

Paul Barkers 3.5 Ed D&D quick and dirty combat guide

▶ Actions -138

- ▶ Standard Action = Any action inc move
- ▶ Move action
 - Move spd
 - Climb ¼ spd
 - Move equivalent
- ▶ Full round action
 - 5ft step only
 - May make more than 1 att
- ▶ Restricted
 - Standard action only
 - No full round actions
 - Can do ½ full round action

▶ Aid another

- ▶ If in position att AC 10
 - Success = +2 to att or AC (Friends Choice)
- ▶ More than one friend stacks

▶ Attacks

- ▶ Reach weapons
 - Att of opp at end of reach
 - no attack at 5ft
- ▶ Unarmed
 - Att of opp (imp unarm strike = Armed)
 - D3 + str Med
 - D2 + str Small
 - All non lethal
 - 4 if lethal
 - Counts as light weapons
- ▶ Ranged
 - Thrown = 5 increments
 - Projectile = 10 increments
 - 2 per increment
- ▶ Shoot into melee 140phb
 - 4 att if Less than 10ft
- ▶ Non lethal with lethal & Lethal wit non lethal
 - 4 Att

▶ Attack mods (melee)

- ▶ Flanking +2
 - ▶ Higher +1
 - ▶ Attacker prone -4
 - ▶ Attacker invisible +2 No Dex
 - ▶ Defender Behind cover +4
 - ▶ Defender Blinded -2
- ▶ Defender Cowering -2 No Dex
- ▶ Defender Entangled +0
- ▶ Defender flat footed 0 No Dex
- ▶ Defender Grappling 0 No Dex
- ▶ Defender Helpless +4 No Dex

▶ Attack Mods (Ranged)

- ▶ Defender behind cover +4
 - ▶ Higher 0
 - ▶ Attacker invisible +2 No Dex
 - ▶ Defender sitting -2
 - ▶ Defender Prone -4
- ▶ Defender blinded +2 No Dex
- ▶ Defender Cowering +2 No dex
- ▶ Defender entangled +0 -4 Dex
- ▶ Defender flatfooted -0 No Dex
- ▶ Defender Kneeling/ sitting -2
- ▶ Defender Pinned -4 Dex 0 Sneak att
- ▶ Defender Squeezing -4
- ▶ Defender Stunned -4 No dex

▶ Attack of Opportunity

- ▶ Who is threatened
 - Any who move out of threatened sq.
 - Non combat action in threatened sq
 - Casting a spell
 - Unarmed att
- ▶ No Att of opp
 - 5ft step does not cause attack of opp
 - Withdraw
 - 2x spd
 - Full round action
 - Only move with listed spd
 - No 5ft step
 - Vs original enemy
 - Restricted withdraw
 - I move is Standard action only
 - Move speed
- ▶ Who can do it
 - Melee att only
 - ◆ 1 Attack
 - ◆ Combat reflexes = Att up to dex bonus at best attack bonus
- ▶ More than 5ft reach causes attack of opp to close.

▶ Bull Rush

- ▶ Only bull rush
 - one size larger of smaller
- ▶ Move into defenders space
- ▶ Att of opp from defender or others
 - Att of opp 25% chance of hitting wrong target
 - Make attack of opp then roll to see who hit
- ▶ Opposed str check
 - +4 /-4 each size cat difference
 - +2 if charge
 - +4 if more than 2 legs of dwarf
- ▶ Success =
 - Victim back 5ft per 5pts difference up to move
- ▶ Fail =
 - 5ft back
 - if sq occupied fall prone

▶ Charge

- ▶ Clear straight line 2x speed min 10ft move
- ▶ No 5ft step
- ▶ 1 attack only
- ▶ +2 to 1 attack roll
- ▶ -2 to AC

No 5ft step
If restricted action can move spd & att
+2 str for Bull Rush + Over Run
1 att only

▶ Cover

- ▶ No att of opp
 - +2 to reflex save
- ▶ Improved cover
 - Round corner = +4 AC & Dex
 - Arrow slit = +8 AC & Dex
 - No reflex save
 - Hide check possible

