a natural "1" you automatically miss, even if you would normally hit with the resulting attack roll total. An attacker who has fumbled is considered *stunned* until his next action.

Higher Ground: In melee, those fighting from higher ground (this includes mounted combatants fighting those on foot) have an advantage over their opponents. Those with this tactical advantage gain a +1 on their melee attack rolls.

Incapacitated Opponents: During melee combat opponents who are magically sleeping, *held*, unconscious or otherwise helpless are automatically struck for a critical hit (see above) by any attack made against them. Outside of melee such opponents may be automatically slain, or bound as appropriate to materials at hand, in one round. Note that this does not include normally sleeping or grappled opponents.

Invisible or Unseen Opponents: *Invisible* or unseen opponents are always at an advantage. They can only be attacked if they are attacking or otherwise detected somehow (typically through a *perception* check to hear them). *Invisible* opponents always cause their attacker to attack at a -4 on "to hit" rolls because their location cannot be accurately pinpointed. At the same time unseen attackers gain a +2 bonus to hit opponents and, in the case of a thieves or assassins, may *sneak attack* their foe even if that foe is aware of their presence. Spellcasters cannot directly target *invisible* or unseen opponents with spells, though they may use "area of affect" spells to strike them.

Mounted Combat: Fighting while mounted is a difficult undertaking. Untrained riders suffer a -2 to all attack rolls while mounted, -4 if the mount is moving. Those with the *profession (animal handler: horses)* skill, do not suffer these penalties.

Parry: A character may forego their attack for the round in order to parry an oncoming melee attack. In order to parry an attack, the character adds their attack bonus with the melee weapon they are parrying with (totaling their BtH and any other modifiers they have to attack rolls with that weapon) to their armor class against one, specified attack. If the character may make more than one attack per round they may elect to parry additional attacks that round. Only monks may parry melee attacks while unarmed.

A combatant who has made all of his attacks in a given round may not parry, as parrying attempts are made in place of melee attacks. A combatant may parry before his turn in the initiative order, so long as he is not surprised or unaware of his opponent.

Prone or Stunned Opponents: Prone or stunned combatants suffer a -2 penalty to their armor class. Prone combatants suffer a -2 penalty to their attack rolls, except with crossbows.

Ranged Attacks in Melee: A combatant engaged in melee combat will find it difficult to use ranged weapons against opponents. Because of their need to dodge incoming attacks, a combatant employing a ranged weapon in melee suffers a -2 penalty to their attack rolls in addition to the penalties imposed by firing at foes engaged in melee combatant (see *Firing into Melee* above).

Rear Attacks: Opponents attacking a defender's rear facing gain a +2 bonus to their attack roll. In addition a defender does not gain any armor class bonus for using a shield when defending against rear attack. Thieves and assassins may *backstab* when making rear attacks.

Run: A character who attempts to run during combat (moving up to double their movement rate per round) suffers the usual -2 penalty to armor class when doing so. A combatant fleeing from opponents draws a parting shot from all combat-ready (e.g. not *surprised* or *incapacitated*) opponents within striking distance because those opponents may take advantage of the runner's lowered defenses.

Surprised or Unaware Opponents: Surprised or unaware opponents lose their dexterity bonus and shield bonus to armor class. Thieves and assassins may *backstab* and *sneak attack* surprised and unaware opponents. Assassins have the option of making *death attacks* against unaware opponents.

Two-Handed Weapon Fighting: Characters using a melee weapon two-handed gain a +1 bonus to their damage rolls.

Two-Weapon Fighting: A character using two weapons receives a -6 penalty to hit with each weapon wielded. If at least one weapon is a light weapon (one that is at least one size category smaller than the character wielding it) these penalties are reduced by 1. Characters with an exceptional dexterity may reduce the two-weapon fighting penalties by their ability modifier, so long as they are not heavily encumbered. These penalty reductions stack, so that a character using a light weapon in his off-hand (+1 modifier) and with a dexterity of 18 (+3 modifier) has his two-weapon fighting penalties reduced by 4, to -2/-2. Note that these bonuses only serve to offset the penalties for two-weapon fighting and may never improve the character's attack rolls.

Underwater Combat: Land-based creatures can have considerable difficulty when fighting in water. All attacks made with slashing or bludgeoning weapons suffer a -2 attack penalty and deal ½ damage (rounding fractions down). Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range. Non-aquatic creatures also suffer a -2 penalty to their Armor Class so long as they are not drowning or sinking (they have failed a strength check in order to swim). Drowning or sinking characters suffer twice the usual penalties to Armor Class and attack rolls.

All non-aquatic creatures may swim at ¼ of their movement rate, rounded to the nearest 5' increment. Sinking characters fall through the water at 10' per round if lightly encumbered, 20' per round if moderately encumbered and 30' per round if heavily encumbered. When walking beneath the surface of the water, a submerged character may move ¼ of their normal movement rate, rounded to the nearest 5' increment. Moderately or heavily encumbered characters may move ½ of their normal movement rate, rounded to the nearest 5' increment, because their load minimizes the effects of their natural buoyancy. Characters with *freedom of movement* do not suffer any of the penalties listed for underwater combat.

