



GRIM -N- GRITTY

HIT POINT
AND
COMBAT RULES

VERSION 4.0

BY KEN HOOD

GRIM-N-GRITTY HIT POINT AND COMBAT RULES (VERSION 4.0)

BY KENNETH S. HOOD

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OPEN GAME CONTENT

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ABOUT THE AUTHOR

When Ken Hood was four years old, he owned his first firearm. He has received combat firearms training, as well as spent over twenty years studying the martial arts. Years of anthropological study in a non-sport, combat-oriented martial arts have altered his presuppositions about combat and realistic simulation of battle in RPG's.

CHANGES FROM VERSION 3.3

Version 4.0 has significant differences from the previous editions of the GnG rules. For example...

- The Relative Degree mechanic replaces critical hits. Now, additional damage occurs if your attack roll exceeds your opponent's defense result. This rewards skill more than weapon selection in combat.
- Defense bonuses are higher.
- Called shots are now effect-based, rather than based upon the body part you choose to strike.
- The penetration mechanic is eliminated.
- Support for psionic, modern, and future characters.
- Epic level rules.
- Guidelines for adjusting CR's based on size.
- A new action type and several new actions.
- Rules to cover automatic weapons fire, suppressing fire, and energy weapons.
- Over 50 new and revised feats (including psionic, metapsionic, and metamagic feats).
- Four new spells and three new psionic powers.
- New and revised magical and psionic items.

OVERVIEW

The Grim-n-Gritty Hit Point and Combat System is a “realism”-based combat system, rather than a cinematic combat system. “Realism” is in quotes because these rules are not realistic in the sense of accurately modeling wound trauma in the absolute sense. Instead, they offer a slightly less abstract means of modeling damage that maintains a high degree of threat for characters of any level.

A brief explanation of the changes to standard combat follows.

CHANGES TO HIT POINTS

At lower levels, characters have more Hit Points than their standard counterparts do. At higher levels, they will have much, much less Hit Points. Characters do not roll dice to determine their HP totals. They receive only a small amount of HP as they progress in levels.

The size of the character or monster has great impact on its HP. The larger the creature, the more HP it will possess. Monsters tend to have more HP than a humanoid character. This makes monsters extremely tough, moving them towards the literary ideal of Monster.

(The GnG system assumes that the primary conflict of the campaign will be character v. character, rather than character v. monster. A monster can decimate even a well-armed and armored party.)

CHANGES TO ARMOR

The GNG system does not use the term “Armor Class.” A character’s ability to avoid damage is Defense. A character’s ability to absorb or reduce damage is Protection.

Because Hit Points no longer represent a character’s ability to avoid damage, characters possess a new class-based statistic called Defense. Enemies perform Attack rolls opposed by a character’s Defense score to determine whether an attack hits.

Because characters have fewer Hit Points, armor now *absorbs* damage, rather than preventing hits upon a character in combat.

CHANGES TO CRITICAL HITS

In this system, critical hits do not exist.

Why? Because of the author’s presupposition that skill—more than weapon selection—determines how much damage a weapon inflicts.

Instead of critical hits, the system introduces the concept of Relative Degree. You add the difference between your attack roll and your opponent’s defense roll to the damage of your attack. In other words, the greater the success of your attack roll, the more damage you inflict.

CHANGES TO ACTIONS

The system provides a new category of actions: abort actions. You can perform these defensive actions when it is not your turn. For example, you can use an abort action to block an opponent’s attack or roll with his blow.

OTHER CHANGES

Characters can suffer severe trauma from a wound.

Called Shots have an important role in the system.

A few core feats, such as Dodge and Power Attack, are different from the standard rules.

QUESTIONS?

If you have questions about this system, contact Kenneth S. Hood via email at kenhood@hotmail.com.

WHERE DO THESE RULES FIT?

The Grim-n-Gritty Hit Point and Combat Rules are not appropriate for all game settings.

GOOD FITS

For fantasy, the Grim-n-Gritty rules fit well in a campaign with no, low, or rare magic. Magic takes on a literary rather than cinematic scope. Wizards and other spell-casters become extremely powerful individuals, the cause of fear and trembling, as they are in classical literature.

The rules work well in dark fantasy and horror settings where the characters are supposed to be the little fish swimming with sharks. Monsters and magic are very powerful, as befits this type of genre.

For tactical military, historical, hard science fiction, spy, and post-apocalyptic settings, these rules also make a good fit—assuming the spirit of the game is not cinematic.

BAD FITS

Any setting that focuses on cinematic combat is a poor fit for these rules. If you wish to imitate action movies or follow the combat and magic model of the core rules, it is best to avoid the Grim-n-Gritty rules. If you want to portray mythic heroes able to take on hundreds of foes, then these rules are inappropriate.

These rules do not lend themselves to light-hearted or whimsical settings. They fit best in a dark, grim world.

INCREDIBLY BAD FITS

If you enjoy playing fairies and pixies that can fight toe-to-toe against gigantic opponents, this is not the system for you! Fairies and pixies make a fine paste when struck by giants in this system—which is pretty much what would happen if such things occurred in real life.

Take a deep breath and repeat this mantra: *The GnG system is realism-based!*

A WARNING ABOUT MAGIC

These rules assume that magic—if you have it in your setting—should destroy nearly anything with relative ease, as spells would if they existed in real life. People should not be able to shrug off a fireball or lightning bolt. They should die.

The system provides some variant rules to “tone down” the damage from spells in the core magic system, but they still have devastating effect.

If you do not wish to play in a setting where magic is an incredibly destructive force, do not use these rules.

If you are playing in a setting where powerful magic is an everyday occurrence, these rules are probably inappropriate.

COMBAT STATISTICS

The Grim-n-Gritty Hit Point and Combat Rules have a few significant differences from the core system. This section describes the combat statistics and details their 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.) Your opponent rolls a d20 and adds his defense bonus. If your result equals or beats the target's Defense, you hit and deal damage. The Relative Degree of your success affects the amount of damage you inflict on the attack. (See Relative Degree, below.)

Automatic Misses and Hits: In this combat system, there are no automatic hits and misses.

Critical Hits: In *The Grim-n-Gritty Hit Point and Combat System*, there are no critical hits. Instead, the better you roll on your attack, the more damage you inflict upon your target. (Damage correlates with skill rather than weapon choice.)

Critical Success: When you roll a natural '20' on an attack roll, roll a 1d10.

- If the 1d10 result is 1-8, you add that amount to your attack roll.
- If the result is 9, you add 9 to your roll *and* roll an additional 1d10, adding its results following these rules.
- If the result is 10 (or 0), you add nothing to your roll.

If you roll multiple 9's, you could conceivably add the results of several d10's to your attack roll.

Critical Failure: When you roll a natural '1' on an attack roll, roll a 1d10.

- If the 1d10 result is 1-8, you subtract that amount from your attack roll.
- If the result is 9, you subtract 9 from your roll *and* roll an additional 1d10, subtracting its results following these rules.
- If the result is 10 (or 0), you subtract nothing from your roll.

Attack Bonus

Your attack bonus with a melee weapon is:

$$\text{Base attack bonus} + \text{Strength modifier} + \text{size modifier}$$

With a ranged weapon, your attack bonus is:

$$\text{Base attack bonus} + \text{Dexterity modifier} + \text{size modifier} + \text{range penalty}$$

Use the table, Size Modifiers (below), to determine the size modifier for your attack rolls.

Table: Size Modifiers

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

DAMAGE

When your attack succeeds, you deal damage. The type of weapon used determines the base amount of damage you deal. Add the Relative Degree of your attack roll's success to the damage you inflict. Your opponent's Protection score reduces the damage you inflict. As a formula, the damage roll looks like this:

$$\text{Weapon Damage} + \text{Relative Degree} - \text{Opponent's Protection}$$

Apply the effects of Damage Reduction and Energy Resistance *after* you apply the results of this formula.

Minimum Damage: If penalties reduce the damage result to less than one, a hit inflicts no damage.

Ability Damage: Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score). Protection does not reduce ability damage.

Special Effects: Certain attacks may stun or daze an opponent, inflict poison, or perform some other sort of special effect. In order for the special effect to take place, the target must suffer *at least* one point of HP loss. Otherwise, the damage does not penetrate the target's Protection, and the special effect cannot penetrate as well.

Bows: A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow. With composite bows, you may add your Strength bonus.

Off-Hand Weapons: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus.

You do not get this higher Strength bonus when using a light weapon with two hands.

DEFENSE

Unlike the core rules, the GnG System does not use Armor Class to represent your ability avoid solid, damaging blows. Instead, the GnG system uses Defense.