▶ Total cover = no attacks

- ▶ Concealment / Soft cover
 - 20% miss
 - No stacking

- ▶ Total Concealment
 - Can guess position
 - 50% Miss chance

▶ No att of opp

- ▶ Invisibility opposed spot check
 - Moving +20 hide
 - Stationary +40 hide

▶ Con Drain / Increase

- ▶ Bonuses are applied to all levels retrospectively

▶ Damage bonuses

- ▶ In off hand ½ strength bonus
- ▶ In 2 hands 1 ½ x strength bonus

▶ Defence

- ▶ Fight Defensively
 - Standard action
 - 4 to attacks +2 to AC (dodge)
- ▶ Total defence Starts at start of round (142)
 - Standard action
 - No Attack
 - Move only speed
 - +4 to AC
 - No att of opp

▶ Delay action

- ▶ Reduce initiative score
- ▶ Action happens after previous initiative
- ▶ May not interrupt other action
- ▶ Only reduce initiative to -10 + bonus
 - ▶ More than 1 delay lowest bonus goes first
 - ▶ New score set for encounter

▶ Disarm

- ▶ Att of opp
 - Victim success = no disarm
 - Opposed attack rolls
 - +4 per 2hand weapon
 - 4 light weapon
 - +4 per size category
 - 4 if victim Not a weapon
 - Win = defender disarmed
 - Loose= Defender gets chance to disarm attacker unless feat prevents

▶ Grab

- ▶ Disarm att

+4 loose
Not possible if not loose unless victim pinned in grapple

- ▶ Dying
 - Disabled 0HP
 - Partial actions only
 - Standard action = -1 HP
- ▶ -1 to-9 HP
 - Unconscious No Actions
 - 10% chance of becoming stable or -1 HP
 - If stable 10% chance per hour of becoming conscious 0HP
 - ◆ If fail = -1HP each fail
 - ◆ If success 10% chance of normal recovery or -1HP

▶ Recover with help

Auto stabilise after 1 hour
10% per hour success = 0HP

▶ Heal check

DC 15 to stabilise
Once stable recovers HP normally
Each hour after 10% chance to get to 0HP

▶ Massive damage

50 pts damage from one source = fort Save DC 15 or Die

▶ Feint

- ▶ Standard action
- ▶ Bluff vs Sense motive +Base att bonus
 - ▶ Success=
 - ▶ No Dex to AC Next turn Only

▶ -4 vs Humanoid

- ▶ -8 vs int 1 or 2
- ▶ Not possible if not intelligent

▶ Flanking

- ▶ Enemy on opposite sides +2 attack bonus
- ▶ Thief gets backstab chance

▶ Flat footed

- ▶ No Dex (Unless uncanny dodge)
- ▶ No Attacks of Opportunity

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▶ Grapple

- > No threatened sq
- > No move unless opposed check
- > No dex bonus vs not in grapple
- > Auto fail if 2 size categories larger
- ▶ Move in
 - Att of opp Success = no grapple (unless improved)
 - > Grab
 - Touc att
 - Fail = No grapple
- ▶ Hold
 - Opposed check @Base att + Str + Size mod (free action)
 - Fail = No grapple
 - Success = damage as unarmed strike
 - Tie = bigger mod wins
- ▶ Maintain after first round
 - Auto into space
 - Start again if grapple broken by victim
 - > If successful grapple you can activate magic item
 - Attack
 - 1 Light or lower only
 - 4 to att
 - Cast spell
 - no more than 1 standard action
 - No somatic
 - No complex move
 - Concentration check DC= 20 + level
 - Damage victim
 - Grapple check for unarmed strike
 - Draw up to light weapon
 - Escape
 - Another opposed grapple check
 - 1 check vs each opponent fail 1 fail all
 - Success= move to adjacent space
 - Move
 - Opposed grapple Vs all individually
 - ½ speed
 - +4 if victim pinned
 - Get spell component = Full round action
 - Pin
 - Opposed check
 - ♦ Success =
 - > Hold motionless 1 round
 - > -4 AC
 - > No speak unless permission
 - Break pin
 - Escape artist opposed by grapple out of pin or out of grapple
 - Use others weapon
 - Light weapon held bu victim
 - Opposed grapple
 - ♦ Success =Attack @ -4
- ▶ Multiple attackers
 - Auto grab if existing grapple
 - Max 4 per victim
 - 1 size smaller count as ½
 - 1 size bigger count 2x
 - Escape must beat all attackers

▶ Healing

- > 1HP per character Level if light activity
- No Healing if in combat or spell casting
- 1 ½ x level if bed rest
- ▶ Ability damage 1pt per 8 hrs
- Bed rest 2pts per 8 hrs
- Each ability heals separately
- ▶ Helpless Defenders
 - > Dex 0 = -5
 - No Dex
 - > No bonus for ranged att
 - No Dex
- ▶ Full round action
 - Auto critical
 - If survive Fort save DC 10 + damage or die
 - Rogue gets sneak attack bonus
 - Att of Opp possible
 - No critical to creatures immune to crit damage