- **Attacks from Land:** Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have 50% cover from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.
- **Fire:** Non-magical fire does not burn underwater. Spells or spell-like effects with the fiery effects are ineffective underwater unless the caster makes a concentration check with a -10 penalty. If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described.

NON-LETHAL COMBAT

Bull Rush or Push: You can make a *bull rush* attack as part of a *charge* (see *Charge* on page 57) or simply attempt to shove an opponent away. When you make a *bull rush* or *push* attack, you attempt to push an opponent back instead of damaging him.

Bull rush or push attacks are resolved just as *overbear* attacks (see *Overbear or Trip* below) except that if the attacker wins the opposed strength check, he is able to push his opponent 5' away from him plus 5' for every 5 points that his strength check exceeds his target's. If the attacker fails this opposed strength check by 5 or more, he is knocked prone.

Disarming: A disarm attack is made when a combatant attempts to knock an opponent's weapon from his hands. Disarming inflicts no damage, but if a successful hit is made, the defender must win an opposed strength check or lose the weapon they have in hand (superior swordplay has torn the weapon from the opponent's grasp). If the attacker fails this opposed strength check by 5 or more, he is disarmed.

The combatant with a larger weapon gains a +4 bonus to their opposed strength check. A disarmed weapon will fall at the owner's feet if that weapon is of the same size as the attacker's or larger, or 1d10 feet away if of a smaller size than the weapon that did the disarming.

Grapple: This attack form is aimed at holding an opponent and rendering him unable to attack. The attacker ignores the defender's armor bonus (but not his shield bonus) to armor class, because armor does not make the defender harder to grapple when making his

attack roll. If the attacker hits, he must win an opposed strength check to hold his opponent fast.

An attacker may only attempt to grapple opponents up to double their height or weight and are at a disadvantage against larger foes. The larger grappler gains a +4 bonus to their opposed strength for each size category difference between them and their opponent. If the attacker wins the strength check, he is able to hold his opponent in place and, in the following rounds, may damage his opponent (dealing 1d2 points of non-lethal damage).

A held grappler may attempt to break out of a grapple each round by winning an opposed strength check. Otherwise such a character is unable to effectively attack. All grappling combatants lose their dexterity and shield bonuses to armor class. Note that monks are able to conduct unarmed attacks against an opponent who has grappled them, though they suffer a -4 penalty to such rolls. They may not make unarmed strikes while grappling an opponent.



Non-lethal Damage: Certain attacks, such as unarmed strikes, deal non-lethal damage that heals at a rate of 1 hit point per hour. When you take non-lethal damage, keep a running total of how much you've accumulated but do not deduct the non-lethal damage number from your current hit points. Instead, when your non-lethal damage equals your current hit points, you fall unconscious. It doesn't matter whether the non-lethal damage equals or exceeds your current hit points because you've taken more non-lethal damage or because your current hit points have gone down.

You can use a melee weapon that deals lethal damage to deal non-lethal damage instead, but you take a -2 penalty on your attack roll.

Overbear or Trip: This attack form aims at quickly taking the opponent to a prone position while incidentally inflicting damage. The attacker can have either or both hands otherwise employed (carrying a shield, weapon, etc) when making an *overbear* attack. Such an attack is handled much like a *grapple* attack. The attacker ignores the defender's armor bonus (but not his shield bonus) to armor class, because armor does not make the defender harder to *overbear*, when making his attack roll. If the attacker hits, he must make an opposed strength check to knock his opponent prone.

An attacker may only attempt to *overbear* opponents up to double their height or weight and are at a disadvantage against larger foes and creatures with greater stability (typically those with more legs or creatures with serpent-like bodies). The larger combatant gains a +4 bonus to their opposed strength for each size category difference between them and their opponent. Another +2 bonus is given to a creature with greater stability (i.e. a creature with more legs than its opponent or one with a serpentine body). A charging character gains a +2 bonus to his attack roll and strength check when attempting to *overbear* an opponent.

If the attacker wins the strength check, he is able to trip or knock his opponent prone, dealing non-lethal damage in the process. If the attacker fails this opposed strength check by 5 or more, he is knocked prone. Damage sustained from this attack is non-lethal damage.

Trip attacks may be attempted against mounted foes, provided that the character can reach that foe. Polearms such as guisarmes and military hooks are designed for this very purpose and grant their bearer a +2 bonus on their opposed strength check.

SPECIAL ATTACKS

Ability Damage & Ability Drain: Ability damage typically results from the ravages of disease, the ill-effects of poison, or through the baleful powers of monstrous creatures and spellcasters. As the *PLAYER'S HANDBOOK* notes ability damage is temporary, healing at the rate of 1 point per night of rest, or by 2 points for every 24 hours of complete bedrest.

Ability drain, on the other hand, permanently lowers one or more of the target's ability scores. Nothing short of a *restoration* spell reverses such ability loss. Permanent ability drain results from the attacks of undead creatures, such as vampires and wraiths, and other dreadful creatures, such as lamias.