Defense represents your ability to avoid attacks. It uses the following formula:

$$\begin{aligned} &\text{Dexterity modifier} + \text{class bonus} \\ &+ \text{equipment penalty} + \text{size modifier} \\ &+ \text{shield bonus} \end{aligned}$$

Using Defense: When an enemy attacks you, your enemy rolls d20 and adds his attack bonus. You roll d20 and add your defense bonus. If your opponent rolls equal to or higher than your result, he hits you, and you may suffer damage. If you roll higher, the attack misses you.

The Relative Degree of your opponent's success affects the amount of damage you suffer. If you make a very poor roll and your opponent makes a high roll, you might suffer a fatal injury. However, if the difference between your rolls is small, you will suffer less damage from your enemy's attack.

Immobilized or Unconscious: If you are immobilized or unconscious, you automatically roll a 1 on the d20 for Defense. You ignore any modifiers (positive or negative) for Dexterity, class, equipment, or shield.

Dexterity Modifier

If you cannot react to a blow, such as when you are flat-footed, you cannot apply your Dexterity bonus to Defense. (If you do not have a Dexterity bonus, nothing happens.)

Armor: In the GnG system, wearing armor does not limit your Dexterity bonus.

Class Bonus

Your class and level grant you a bonus to your Defense. This represents your training in the *active* avoidance of attacks.

Classes that focus on combat and evasion provide the highest Defense bonuses. Classes that focus on intellectual and metaphysical pursuits afford the lowest bonuses.

Any situation that denies your Dexterity bonus also denies your class bonus.

Figuring your Class Bonus

Find the Defense bonus progression for any classes or monster hit dice that you possess. For example, a barbarian has a good Defense bonus progression.

Next, consult the Defense Bonus Progression table to determine your bonus for your levels in each of your classes.

Table: Defense Bonus by Class

Good: Arcane Archer, Barbarian, Duelist, Dwarven Defender, Elocater, Fighter, Horizon Walker, Monk, Psionic Fist, Ranger, Rogue, Shadow Dancer, Slayer, Soulknife, War Mind.
Average: Arcane Trickster, Assassin, Bard, Blackguard, Cleric, Dragon Disciple, Druid, Eldritch Knight, Paladin, Pyrokineticist, Psychic Warrior, Wilder.
Poor: Archmage, Cerebremancer, Heirophant, Loremaster, Metamind, Mystic Theurge, Psion, Psion Uncarnate, Sorcerer, Thaumaturgist, Thrallherd, Wizard.

Table: Defense Bonus by Creature Type

Good: Dragon, Fey, Magical Beast, Monstrous Humanoid, Outsider.
Average: Aberration, Animal, Beast, Elemental, Giant, Humanoid, Shapechanger, Vermin.
Poor: Construct, Ooze, Plant, Undead.

Table: Defense Bonus by Modern and Future Class

Good: Battle Mind, Bodyguard, Daredevil, Fast Hero, Infiltrator, Martial Artist, Shadow Hunter, Swashbuckler, Thrasher.
Average: Acolyte, Ambassador, Arcane Weaponsmaster, Dedicated Hero, Dogfighter, Dreadnaught, Explorer, Field Medic, Field Officer, Glamourist, Gunslinger, Helix Warrior, Holy/Unholy Knight, Investigator, Mage, Mystic, Shadowjack, Shadow Slayer, Soldier, Space Monkey, Speed Demon, Street Warrior, Strong Hero, Techie, Techno Savant, Tough Hero, Tracer, Wildlord.
Poor: Arcane Arranger, Archmage, Artificer, Charismatic Hero, Ecclesiarch, Engineer, Field Scientist, Negotiator, Occultist, Personality, Smart Hero, Swindler, Techno Mage, Telepath, Xenophile.

Table: Defense Bonus Progression

Class Level - or - Hit Dice	Good	Average	Poor
1	+1	+0	+0
2	+2	+1	+1
3	+3	+2	+1
4	+4	+3	+2
5	+5	+3	+2
6	+6	+4	+3
7	+7	+5	+3
8	+8	+6	+4
9	+9	+6	+4
10	+10	+7	+5
11	+11	+8	+5
12	+12	+9	+6
13	+13	+9	+6
14	+14	+10	+7
15	+15	+11	+7
16	+16	+12	+8
17	+17	+12	+8
18	+18	+13	+9
19	+19	+14	+10
20	+20	+15	+10

For example, a 10th level fighter has a +10 Defense bonus, while a 4th level bard/6th level wizard has a Defense bonus of +6.

Epic Level Progression: Your class Defense bonus does not increase after your character level reaches 20th. However, you do receive a cumulative +1 epic Defense bonus at every odd-numbered level beyond 20th.

Equipment Penalty

If you wear restrictive armor or carry a great deal of weight, you may suffer an equipment penalty to your Defense.

Armor Check Penalty: Certain types of armor may inhibit your movement or restrict your awareness of your surroundings. Because of this, you have a more difficult time avoiding attacks. In most cases, the heavier the armor you wear, the greater your penalty.

Subtract your armor's Armor Check Penalty from your Defense score. If you are proficient in that particular type of armor, you need only subtract half of its Armor Check Penalty (round up).

For example, full plate armor imposes a -6 Armor Check Penalty to Defense for non-proficient characters and -3 for proficient.

Encumbrance Penalty: The more weight you carry, the greater your difficulty in avoiding an attack. This penalty depends on your carrying capacity and the current load you bear. Use the following table:

Table: Encumbrance Penalty

Load	Penalty
None	+0
Light	-1
Medium	-3
Heavy	-5

The encumbrance penalty is *cumulative* with the Armor Check Penalty.

In combat, dropping non-essential gear is *always* a good choice!

Note: The weight of your armor and shield count towards your encumbrance penalty.

Shield Bonus

Shields make it harder for an opponent to hit you with an attack, so you add their bonuses to your Defense score. Any enhancement bonuses possessed by the shield also apply to Defense.

In situations where you lose your Dexterity modifier to Defense, you do not lose your shield bonus. You do lose your shield bonus when you become unconscious or immobilized.

Size Modifier

The bigger you are, the easier it is for opponents to strike you in combat. Likewise, the smaller you are, the more difficult it is to hit you. Your size modifier represents the effects of your current size on your ability to avoid attacks. Use the following table to determine your size modifier:

Table: Size Modifiers

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

Other Modifiers

Many other factors modify your Defense.

- **Circumstance:** Certain circumstances can affect your Defense. These circumstances can afford a +2 or -2 modifier, depending on your GM's discretion.
- **Deflection:** These ward off attacks and increase your Defense. Deflection bonuses function at all times, even if you are unconscious or immobilized.
- **Dodge:** Dodge bonuses represent active avoidance of blows. Any situation that denies

you your Dexterity bonus also denies your dodge bonus. Dodge bonuses stack with one another.

- **Enhancement:** If a shield or other item possesses an enhancement bonus for Defense, this adds to your Defense score. Note: Armor and natural armor do not increase your Defense. They affect your Protection.
- **Haste:** Haste bonuses represent an increase in your reaction time. To you, the world appears to move in slow motion. You can dodge attacks with ease. Any situation that causes you to lose your Dexterity bonus also denies your haste bonus.
- **Insight:** Insight bonuses derive from supernatural awareness. You can respond to attacks more readily because you know from whence they come. You lose insight bonuses when unconscious or immobilized.
- **Luck:** Luck bonuses mean that probability warps in your favor, making it harder for opponents to strike you. Even when flat-footed or unconscious, you keep your luck bonuses.
- **Sacred/Profane:** Supernatural forces protect you from attacks. Sacred and profane modifiers remain in effect at all times, even when you are unconscious or immobilized.

Touch Attacks

Touch attacks require only the slightest physical contact to deliver damage. Because of this, you gain a +4 bonus to your attack roll when performing a touch attack. You also ignore shield bonuses to your target's Defense.

HIT POINTS

For calculating hit points, the GnG system uses a different method from the core rules.

A character does not receive hit points based on dice rolled at each level. Instead, he gains a set amount of HP from his Constitution score, with a slight bonus from class and level (along with feats and special abilities). Multiply this amount by a size modifier.

The formula for HP equals:

$$(\text{Constitution} + \text{Class Bonus} + \text{Other Modifiers}) \times \text{Size Multiplier}$$

Constitution Score

Your base amount of HP equals your total (current) Constitution score. If some effect causes you to lose or gain Constitution points, your HP changes as well.

No Constitution: Creatures and constructs with no Constitution score use 20 as their base amount of HP.

