

# *Sword and Fist*

## Frequently Asked Questions

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### About the FAQ

If you have a question about *Sword and Fist*, chances are that you'll find them within this FAQ. Any new additions or major corrections in a version are provided in blue text for your convenience. Blue text changes to black text in the next version. If you have a question that isn't answered here, please contact [custserv@wizards.com](mailto:custserv@wizards.com) and ask away! You can also contact the Sage, Skip Williams, by writing to him at these handy locations:

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I play a devoted defender character from *Sword and Fist*. I was wondering when the Armor Class (AC) bonus affects my character. The AC bonus footnote implies that the bonus applies only when my character is defending his charge from an attack, but the AC bonus class feature section implies my character gets the bonus at all times. If my character gets it only when defending his charge, does this mean that it applies only for harm's way? Or can my character be, say, 20 feet away from his charge and still give and get the AC bonus? My character uses both ranged and reach weapons.

A devoted defender gets a dodge bonus to Armor Class when actively defending her charge from attack (see Table 2–2: The Devoted Defender in *Sword and Fist*). The DM is free to define “actively defending her charge from attack,” but the general intention is whenever the devoted defender is within 5 feet of her charge. There are conditions when the character will be denied a dodge bonus despite sticking with her charge (see page 119 in the *Player's Handbook*). A devoted defender never gives her charge an Armor Class bonus, although the devoted defender's harm's way and deflect attack abilities can keep attacks from hitting her charge.

How is the ghostwalker's painful reckoning power supposed to work? *Sword and Fist* says that you get this bonus after you lose 50% or more of your hit points in an initial encounter. Does this mean that if my character is at 50% or less hit points in the middle of a fight, I get this bonus for the remainder of the fight? Would I also get the bonus if one or the other party flees and the fight happens with the same foe again at a later date? If so, do I have to wait until I drop to 50% of my hit points or less before I get the bonus? How many “initial encounters” can be stacked up? I can count numerous times that one party fled a battle only to have it happen at a later time in the campaign, and these were fairly numerous. I could see this rule getting abused if used in this fashion. What kinds of things is the bonus effective against? What other bonuses does the painful reckoning bonus stack with?

If the ghostwalker finishes an encounter and has lost 50% or more his hit points during that encounter, he forever after gets his painful reckoning bonus against the foe or foes he faced in that encounter, provided the ghostwalker is alive when the encounter finishes. The DM has to decide when the encounter is “finished,” but if one side or the other flees, that's pretty much the end of the encounter. The bonus does not automatically apply whenever the ghostwalker's hit points fall below 50%.

Once a ghostwalker gains a painful reckoning bonus against a particular foe, he can't gain it again against the same opponent. (Though if the ghostwalker goes up a level, his painful reckoning bonus goes up against all foes.) He does not, however, have to wait until his hit points fall below 50%; he gets the bonus whenever he faces the foe again.

A painful reckoning bonus applies to Armor Class, attack, and damage rolls, as noted in the class description. It stacks with all other bonuses except itself. Note that the Armor Class bonus applies against touch attacks and when the ghostwalker is caught flat-footed or otherwise denied his Dexterity bonus.

**The order of the bow initiate prestige class has a class ability called close combat shot that lets a character fire a ranged weapon while threatened by an opponent without provoking an attack of opportunity. Can a character using this ability claim or provide a flanking bonus while using this ability?**

No. Nor does the character threaten the area around him. The character cannot use his ranged weapon to make attacks of opportunity against foes.

**The Pain Touch feat from *Sword and Fist* makes an opponent the user has stunned with a successful stunning attack nauseous as well. What is a “stunning attack” and what good is making a foe who's already stunned nauseous?**

In this case, “stunning attack” is a successful use of the Stunning Fist feat from the *Player's Handbook* or the monk's stunning attack power. Opponents who fail their saving throws are stunned 1 round, as normal, then nauseated for 1 round after that. (See page 280 in the *Player's Handbook* for the effects of nausea.)

**The prerequisites for the Pain Touch feat are base attack bonus +2 or more, the Stunning Fist feat, and a Wisdom of 19+. The Stunning Fist feat itself requires an attack bonus of +8 or higher, so aren't the Pain Touch prerequisites in error?**

In this case, no. The monk's stunning attack counts as a “virtual” Stunning Fist feat and any monk with a base attack bonus of +2 or more and a Wisdom of 19 or higher can qualify for Pain Touch.