The *feeblemind* spell permanently lowers the target's intelligence, wisdom and charisma scores but, unlike ability drain attacks, cannot be reversed through the use of *restoration* spells. Only a *heal*, *limited wish*, *miracle* or *wish* spell may be used to cancel the effect of *feeblemind*.

Characters who lose points of constitution after being *raised* or *resurrected* cannot restore that ability loss through any means short of divine intervention.

No ability scores can be damaged or drained to a value below 0. If a character's constitution is reduced to a score of zero that character is slain. If any other ability score is reduced to a score of zero the character is rendered immobile (in the case of strength or dexterity) or comatose (in the case of intelligence, wisdom or charisma).



Poison: When a character takes damage from a poisoned weapon, breathes in poisonous gas, or ingests poisoned food he must make a constitution saving throw in order to avoid its ill effects. Unless otherwise stated assume that the modifier to this constitution save is equal to the hit dice of the poisonous creature (when dealing with natural venoms), level of the spellcaster (for *poison* spells) or level of the NPC employing poison against the player character.

Characters and creatures that fail this saving throw suffer the effects of the poison immediately unless the poison description states otherwise. If no effects are provided assume that the poison causes 2d6 points of temporary ability score damage. Roll 1d10 and consult the following table to see what ability score (or scores) are affected. A poison that effects two ability scores deals 1d6 points of ability score damage to each ability score:

d10 roll					
1	2	3-7	8	9	0
str	dex	con	con & str	con & dex	str & dex

After the character has suffered the ill effects of a poison, he must make a successive saving throw in order to fight off the secondary effects of that poison. Secondary effects, and the saving throw modifiers to avoid them, are identical to the initial effects and modifiers for the poison.

Secondary effects occur 1 minute after the character is poisoned. A successful save means that the character has fought off the secondary effects of their poison while a failed save indicates that the character suffers the ill effects of the poison again. If a poisoned character's constitution score is reduced to 0 or less by poison the character dies. If strength and/or dexterity is reduced to zero the character is paralyzed by the poison.

Non-lethal poisons, such as *sleeping gas* and *paralysis* inducing poisons, last for 1d6+6 rounds. Poisons typically have other unpleasant symptoms, such as nausea, cold sweats, respiratory problems, and so on that can be elaborated upon by the Dungeon Master.

Characters with the *profession: healer* skill can treat poisoned characters in order to stave off the secondary effects of the poison.



A poisoned character in the care of a skilled healer can use the healer's skill check in place of his saving throw when fighting off a poison's secondary effects.

The base cost for a lethal poison is 500 gold pieces. Poisons that incapacitate (i.e. *sleep*, *blindness*, or *paralysis* poisons) their target also have a base cost of 250 gold pieces. This cost is modified by the potency of the poison. Each point's worth of check penalty increases the cost by 100 gold pieces. As such a lethal poison with a check penalty of -5 would cost 1000 gold pieces.

Disease: When a character takes damage from the natural attack of a diseased creature, rests in a disease-ridden area, or ingests diseased matter he must make a constitution saving throw in order to avoid its ill effects. Unless otherwise stated assume that there is no modifier to this constitution save, though modifiers can be assigned based on the virulence of a particular disease. Magical diseases, such as lycanthropy or those inflicted through the *cause disease* spell, impose a save penalty equal to the hit dice or caster level of the attacker.

Characters and creatures that fail this saving throw become symptomatic in 1 day unless the disease description states otherwise. Characters who fail their saving throw suffer the listed effects of the disease. If no effects are provided assume that the disease causes 2d4 points of temporary ability score damage. Roll a d10 and consult the following table to see what ability score (or scores) are affected. A disease that effects two ability scores divides the ability score damage between both ability scores (round fractional results up in this instance):

d10 roll					
1	2	3-7	8	9	0
str	dex	con	con & str	con & dex	str & dex

After the character has become symptomatic and suffered the ill effects of a disease, he must make a successive saving throw in order to fight off the secondary effects of that malady. Secondary effects, and the saving throw modifiers to avoid them, are identical to the initial effects and modifiers for the disease.

Secondary effects occur 1 day after the character becomes symptomatic, and every day thereafter, unless the character succeeds on a constitution saving. A successful save means that the character has fought off the secondary effects of their illness and need not make any further saves against the affliction. Some disease diseases, such as lycanthropy (see below), have no secondary effects.

Characters with the *profession: healer* skill can treat diseased characters in order to stave off the secondary effects of illnesses. Each time a diseased character in the care of a skilled healer must make a saving throw, the healer may make a skill check and apply its results in place of the character's saving throw.

Diseases typically have other unpleasant symptoms, such as chills, fever, respiratory problems and so on that can be elaborated upon by the Dungeon Master.

If a diseased character's constitution score is reduced to 0 or less through the ravages of disease, the character succumbs to the illness and dies. If strength or dexterity is reduced to 0 or less, the diseased character is bed-ridden and unable to move. Ability damage caused by disease cannot naturally heal until the character has fought off the disease.