Class Bonus

Depending on your character class and level (as well as monster hit dice and creature type), you may gain additional base HP.

Figuring your Class Bonus

Find the HP bonus progression for any classes or monster hit dice that you possess. For example, a barbarian has a good HP bonus progression.

Next, consult the HP Bonus Progression table to determine your bonus for your levels in each of your classes.

Table: HP Bonus by Class

Good: Barbarian, Blackguard, Dragon Disciple, Dwarven Defender, Fighter, Paladin, Soulknife.

Average: Arcane Archer, Assassin, Bard, Cleric, Druid, Duelist, Eldritch Knight, Heirophant, Horizon Walker, Monk, Psychic Warrior, Pyrokineticist, Psionic Fist, Ranger, Rogue, Shadow Dancer, Slayer.

Poor: Arcane Trickster, Archmage, Cerebremancer, Elocater, Loremaster, Metamind, Mystic Theurge, Psion, Psion Uncarnate, Sorcerer, Thaumaturgist, Thrallherd, Wilder, Wizard.

Table: HP Bonus by Creature Type

Good: Beast, Construct, Dragon, Magical Beast, Ooze, Undead.

Average: Aberration, Animal, Elemental, Giant, Humanoid, Monstrous Humanoid, Outsider, Plant, Shapechanger, Vermin.

Poor: Fey.

Table: HP Bonus by Modern and Future Class

Good: Arcane Weaponsmaster, Bodyguard, Daredevil, Dreadnaught, Helix Warrior, Holy/Unholy Knight, Soldier, Space Monkey, Street Warrior, Thrasher, Tough Hero.

Average: Acolyte, Battle Mind, Dogfighter, Explorer, Fast Hero, Field Medic, Field Officer, Gunslinger, Infiltrator, Martial Artist, Negotiator, Shadow Hunter, Shadow Slayer, Speed Demon, Strong Hero, Swashbuckler, Tracer, Wildlord, Xenophile.

Poor: Ambassador, Arcane Arranger, Archmage, Artificer, Charismatic Hero, Dedicated Hero, Ecclesiarch, Engineer, Field Scientist, Glamourist, Investigator, Mage, Mystic, Occultist, Personality, Shadowjack, Smart Hero, Swindler, Techie, Techno Mage, Techno Savant, Telepath.

Table: HP Bonus Progression

Class Level - or - Hit Dice	Good	Average	Poor
1	+1	+0	+0
2	+2	+1	+1
3	+3	+2	+1
4	+4	+3	+2
5	+5	+3	+2
6	+6	+4	+3
7	+7	+5	+3
8	+8	+6	+4
9	+9	+6	+4
10	+10	+7	+5
11	+11	+8	+5
12	+12	+9	+6
13	+13	+9	+6
14	+14	+10	+7
15	+15	+11	+7
16	+16	+12	+8
17	+17	+12	+8
18	+18	+13	+9
19	+19	+14	+10
20	+20	+15	+10

For example, a 9th level monk has +6 HP, while a 7th level fighter/10th level sorcerer has +12 HP.

Epic Level Progression: Your class HP bonus does not increase after your character level reaches 20th. However, you do receive a cumulative +1 epic base HP bonus at every even-numbered level beyond 20th.

Other Modifiers

A few other factors modify your Hit Points.

- **Circumstance:** Certain circumstances can affect your base Hit Points. These circumstances can afford a +2 or -2 modifier, depending on your GM's discretion.
- **Enhancement:** If some force provides any enhancement bonuses to HP, add them to your base total.
- **Sacred/Profane:** Add sacred or profane modifiers to your base HP score.
- **Toughness:** Each time you take the Toughness feat, you add +3 HP to your base score.

Size Multiplier

Your size as a creature affects the amount of HP that you possess. You multiply your base amount of HP (derived from Constitution + class bonus + other modifiers) by your size modifier. Smaller creatures end up with fewer HP. Larger creatures can possess a tremendous amount of hit points.

Table: Size Multiplier

Size	Size Multiplier
Colossal	16
Gargantuan	8
Huge	4
Large	2
Medium	1
Small	1/2
Tiny	1/4
Diminutive	1/8
Fine	1/16

CR and Size: Since size has major impact on a creature's HP in the GnG system, standard CR's need a slight adjustment. Use the following table as a guideline.

Table: CR Adjustments based on Size

Size	CR Adjustment
Colossal	+4
Gargantuan	+3
Huge	+2
Large	+1
Medium	+0
Small	-1
Tiny	-2
Diminutive	-3
Fine	-4

PROTECTION

Protection is your ability to resist damage from attacks.

You subtract your Protection score from *all* damage inflicted upon you. The higher your Protection score, the less damage you suffer from attacks.

You figure Protection using the following formula:

$$\text{Armor bonus} + \text{Natural Armor bonus}$$

Using Protection: When an enemy hits you with a ranged or melee attack, he rolls his damage, applies modifiers, and adds the Relative Degree of his attack roll's success. This is the total damage from his attack. You subtract your Protection score from this amount. The remainder is the amount of damage you suffer from the attack.

When you suffer damage from saving throw based attacks, you subtract your Protection score from the damage. You lose HP based on the remaining amount.

You subtract your Protection score from *all* damage, regardless of the source. (This includes area-effect attacks.)

Your Protection score cannot reduce damage to less than zero.

If your Protection reduces the damage to zero, you suffer no damage from the attack.

Note: Total all damage modifiers to an attack *before* applying Protection. For example, if your attack gets bonus damage dice from high-explosive ammunition, you add the extra dice to the total. Then, your target applies Protection.

Damage Reduction: Apply the effects of Damage Reduction *after* Protection.

Energy Resistance: Energy resistance applies to damage *after* Protection.

Poison and Disease: Protection has no effect on HP loss caused by poison or disease.

Falling Damage: Protection has no effect on HP loss caused by falling damage.

Environmental Damage: Protection has no effect on HP loss from starvation, suffocation, extreme heat, extreme cold, and similar environmental or intrinsic damage sources.

Armor Bonus

Any armor you wear reduces the damage you suffer from a successful attack. Unlike the standard combat system, they do not make it more difficult for opponents to land a solid blow upon you in combat.

Natural Armor Bonus

Like armor, natural armor reduces the damage you suffer from a successful attack.

Other Modifiers

A few other factors modify your Protection.

- **Circumstance:** Certain circumstances can affect your Protection. These circumstances can afford a +2 or -2 modifier, depending on your GM's discretion.
- **Enhancement:** If the armor or natural armor that you wear possesses any enhancement bonuses to Protection, add them to your Protection total.
- **Sacred/Profane:** Supernatural forces may alter your Protection score. Add sacred or profane modifiers to your score.
- **Monk's AC Bonus:** The AC bonus for monk levels applies to Protection.

Note: Deflection, dodge, haste, insight, and luck modifiers affect Defense, not Protection.

Bypassing Protection

Certain types of attacks allow you to ignore part of your target's Protection score. These attacks include:

- **Armor Piercing:** Armor piercing attacks halve your target's armor and natural armor bonuses to Protection.
- **Armor Ignoring:** Armor ignoring attacks ignore your target's armor and natural armor bonuses to Protection.

RELATIVE DEGREE (RD)

At the center of the GnG combat system lies the concept of Relative Degree.

Relative Degree is the difference between attacker's Attack roll and the defender's Defense roll.

To get Relative Degree, you subtract the Defender's result from the Attacker's result. For example, if the attacker rolls a 24 and the defender rolls a 16, the Relative Degree is +8 (24 - 16 = 8). Add this amount to the attacker's damage roll on a successful hit.

Grappling: In grappling, the Relative Degree of the attack comes from the opposed grapple check. Subtract the defender's grapple check result from the attacker's grapple check result. Add that amount to the attacker's grappling damage, should the attacker win the check.

Consider: Relative Degree makes the combat system reward an attacker's skill, rather than weapon selection, when determining damage. It also makes increases in damage more consistent than the more random critical hit mechanic. Finally, it permits a skilled attacker to overcome heavy armor with a precise hit.

This reflects a more realistic approach to combat. In real life, a skilled attacker can worm a dagger through a less skilled opponent's heavy armor and dispatch him with a single blow.

After three years of training in a combat (rather than sport) martial art, the author has reached some surprising conclusions about the singular value of skill in battle.

ACTIONS IN COMBAT

The 4.0 version of the GnG system adds a few new types of actions for use in combat.

ACTION TYPES

The GnG combat system adds a new action type: the abort action.

Abort Action

Abort actions allow you to perform a defensive action when it is not your turn. Four abort actions exist: Block, Dive for Cover, Maintain Footing, and Roll with Blow.