**How does the Circle Kick feat work for a monk or other character with multiple attacks? Or for a monk who uses a flurry of blows? Does each successful unarmed attack roll allow a second attack against a different opponent?**

A character using Circle Kick makes one attack. If this single attack hits, the character makes a second attack at the same attack bonus as the first.

**How does the Dirty Fighting feat work with multiple attacks?**

Just as with Circle Kick (see previous question), a character using Dirty Fighting makes one attack and adds an extra 1d4 points of damage if the attack succeeds. Dirty fighting is not effective against opponents that are not subject to critical hits.

Dirty Fighting isn't a bad deal if you're allowed only one attack a round, but it's not a great option for high-level characters. You might consider an Improved Dirty Fighting feat:

#### **Improved Dirty Fighting [General]**

You are a master of the brutal and effective fighting tactics of the streets and back alleys.

**Prerequisites:** Base attack bonus +6, Dirty Fighting

**Benefit:** When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus. If successful, your attack deals extra damage, as follows:

Base Attack	Extra Damage
+5 to +9	+2d4
+10 to +14	+3d4
+15 to +19	+4d4
+20 or more	+5d4

**Can a rogue use Dirty Fighting in the same round as a sneak attack?**

No. Both rely on the ability to smack the foe where it really hurts.

**How does the Lightning Fists feat work with multiple attacks or flurry of blows? Can you combine Lightning Fist with a flurry of blows?**

Lightning Fists works exactly like a flurry of blows, except that you add two extra attacks and you take a –5 penalty on all your attacks. Lightning Fists actually isn't a very good option unless the opponent is really easy to hit or you can expect to deal a lot of damage with each hit (or both). You cannot use Lightning Fists and flurry of blows at the same time.

**If you have the Snatch Arrows feat, can you use it only once a round, like the Deflect Arrows feat? Or can it be used multiple times in a round?**

As the feat description says, Snatch Arrows works exactly like Deflect Arrows, except you catch the missile instead of just deflecting it. You can try to catch one missile each round, and if you do so, you cannot also try to deflect a missile that same round.

**Say my monk has the Snatch Arrows feat and the Throw Anything feat. Can I catch an arrow or bolt and throw it back at the attacker?**

No. The Throw Anything feat allows you to throw a weapon. Ammunition is not a “weapon” for this purpose. Nor can you throw something that is not a melee weapon, such as a bow or crossbow.

**How often can you attempt Feign Weakness against one opponent? Does the Bluff check take a standard action or is it a free action?**

You can use Feign Weakness as often as the DM lets you. You might want to add a +5 to the foe's Sense Motive check for the second and further attempts against the same foe on the same day.

Using Feign Weakness is a standard action, just like a feint (see the Bluff skill description on page 64 of the *Player's Handbook*), except that if you succeed you get to make your attack immediately.

**Does the fighter with the Knockdown feat get a free attack from Improved Trip against a creature that he trips due to a knockdown?**

No.

**If you have the Prone Attack feat, can you regain your feet as a free action if you don't attack?**

Technically, Prone Attack only lets you get up for free if you make a successful attack. I suppose you could claim to attack the floor (using the strike an object rule) and then get

up if you hit it; remember that any attack automatically fails if you roll a 1. In any case, you have to at least use the attack action to get up, so you can make only a single move after getting up.

**What classes from the *Sword and Fist* book, if any, can combine their attack bonus with monk attack bonus for purposes of getting multiple unarmed attacks?**

The classes that let you freely multiclass with monk (the red avenger and the weapon master), and the drunken master, who gains multiple unarmed attacks at the monk's favorable rate, can combine them.

**Is there any limit to how many 5-foot steps a master samurai can make when using the supreme cleave ability? The Cleave feat says you can attack another creature in the immediate vicinity when you drop a foe with a melee attack. What is the definition of “immediate vicinity?” How does that change when using supreme cleave?**

A character can take only one 5-foot step each round, and then only if the character has not otherwise moved during the round. Supreme cleave lets you step between cleave attacks, but you still can step only once.

In the case of Cleave, “immediate vicinity” means within melee reach. A character using supreme cleave can first take a 5-foot step to determine who is within melee reach before choosing a target for a cleave attack