▶ Movement

- > If no move 5ft step
- > Can move through / past
 - Friendly Creature
 - Unconscious / dead / immobile
 - Creature 3 sizes larger (Unless special)
 - Creature 3 sizes smaller (Unless special)
- ▶ Round Corners
 - Cannot cross diagonals
- ▶ Charge
 - Can attempt to Over Run
- ▶ Tumble
 - DC 15 = ½ move no Att of Opp
 - DC 25 = ½ move Through enemy squares no att of opp
 - Failure = Atts of Opp as usual stops if through enemy sq
 - +2 for each enemy after 1st
- ▶ Squeeze
 - ½ normal space
 - 2 sq cost per 1 sq moved
 - 4 to AC
 - 4 att
 - can move past friendly less than ½ normal space
 - No att
 - 4 AC
 - No dex
- ▶ Diagonal =
 - 1st sq= 5ft
 - 2nd sq = 10ft

▶ Overrun

- > Att of opp
- ▶ As part of standard action
 - > 1 attempt only
 - > Defender may avoid
 - > If blocked
 - Attacker Str check vs by Str or dex
 - +4 per size cat difference
 - +2 if charge
 - +4 if defender more than 2 legs or dwarf
 - Success =
 - Defender prone
 - Attacker can continue move
 - Fail =
 - Defender str check vs Str or Dex
 - ♦ Success = attacker prone
 - ♦ Fail = Attacker 5ft back

▶ Ready

- > Specified partial action
- Must set conditions for readied action
- ▶ May interrupt others actions
 - > Counterspell
 - Spellcraft DC 15 + spell level
 - Counter with available identical spell
 - Dispel magic
 - D20 +1 per caster level (Max +10)
 - VS DC 11+ caster level

▶ Speed

- > Move in feet
- > Climb
 - ¼ spd normal
 - ½ spd -5 to check
- ▶ Crawl 5ft
 - Attack of opp
 - Double move x2 (full action)
 - Run like a silly sod in straight line
 - x4 or
 - x3 if in heavy armour
 - no dex bonus
 - Keep going for Con score
 - After con runs out DC 10 +1 per round
 - Fail = 1 min stop

▶ Spell casting & concentration

- > If damaged, failed save, or successfully hit check at
 - DC = 10 + damage taken + spell level being cast
- ▶ Continuing damage
 - DC= 10 + ½ damage taken + Spell level being cast
- ▶ Casting on defensive
 - No att of opp
 - DC 15 plus spell level or lose spell
- ▶ Counter spell
 - Redied action
 - Spell craft DC 15 + spell level (free action)

▶ Staggered

- ▶ Partial actions only

▶ Non lethal Damage

- > When equals current HP = staggered Standard action s only
- > Above Current HP = Unconscious
- > Heal 1 pt per hour per level

▶ Surprise Round

- > Happens before initiative
- > If aware (DM Discretion)
 - Can take a Standard action
 - Not flat footed
- > If not aware
 - No Action
 - Flat footed. Unless ability or feat prevents.

▶ Temp ability damage

- > Returns 1 pt day if light activity or 2 pts if bed rest each seperate

▶ Terrain

- > Diffcult terrain
 - 2sq per 1 moved
 - 3 sq diagonal

▶ Obstacles

- 2 sq to get over barrier +1 to get to next sq
- No stop on barrier
- Possible climb chack

▶ Thrown splash

- ▶ Ranged touch
- ▶ All in 5ft splashed
- ▶ Aim at grid interction
 - All arounf get splash damage
 - Miss =
 - 1d8 for direction Pge 158 PHB
 - +1ft per range increment

▶ Touch attack

- > No armour bonus Inc natural armours
- > Deflection bonus applies

▶ Trip

- > Att of opp (unless trip special weapon Fail = drop weapon)
- > Melee touch att
 - Strength Vs Dex or str +4 or -4 per size cat
 - Success = Prone victim -4 Att +4 to attacker
 - Fail = Victims may trip attacker
- > Move action to stand.

▶ Turn

- > D20 + Chr mod
- > Pge 159 PHB table
- > 2d6 + Level + Chr Mod = Hit dice turned
- > Success=
 - Undead Flee for 10 rounds
 - +2 to hit if not able to flee

- ▶ If turn 2x levels as undead have HD Undead destroyed