Each time you use an abort action, it uses up a move action from your next turn. If you perform an abort action a second time, it uses up your attack action, and so on. When you run out of available actions on your next turn, you may perform no more abort actions that round (and you have no actions to perform when your turn comes).

You may not perform abort actions while flat-footed.

Example: An opponent hits you with his knife. To protect yourself, you perform the abort action, Block. This uses up your move action on your next turn. When your turn comes, you have an attack action left.

In another instance, an enemy hurls an explosive at you. You Dive for Cover as an abort action. This uses up your move action on your next turn. A second explosive lands near you, so you Dive for Cover again. You had an attack action left on your next turn, but the second Dive for Cover expends it. Now, when your turn arrives, you can perform no actions.

FREE ACTIONS

The GnG combat system adds a new free action: Quick Stand.

Quick Stand

A quick stand occurs when you try to stand up as a free action. You perform a flip, kip-up, roll, or other tumbling feat to recover your footing in an instant.

To perform a quick stand, you make a Tumble check against DC 20. If successful, you stand up without having to expend a move action.

Quick Stand provokes an attack of opportunity from opponents who threaten you.

You may attempt Quick Stand only once per round.

ABORT ACTIONS

Abort actions are defensive actions that you may perform when it is not your turn.

Block

Block is an abort action that permits you to deflect an opponent's melee attack.

In order to Block, you must meet the following requirements:

- You are not flat-footed, stunned, held, entangled, or in any other situation that causes you to lose your Dexterity modifier to AC (if any).
- You are aware of the attack you wish to block and can perceive it with a primary sense, like sight for a human. (It is not possible for you to block attacks from invisible opponents or in total darkness, if you have no extraordinary means of detecting the attack.)

If you meet the criteria, you and your opponent make opposed attack rolls with your respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

If you roll equal to or higher than your opponent does, the attack is blocked and you suffer no damage.

If you roll lower than your opponent does, the attack hits you. (Use the Relative Degree of the original attack roll, not the opposed Block roll.)

Against a particular attack, you may Block only once.

Wielding a Shield: Using a shield makes it easier for you to block an opponent's attack. If you wield a shield, add its shield and enhancement bonus (if any) to your attack roll.

If you wield a small shield or larger, you may attempt to block thrown weapons, crossbow bolts, and arrows.

If you wield a tower shield, you may attempt to block any ranged attacks, including energy beams.

Touch Attacks: You may not Block touch attacks.

Flanking: You may not Block blows from an opponent that has flanked you.

Exception: If you have an ability that lets you retain your Dexterity bonus while flat-footed, such as Uncanny Dodge, then you may Block while flat-footed.

Dive for Cover

Dive for Cover is an abort action that permits you to try to reduce the damage from an area-effect attack. You leap for the nearest available cover and huddle beneath it.

In order to Dive for Cover, you must meet the following requirements:

- You are not flat-footed, stunned, held, entangled, or in any other situation that causes you to lose your Dexterity modifier to AC (if any).
- You are aware of the attack and can perceive it with a primary sense, like sight for a human. (It is not possible for you to Dive for Cover against attacks from invisible opponents or in total darkness, if you have no extraordinary means of detecting the attack.)
- The area-effect attack permits a Reflex saving throw.

If you meet the criteria, you perform a Jump check against the Reflex save DC of the attack. For each point you beat the attack's save DC, you convert one point of lethal damage into nonlethal damage.

For example, you Dive for Cover against an explosion that would normally inflict 20 points of lethal damage. The explosion's Reflex save DC is 20. You roll a 26 on your Jump check, beating the DC by 6 points. You convert 6 points of lethal damage to nonlethal damage.

You may perform Dive for Cover against any area-effect attack that permits a Reflex saving throw, even if you failed the initial Reflex save against the attack.

Against a particular attack, you may Dive for Cover only once.

No Cover: If your GM rules that no cover is available, you may attempt to cast yourself flat on the ground and cover your head, or you try to leap outside the edge of the attack's area of effect. In this case, you suffer a -10 penalty on your Jump check.

Exception: If you have an ability that lets you retain your Dexterity bonus while flat-footed, such as Uncanny Dodge, then you may Dive for Cover while flat-footed.

Maintain Footing

Maintain Footing is an abort action that permits you to keep standing and hold your ground, when an opponent would normally push you backwards or knock you prone. You use this abort action when an opponent makes a successful Bull Rush, Trip, Throw, or similar melee attack action.

In order to Maintain Footing, you must meet the following requirements:

- You are not flat-footed, stunned, held, entangled, or in any other situation that causes you to lose your Dexterity modifier to AC (if any).

- You are aware of the attack and can perceive it with a primary sense, like sight for a human. (It is not possible for you to Maintain Footing against attacks from invisible opponents or in total darkness, if you have no extraordinary means of detecting the attack.)

If you meet the criteria, you make a Balance check opposed by your enemy's attack roll. If the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

If you roll higher than your opponent does, you are not knocked prone by the attack or forced to move. You still suffer any damage from the attack (except a Throw).

If you fail the roll, the attack affects you normally.

Against a particular attack, you may Maintain Footing only once.

Flanking: You may not Maintain Footing against an opponent that has flanked you.

Exception: If you have an ability that lets you retain your Dexterity bonus while flat-footed, such as Uncanny Dodge, then you may Maintain Footing while flat-footed.

Roll with Blow

Roll with Blow is an abort action that permits you to try to reduce the damage from a melee attack that has hit you. You attempt to move with the force of the blow and soften its effects.

In order to Roll with Blow, you must meet the following requirements:

- You are not flat-footed, stunned, held, entangled, or in any other situation that causes you to lose your Dexterity modifier to AC (if any).
- You are aware of the attack and can perceive it with a primary sense, like sight for a human. (It is not possible for you to Roll with Blow against attacks from invisible opponents or in total darkness, if you have no extraordinary means of detecting the attack.)
- The attack is a melee attack.

If you meet the criteria, you perform a Tumble check opposed by your enemy's attack roll. If the combatants are different sizes, the larger combatant gets a bonus on the roll of +4 per difference in size category.

For each point you beat your opponent's attack roll, you convert one point of lethal damage into one point of nonlethal damage. For example, if you beat your opponent's roll by 10 points, you convert 10 points of lethal damage into nonlethal damage.

Apply the effects of Roll with Blow *after* totaling damage, and applying Relative Degree and Protection.

Against a particular attack, you may Roll with Blow only once.

Block and Roll: If you fail to Block a melee attack, you may attempt to roll with it.

Touch Attacks: You may not Roll with Blow against touch attacks.

Flanking: You may not Roll with Blow against an opponent that has flanked you.

Exception: If you have an ability that lets you retain your Dexterity bonus while flat-footed, such as Uncanny Dodge, then you may Roll with Blow while flat-footed.

EFFECTS OF DAMAGE

In the GnG combat system, the effects of damage tend towards greater severity than the core rules.

TRAUMA

If you lose one-half or more of your current Hit Points from a single attack, you suffer trauma and may only perform a partial action on your next turn. (Nonlethal damage does not cause trauma.)

INJURY

As you lose HP, you suffer injury.

Your current HP total determines your state of injury. When your current HP dips below a certain level, you suffer a negative modifier to many of your rolls.

Three grades of injury exist: Light, Moderate, and Severe.

- **Light Injury:** When your current HP is equal to or less than 75% of your maximum HP, you suffer a Light Injury. A Light Injury imposes a -2 injury penalty on all attack rolls, defense rolls, ability checks, skill checks, and saving throws.
- **Moderate Injury:** When your current HP is equal to or less than 50% of your maximum HP, you suffer a Moderate Injury. A Moderate Injury imposes a -4 injury penalty on all attack rolls, defense rolls, ability checks, skill checks, and saving throws.
- **Severe Injury:** When your current HP is equal to or less than 25% of your maximum HP, you suffer a Severe Injury. A Severe Injury imposes a -6 injury penalty on all attack rolls, defense rolls, ability checks, skill checks, and saving throws.

Do not stack the penalties for degrees of injury.

Creatures Immune to Injuries

Creatures that are immune to critical hits in the core rules or that have no discernible anatomy (such as undead, oozes, constructs, and the like) do not suffer injuries.

DISABLED, DYING, AND DEAD

The rules for disabled, dying and dead conditions remain the same as the core rules, with the following exceptions:

- The instant death from massive damage rule is not used.
- The amount of negative Hit Points to which a character can drop before dying equals -10 for small or larger creatures, -8 for tiny, -4 for diminutive, and -2 for fine.
- The chance a creature will stabilize while dying equals its Constitution score, rather than a flat 10%.

HEALING

The physical healing rules for the GnG rules diverge from the core rules in the following manner.

Hit Points

Natural Healing: Every week, you recover lost HP at the following rate: (1 + your Constitution Modifier) x your HP Size Multiplier. (Minimum of 1 HP per week.)

If you undergo complete bed rest for a week, you double your recovery rate during that week.

Ability Damage

In most cases, ability damage is temporary, and you can recover lost points.

Natural Healing: With a full night's rest, you recover 1 lost ability point (per ability) per day. Any significant interruption during your rest prevents you from healing that night. Any ability point loss during a day prevents recovery.

If you undergo complete bed rest for an entire day, you recover 2 lost ability points (per ability) during that day.

Other means: Various abilities, items, and powers can restore lost ability points.

TEMPORARY HIT POINTS

Temporary HP function as they do in the core rules, with the following additions:

- Do not apply your size multiplier to your temporary HP.
- Do not add temporary HP to your base HP total.

CALLED SHOTS

Called Shots are attacks that a character tries to target at a specific location on your opponent's body, in an attempt to inflict damage that is more severe, pierce a weak point in the target's armor, or disable a limb.

Rather than having a body-part centered Called Shot system, the GnG uses an effect-based system. In other words, you do not specify the part of the body you wish to hit. Instead, you select a set of effects you desire to inflict upon your enemy.

PROCEDURE

Called shots use the following procedure:

- You declare your intent to perform a Called Shot *before* you roll the dice for your attack.
- You select the effects of your Called Shot. (Each effect imposes a negative modifier to your attack roll.)
- You provoke an attack of opportunity from your target when you initiate the Called Shot.
- You make your attack, with the appropriate negative penalties.
- If your attack hits and you chose a Penetration Effect, your target makes a Reflex save to avoid having its armor penetrated.
- If your attack hits, you chose a Condition Effect, and you inflicted at least 1 HP damage to your target (after Protection, Damage Reduction, Energy Resistance, and similar attributes are applied), your target makes a Fortitude save against the condition.
- If your target fails the save, the effect takes place.

You may not perform Called Shots as attacks of opportunity.

You may not perform Called Shots against targets with any degree of concealment.

EFFECTS

You may select multiple effects for a single Called Shot. The penalties to your attack roll are cumulative.

Called Shot effects are broken into two general categories: Penetration Effects and Condition Effects.

Penetration Effects

Penetration Effects attempt to bypass a portion of the target's Protection score. You seek a vulnerable spot in the target's armor and natural armor. Then, you strike at that point.

If your attack hits, your target makes a Reflex saving throw against 10 + the Relative Degree of your attack roll. If the save fails, you ignore one-half of your target's Protection score.

The attack penalty for your Called Shot depends on the type of armor worn by your target. If your target wears mixed types of armor, choose the highest penalty.

- **Light Armor:** -4 attack penalty.
- **Medium Armor:** -6 attack penalty.
- **Heavy Armor:** -8 attack penalty.
- **Natural Armor:** -8 attack penalty.

- **Force-based Armor:** A Penetration Effect is impossible.

Penetration Effects cannot reduce the effectiveness of your target's Damage Reduction or Energy Resistance.

Condition Effects

Condition Effects impose a particular penalty, condition, or damage modifier to the target.

If your attack hits and inflicts *at least* 1 HP damage to your target, your target makes a Fortitude save against 10 + the damage inflicted by your attack. If the save fails, your target suffers *all* of the conditions imposed by your Called Shot.

Condition effects include the following:

Blindness

Attack Penalty: -4.

Result: Your target is blinded for 1d4+1 rounds.

Special: Creatures with no nervous system are immune to this effect.

Daze

Attack Penalty: -2.

Result: Your target is dazed for one round.

Special: Creatures with no nervous system are immune to this effect.

Deafness

Attack Penalty: -4.

Result: Your target is deafened for 1d4+1 rounds.

Special: Creatures with no nervous system are immune to this effect.

Disabled Arm

Attack Penalty: -4.

Result: Your target suffers a -2 penalty to attack rolls, Strength checks, and all skill checks based on arm use, such as Climb, Craft, Disable Device, Escape Artist, Forgery, Alchemy, Heal, Open Lock, Pick Pocket, Swim, and Use Rope checks. If all arms are disabled, the victim cannot manipulate items.

A disabled arm automatically drops any items it holds.

Note: The penalties for multiple disabled arms do not stack, though they do stack with other body parts.

Disabled Ear

You disable your target's ear, not only disrupting his hearing, but also disturbing his equilibrium.

Attack Penalty: -6.

Result: Your target suffers a –2 penalty to initiative rolls, Defense rolls, Reflex saves, and all skill checks based on the sense of hearing or equilibrium, such as Balance, Bluff, Climb, Diplomacy, Intimidate, Listen, Perform, and Tumble. If all ears are disabled, the victim is deafened.

Note: The penalties for multiple disabled ears do not stack, though they do stack with other body parts.

Disabled Eye

Attack Penalty: -6.

Result: Your target suffers a –2 penalty to Dexterity checks, attack rolls, Defense rolls, Reflex saves, and all skill checks based on vision, such as Appraise, Craft, Decipher Script, Disable Device, Forgery, Search, Sense Motive, Spot, and Survival (for tracking). If all eyes are disabled, the victim is blinded.

Note: The penalties for multiple disabled eyes do not stack, though they do stack with other body parts.

Disabled Head

You cause a concussion, brain damage, spinal damage, or similar effect.

Attack Penalty: -8.

Result: Your target suffers a –2 penalty to all rolls (except damage).

Special: Creatures with no nervous system, brain, or some centralized organ for cognition are immune to this effect.

Note: The penalties for multiple disabled heads do not stack, though they do stack with other body parts.

Disabled Leg

Attack Penalty: -4.

Result: Your target suffers a –2 penalty to Defense rolls, Reflex saves, Dexterity checks, and all skill checks based on leg use, such as Climb, Swim, Jump, Ride, Tumble, Balance, and Move Silently checks. The victim cannot run or charge. If all legs are disabled, the victim can only move by crawling and loses any Dexterity bonus to Defense.

Note: The penalties for multiple disabled legs do not stack, though they do stack with other body parts.

Severe Bleeding

You open a major artery in your opponent's body and cause severe bleeding.

Attack Penalty: -8.

Result: One round after the attack, the victim makes a DC 12 Fortitude save. If he fails the save, he becomes fatigued from blood loss. If he succeeds, next round (and each round thereafter), he must make another Fortitude save with a cumulative +2 increase in the DC.

Once the victim becomes fatigued, the DC of the Fortitude save resets to 20. The consequence of failing the save is now exhaustion.

Once the victim becomes exhausted, the Fortitude save DC resets again. Now, the victim makes the save to avoid death from blood loss.

Binding the wounds or performing some other treatment to stop the bleeding causes the need for saves to end. The victim must recover from fatigue and exhaustion in the normal manner.

Special: Creatures with no circulatory system are immune to this effect.

Note: In real life, you would die in a matter of seconds from severe bleeding, without regard for your physical toughness.

Silent Kill

You kill your opponent without your victim uttering a sound.

Attack Penalty: -4.

Result: If your attack inflicts enough damage to disable, kill, or render your target unconscious, your target cannot make any noise to draw attention to its incapacitation. It is not possible for the victim to scream or groan. Nothing more than a slight, faint gasp escapes its lips.

Special: Creatures with no nervous system or sensitivity to pain are immune to this effect.

Stab and Grab

You stab your weapon through your opponent's body (usually through an arm or leg). Then, with your free hand, you grab the weapon as it pokes out on the opposite side and twist. This initiates a grapple.

Special Requirements: To perform this Called Shot, you must meet the following requirements:

- You must have the Improved Grapple feat.
- You must wield a one-handed slashing or piercing melee weapon.
- You must have one hand free.
- If you use a slashing weapon, it must have a single edge. (Otherwise, you slice yourself.)

Attack Penalty: -4.

Result: The weapon punctures your target, and you grab it. You immediately perform a grapple check, with a +4 bonus on your roll, to initiate a grapple and inflict damage on your target. If you win the check, you are now grappling.

As long as the weapon remains lodged in your opponent's body, you gain a +4 bonus on all grapple checks against that enemy.

Removing the Weapon: An opposed grapple check is necessary to remove the weapon from your opponent's body. Either you or your opponent may initiate the check. When the weapon is removed, your victim suffers damage from the weapon. Do not count Strength modifiers, specialization bonuses, Relative Degree, skill-based damage modifiers, and the like when figuring the damage. Since the weapon already

pierces your enemy's flesh, the damage ignores Protection.

If the weapon is barbed, double the damage dice it inflicts when removed.

Stun

Attack Penalty: -4.

Result: Your target is stunned for one round.

Special: Creatures with no nervous system or sensitivity to pain are immune to this effect.

Vital Strike

You penetrate a vital organ to inflict severe damage.

Attack Penalty: -8.

Result: Double all damage inflicted upon the target *after* applying Protection, Damage Reduction, Energy Resistance, and similar defenses.

Special: Creatures with no discernible anatomy, oozes, undead, and the like are immune to this effect.

RECOVERY OF DISABLED BODY PARTS

If a nonlethal attack disables a body part, the part recovers in 2d4 minutes.

If a lethal attack disables a body part, the part takes a considerable time to heal.

Natural Healing: After a normal day's rest, roll d%. If the result is equal to or less than your Constitution score, then your disabled body part recovers. (Make a separate roll for each disabled part.) Any significant interruption during your rest prevents you from healing that night. Any HP loss during a cycle prevents recovery.

If you undergo complete bed rest for an entire day, the d% chance that your body part will recover equals twice your Constitution score.

If a healer successfully tends your injuries, your chance of recovery equals twice your Constitution if you have normal rest and three times your Constitution score with complete bed rest.

If you cannot recover lost HP because you are dying and unstable, then you cannot recover disabled body parts.

Surgery: A DC 20 surgery check with Heal skill can restore a disabled body part.

Regeneration: Creatures with the regeneration special ability recover disabled body parts as soon as they recover all lost HP.

Extraordinary Healing: You may direct items, special abilities, and powers that heal a particular amount of HP to restore a disabled body part. Roll the dice to determine the amount of HP healed. Then, roll 1d20. If the d20 result is equal to or lower than the HP amount, the disabled part is restored.

Extraordinary healing methods used to restore disabled body part do not restore lost HP.

COMBAT MODIFIERS

Because the GnG combat system uses a Defense mechanic, rather than AC, there are some slight changes to the combat modifier rules. Because combat relies on Relative Degree of attack rolls, the coup de grace rules are different.

FAVORABLE & UNFAVORABLE CONDITIONS

Use the following tables, instead of the core rules.

Table: Attack Roll Modifiers

Attacker is . . .	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	-4	-3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

- 1 An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.
- 2 The defender loses any Dexterity bonus to Defense. This bonus does not apply against a blinded target.
- 3 You cannot use bows, thrown spears, and similar ranged weapons while prone, but you can use pistols, rifles, crossbows, or small throwing knives while prone at no penalty.

Table: Defense Roll Modifiers

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealed or invisible	— See Concealment —	
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ^{1,3}
Helpless (such as paralyzed, sleeping, or bound)	-4 ⁴	+0 ⁴
Kneeling or sitting	-2	+2
Locked	-4 ⁴	+0 ⁴
Pinned	-4 ⁴	+0 ⁴
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹

- 1 The defender loses any Dexterity bonus to Defense.
- 2 An entangled character takes a -4 penalty to Dexterity.
- 3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.
- 4 The defender automatically rolls a "1" on the d20 for his defense roll and loses any Dexterity, dodge, class, and similar bonus to Defense. You can sneak attack helpless or pinned defenders.

HELPLESS DEFENDERS

In the GnG combat system, helpless defenders automatically roll a "1" on the d20 for their Defense roll, and they lose all Dexterity, dodge, class, and similar bonuses to Defense.

Coup de Grace

As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless foe. You can also use a ranged weapon, provided you are adjacent to the target. Your attack automatically hits with a Relative Degree of 20.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

SPECIAL ATTACKS

The GnG combat system adds a few new special attacks and makes some slight changes to old ones.

Note: The firearm-related special attacks assume that firearms are Simple Weapons. If you have the Simple Weapon Proficiency feat, you are capable of using firearms in a competent manner, at least on the level of a modern hunter. The Martial Weapons Proficiency (firearms) feat represents military or paramilitary understanding of firearms.

ACCELERATED PAIR (DOUBLE TAP)

When you fire an accelerated pair, you fire two shots, in rapid succession, at a single target.

To perform an accelerated pair, you must use a firearm or energy weapon capable of single shot fire. You must have *at least* two rounds of ammunition or charges in the weapon, because you fire two shots.

For your two shots, you make a single attack roll, with a -4 penalty. If the attack hits, your first shot hits your target. If your Relative Degree is 5 or more, the second shot hits as well.

You apply damage bonuses for Relative Degree, specialization, and the like to your first shot, only. The second inflicts only normal damage.

Point Blank: If you fire an accelerated pair at a target within 5 feet, both shots automatically hit.

Special: The feat, Improved Accelerated Pair, negates the -4 penalty to your attack roll.

Target Size (optional): The size of your target can influence the Relative Degree you need for extra shots to hit it. It also affects your “point blank” range, at which both shots automatically hit. Use the following table:

Table: Accelerated Pair and Target Size

Target Size	Relative Degree for Extra Shots	Point Blank
Colossal	1	30 feet
Gargantuan	1	25 feet
Huge	2	20 feet
Large	3	15 feet
Medium	5	10 feet
Small	7	n/a
Tiny	9	n/a
Diminutive	11	n/a
Fine	13	n/a

To hit a tiny target with your second shot, you would need a Relative Degree of nine or higher. To hit a gargantuan target with the second shot requires a Relative Degree of only one or higher.

AUTOMATIC FIRE (BURSTS)

Certain weapons have a rapid, automatic rate of fire, meaning that they fire several shots or a *burst* with a single pull of the trigger or activation stud. You can direct this burst against a single target or multiple targets.

Only weapons capable of fully automatic fire may perform bursts.

Single Target Burst

When you perform a single target burst, you direct all of your shots at one target.

To perform a single target burst, your weapon must have *at least* three rounds of ammunition or charges.

When you fire the burst, roll 2d6. This is the amount of shots fired at your target. If your weapon does not contain enough ammunition or charges to fire all of these shots, then it fires enough shots to empty your weapon. (If you have only four shots remaining in your firearm, you would only fire four shots at your target, even if you roll “11” on the 2d6.)

You then make your attack roll. If your attack hits, multiple shots may strike your target. For every 5 points you beat your opponent’s defense roll, one additional shot hits your target and inflicts damage. You apply damage bonuses for Relative Degree, chosen enemy, and the like to the *first* shot that hits your target, not to any additional shots.

For example, if you rolled 11 points higher than your opponent, three shots hit your target. The first shot hits because you made the attack roll. (You apply Relative Degree to that shot.) Your second shot hits because you rolled 5 points higher than your target, and your third shot because you rolled 10 points higher.

You cannot hit a target with more shots than were fired from your weapon.

Controlled Bursts: A character with the Martial Weapons Proficiency (firearms) feat can control the number of shots fired in a single target burst. If you have this feat and a base attack bonus of 5 or less, then you can choose to fire 5 or 10 shots in your burst. If you have this feat and a base attack bonus of 6 or higher, you can fire 3, 5, or 10 shot bursts. You announce the number of shots you will fire before you make the attack roll.

Some weapons allow you to preset the number of shots fired in a burst.

Point Blank Bursts: If you fire a single target burst at a target within 5 feet and your attack hits, *all* shots strike your target.

Target Size (optional): The size of your target affects the amount you must roll for additional shots to hit. It also affects the distance at which you consider your burst “point blank” and all shots automatically hit. Use the following table:

Table: Single Target Bursts and Target Size

Target Size	Roll for Extra Shots	Point Blank
Colossal	1	30 feet
Gargantuan	1	25 feet
Huge	2	20 feet
Large	3	15 feet
Medium	5	10 feet
Small	7	n/a
Tiny	9	n/a
Diminutive	11	n/a
Fine	13	n/a

If you fired a single target burst at a fine sized target, an extra shot would hit your target for every 13 points you rolled higher than its defense, and you would have no “point blank” on your burst. If you fired a single target burst at a colossal target, an extra shot would hit for every single point you rolled higher than its defense. If you were within 30 feet of a colossal target, you were at point blank range and all shots from your burst would have automatically hit.

Multiple Target Burst

When you perform a multiple target burst, you hose down an area with your shots.

You do not aim at a particular target, but try to hit several targets at the same time. Because of this, you do not apply Relative Degree to the damage of your attack, nor do you gain chosen enemy, specialization, and similar skill-based damage bonuses. Furthermore, you “Take 10” on your attack roll (whether you desire to do so or not), meaning that you consider yourself to have rolled a “10” on the d20.

There are two types of multiple target burst: linear and strafing.

Linear Burst: A linear burst affects an aisle, 5-feet wide, out to your weapon’s maximum range. You must “Take 10” on an attack roll against every target in that aisle. In addition, your attack roll suffers a -4 penalty. (Do not forget to apply range penalties to your attack roll.) If the attack hits, one shot strikes the target and inflicts normal damage. You may not apply Relative Degree and skill-based damage modifiers, nor can you make a critical hit.

To perform a linear burst, you must have *at least* ten rounds or charges of ammunition in your weapon. When you fire, your weapon releases 2d10 + 10 shots. If your weapon does not contain enough ammunition or charges to fire all of these shots, then it fires enough shots to empty your weapon. (If you have only twelve shots

remaining in your firearm, you would only fire twelve shots at your target area, even if you roll “21” on the 2d10 + 10.)

You may only hit a number of targets equal to the shots fired in your burst. If you fire only 10 shots, you hit (at most) only 10 targets.

You may not select the targets hit by your burst. The hail of shots strike friend and foe alike. You strike the targets nearest you first (and they may provide cover for targets behind them).

Strafing Burst: A strafing burst affects a cone. The length of the cone equals your weapon’s first range increment or 30 feet, whichever is larger. The maximum width of the cone equals half its length.

You must “Take 10” on an attack roll against every target in that aisle. In addition, your attack roll suffers a -8 penalty. If the attack hits, one shot strikes the target and inflicts normal damage. You may not apply Relative Degree and skill-based damage modifiers.

To perform a strafing burst, you must have *at least* twenty rounds or charges of ammunition in your weapon. When you fire, your weapon releases 2d10 + 20 shots. If your weapon does not contain enough ammunition or charges to fire all of these shots, then it fires enough shots to empty your weapon. (If you have only twenty-one shots remaining in your firearm, you would only fire 21 shots at your target area, even if you roll “36” on the 2d10 + 20.)

You may only hit a number of targets equal to the shots fired in your burst. If you fire only 20 shots, you hit (at most) only 20 targets.

You may not select the targets hit by your burst. You strike the targets nearest you first (and they may provide cover for targets behind them).

Controlled Bursts: A character with the Martial Weapons Proficiency (firearms) feat can control the number of shots fired in a single target burst. If you have this feat, then you can choose to fire 10 or 20 shots in your linear burst and 20 or 40 shots in a strafing burst. You announce the number of shots you will fire before you make the attack roll. If you do not choose to limit the number of shots fired, then you roll the dice.

Target Size (optional): The bigger your target, the more times it might suffer hits from a multiple target burst. The Table: Multiple Target Bursts and Target Size shows how many times a target must make defense rolls against your burst attack, based on its size.

Table: Multiple Target Bursts and Target Size

Target Size	# of Defense Rolls
Colossal	5
Gargantuan	4
Huge	3
Large	2
Medium or smaller	1

For example, if you fired a Multiple Target Burst at a gargantuan target, it would have to make four defense rolls, meaning it might suffer four hits from your burst. A colossal target might suffer five hits.

Multiple Attacks and Bursts

If you gain multiple attacks per round due to a high base attack bonus or other special abilities, you may perform multiple bursts, as a full attack action.

CONTINUOUS BEAM FIRE

Certain energy weapons fire a continuous stream of energy. In effect, this creates a lance of pure energy from the muzzle of your weapon to its maximum range. With a flick of the wrist, this blazing sword cuts swathes through your opponents.

Weapons capable of continuous beam fire grant a +4 bonus to your attack roll. (This does not stack with the +2 bonus inherent to energy weapons.)

The attack bonus is not a beam weapon's greatest benefit.

When you hold the beam on a single target for an extended period, you pour a tremendous amount of energy into your target. This overwhelms his protective shielding and armor.

To simulate this, when you perform an accelerated pair or single target burst with a beam weapon, you total the damage from all shots that hit your target before applying energy resistance, Protection, or hardness.

For example, you perform a 5-shot single target burst with a particle beam rifle. Your attack hits with a Relative Degree of 16, so four shots hit the target. Each shot inflicts 3d8 damage. Normally, you would separately apply the damage from each shot to your opponent's Protection. However, since this is a continuous beam, you total all of the dice (12d8), add Relative Degree, and apply your target's Protection only once. (Assuming you rolled average results on the dice, you would have inflicted 80 points of damage!)

As you can see, continuous beam fire can slice almost any opponent in half or burn tremendous holes in a target.

GRAPPLING

The GnG combat system adds a few new features to the standard grappling rules. The Relative Degree of your grapple check affects the damage you inflict while grappling. You may grapple using weapons. Finally, there are some new grappling actions available to characters with advanced training: Choke, Lock, Throw, and Wrench.

Grapple Checks

The rules for a grapple check remain the same. However, the Relative Degree of your grapple check applies to the damage you inflict while grappling, not

the Relative Degree of your melee touch attack to grab your target.

Grappling with Weapons

If you have the Improved Grapple feat, you may use any weapon with which you are proficient to grapple an opponent. You may use even edged and piercing weapons to grapple.

When you grapple using a weapon, you gain a +2 bonus to your grapple check if it is a one-handed weapon and a +4 bonus for a two-handed weapon. You gain no bonus for tiny weapons. If you use an edged or piercing weapon, you gain an additional +2 bonus to your grapple check. (Most opponents submit more readily when cut and stabbed.)

When you inflict damage while grappling with a weapon, you use the weapon's damage or your unarmed damage, whichever is higher.

Advanced Grappling

If you possess the feat, Advanced Grapple, you may perform the following actions while grappling. All of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

Choke: Performing a choke imposes a -4 penalty to your Grapple check. You grab your opponent in such a way as to restrain the flow of blood within the body. (You do not necessarily have to strangle your opponent's throat.) If you win the grapple check, you damage your opponent and force your enemy to make a Fortitude save against DC 10 + one-half of your base attack bonus + your Strength modifier. If he fails the save, he is *stunned* for one round and *dazed* for 1d4 rounds after that.

You must inflict at least 1 HP damage to stun and daze your opponent.

Opponents with no Constitution score are immune to chokes, as are enemies whose anatomy does not rely on blood-flow.

Lock: A lock is a superior form of pin. To initiate a lock, you make an opposed grapple check with a -4 penalty to your roll. If you win the check, your opponent is *locked* (see below), and you hold him immobile for one round. You have the same actions available to you as if you were grappling, not pinning.

Throw: You can throw an opponent prone while grappling. Make an opposed grapple check with a -4 penalty to your roll. If you win the grapple check, your opponent falls prone and suffers damage, as normal for your unarmed strike (even if using a weapon to grapple). For every five points you beat your opponent's roll, you can choose to throw him 5 feet away from you.

If you do choose to throw your opponent away from you, you automatically end the grapple. Otherwise, you

can choose to end or maintain your grapple when you throw your enemy.

Locked

When an opponent has locked you, you are held immobile (but not helpless) for 1 round. While locked, you take a -4 penalty to your Defense against all opponents, including the one locking you. You automatically roll a “1” on your defense roll, and lose any Dexterity, dodge, class, and similar bonuses to Defense.

Unlike a pin, you may still speak while locked.

On your turn, you can try to escape the lock by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the lock, but you are still grappling.

MULTIPLE-BARREL FIRE

Some weapons have more than one barrel, such as the double-barreled shotgun. You may fire these multiple barrels simultaneously, at a single target.

When you perform multiple-barrel fire, you make a single attack roll and apply its result to *each* barrel fired at a target.

For example, if you fired a double-barreled shotgun at an opponent, you make a single attack roll. If you hit with a Relative Degree of 11, then both barrels hit with that Relative Degree.

Apply your opponent’s energy resistance, Protection, and the like to the damage of each barrel, separately.

Accelerated Pairs and Single Target Bursts: When you perform an accelerated pair or single target burst with a multiple barrel weapon, a single attack roll determines how many shots hit for *each* barrel. For example, if you made a 3-round single target burst with a double-barreled firearm and rolled a Relative Degree of 6, two shots from each barrel hit your target—a total of four shots.

Each barrel consumes its own amount of ammunition. If you fired a 3-round burst from a double-barreled weapon, you consume six rounds of ammunition: 3 for each barrel.

Multiple Target Bursts: Multiple target bursts with a multiple barrel weapon can obliterate a large area. Each target in the burst area makes a defense roll against a shot from *each barrel* of your weapon. If you used a quad-barreled cannon, your targets would have to make four defense rolls. (They might suffer four hits each!)

Each barrel consumes its own amount of ammunition. If you fired a 20-round burst from a quadruple-barreled cannon, you consume 80 rounds of ammunition: 20 for each barrel.

Continuous Beam Fire: When you perform an accelerated pair or single-target burst with a continuous beam weapon, you do not add the damage dice of

separate barrels into one massive sum. Treat each barrel separately when lump summing the dice from multiple beam hits.

For example, if you fired a 5-round single target burst from a quad-barreled particle beam cannon and rolled a Relative Degree of 7, two shots from each barrel strike the target. You would *not* have a single, massive hit that inflicts 24d8+7 damage. You would have four separate hits of 6d8+7 damage, each.

SCATTERSHOT

The modern shotgun is an example of a scattershot weapon.

With a single shot, a scattershot attack releases several small projectiles in a tight group. As the clump travels from the muzzle of the weapon, it scatters along the path of travel.

The expansion of the shot makes it easy to hit a target at long ranges. It may even be possible to strike a handful of small, adjacent targets as the area affected by the scattershot blast widens.

All scattershot weapons have a maximum effective range of five range increments. They have a base damage die listed in their description. The damage inflicted and area affected by the scattershot depends on the range increment of the attack.

- **One Increment:** At one range increment, a scattershot attack forms a clump of projectiles about the size of a human fist. It can hit only a single target and inflicts 4d damage.
- **Two Increments:** The cloud of projectiles expands further, roughly the size of a human head. At this range, you can still hit only a single target. The weapon inflicts 3d damage.
- **Three Increments:** Now the clump of projectiles widens to about the size of a human torso. You can hit two adjacent targets with the blast, but this imposes a -4 penalty on your attack roll. (Both targets make a separate defense roll.) The weapon causes 2d damage on a successful hit.
- **Four Increments:** At this range, the cloud of shot has spread to the size of a human body. You can hit two adjacent targets with no penalty to your attack roll. (Both targets make a defense roll.) The weapon inflicts 1d damage.
- **Five Increments:** At maximum range, the shot scatters to affect an aisle 5-feet wide. You make a single attack roll. Every defender in that aisle makes a defense roll to avoid a hit. The weapon only inflicts 1d damage at this range.

Scattershot weapons do not suffer range penalties to their attack rolls.

SUPPRESSING FIRE

When you shoot your weapons at the enemy in order to break up his movement or force him to seek cover, you perform suppressing fire. Your immediate goal is not to hit your opponent, but harass him and keep him pinned down.

Suppressing fire is a full-round action. You must have the Martial Weapons Proficiency (firearms) feat to perform it. You must wield a self-loading weapon capable of single shot or fully automatic fire.

To begin suppressing fire, you select the area you will cover. This can be either an aisle (5-feet wide out to your weapon's maximum range) or 20-feet-by-20-foot square.

During the round, you fire $1d10 + 10$ shots into that area. These shots hit nothing. In effect, you waste these shots, as you tear up the target area and claim it as your own.

Should any target enter your area of effect or perform a move or standard action in your target area, it must make a Reflex save against $DC 10 + \text{one-half your base attack bonus} + \text{your Dexterity score}$. If the save succeeds, the target can choose to cease movement and drop prone or under cover, suffering no damage. That target becomes *suppressed*. If the target chooses to keep standing or moving, or fails the save, you get to perform a free ranged attack against that target with a -8 penalty on your roll (since you are not specifically aiming at that target). You expend two shots on this attack, even

though only one shot will hit the target. Your target can Dive for Cover to avoid damage from your attack, but if he does so, he automatically becomes suppressed.

After you have made your free shot (hit or miss), your target can choose to become suppressed.

Every time a target moves 5 feet within your target area, it must make the Reflex save. This may give you several free shots at an enemy who chooses to charge forward under the hail of your fire.

Becoming suppressed is your target's choice. He can choose to be shot or elect to cease movement and seek cover. A foolhardy or determined enemy may choose to rush through your suppressed area, even though he evades a hail of bullets.

If you run out of ammunition, you cease suppressing your target area.

Suppressed: A suppressed character falls prone, unless he is behind improved cover. He cannot take actions for one round. Suppressing attackers may not direct free shots at a suppressed character.

Fully Automatic Fire: Fully automatic weapons are the best tools for suppressing fire.

With a fully automatic weapon, you waste $2d10 + 20$ shots "claiming" the target area. When you get to perform a free ranged attack against an unsuppressed opponent, you suffer only a -4 penalty on the roll, but you expend four shots, even though only one counts for the hit.

ADDITIONAL COMBAT RULES

There are a few other significant changes that the Grim-n-Gritty rules make to the standard combat system.

ATTACKING INANIMATE OBJECTS

When you attack an inanimate object, you make an attack roll against its Defense. If the object is stationary, you roll against a fixed value of 1 + the object's size modifier. If the object is moving, such as swinging on a pendulum or thrown in the air, it makes a standard Defense roll, adding its size modifier. The Relative Degree of your attack roll affects the damage you inflict on the object.

ENERGY WEAPONS

Energy weapons fire a beam or pulse of energy that travels at or near the speed of light. Unlike solid projectiles, energy attacks suffer no inaccuracy from high velocity winds. Because the bolt strikes the target in an instant, you do not have to lead your target, just point and depress the firing stud. This gives energy weapons an inherent bonus of +2 to attack rolls.

SIDEARMS AND LONGARMS IN MELEE

As with all forms of ranged weapons, attacking with a firearm or energy weapon while within a threatened square provokes an attack of opportunity.

Because of the weapon's unwieldy shape and size, an attacker using a longarm (i.e., carbine or rifle) suffers a -4 penalty on attacks against adjacent opponents.

SNEAK ATTACK

Instead of the Sneak Attack game mechanic, which adds several dice to a character's damage, the Grim-n-Gritty rules apply a bonus to your attack roll.

If your sneak attack damage dice bonus is +1d6, then you gain a +2 bonus to your attack roll any time your target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when you flank your target. While performing a sneak attack, you can make a Called Shot without provoking an attack of opportunity.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

For every additional +1d6 of sneak attack damage, you gain +1 to your attack roll.

For example, a character with +5d6 sneak attack damage in the core combat rules would have a +6 attack bonus when performing sneak attacks in the GnG system.

Immunity to critical hits (such as that possessed by creatures without discernible anatomy or undead) no longer protects against sneak attacks. The GnG sneak attack represents taking advantage of an opening in your opponent's defenses, rather than striking a vulnerable location.

CONDITIONS

The GnG combat system makes a few changes to the conditions of the core rules and adds a handful of new conditions. Most of these changes occur because the GnG system relies on the Defense mechanic, rather than AC. This section lists only the altered or new conditions.

Blinded: The character takes a –2 penalty to Defense, loses his Dexterity and class bonus to Defense (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. Consider all opponents to have total concealment to the blinded character.

Cowering: A cowering character takes a –2 penalty to Defense and loses her Dexterity bonus (if any).

Dazed: A dazed creature can take no actions, but has no penalty to Defense. A dazed condition typically lasts 1 round.

Dazzled: A dazzled creature takes a –1 penalty on attack rolls, defense rolls, Search checks, and Spot checks.

Energy Drained: Each negative level gives a creature the following penalties: –1 penalty on attack rolls, defense rolls, saving throws, skill checks, ability checks; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). Negative levels do not affect Protection.

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, class, and dodge bonus to Defense (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, defense rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities to flee.

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, class, and dodge bonus to Defense (if any) against opponents he is not grappling.

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). Helpless characters automatically roll a "1" on the d20 for their Defense roll, and they lose all Dexterity, dodge, class, and similar bonuses to Defense.

Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Opponents 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 ranged weapon, provided he is adjacent to the target.

Invisible: An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity, class, and dodge bonuses to Defense (if any).

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 cannot take any other actions. In addition, the creature takes a –2 penalty on all defense rolls, saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities to flee.

Prone: An attacker who is prone has a –4 penalty on melee attack rolls and cannot use certain ranged weapons. A defender who is prone gains a +4 bonus to Defense against ranged attacks, but takes a –4 penalty to Defense against melee attacks.

Shaken: A shaken character takes a –2 penalty on attack rolls, defense rolls, saving throws, skill checks, and ability checks.

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

Stunned: A stunned creature drops everything held, cannot take actions, takes a –2 penalty to Defense, and loses his Dexterity, class, and dodge bonus to Defense (if any).

Suppressed: A suppressed character falls prone (unless behind improved cover) and cannot take actions for one round.

APPENDIX 1: VARIANT RULES

The following are variant rules you can use with the Grim-n-Gritty system to increase its “realism.”

ADVANCED WOUND TRAUMA

This variant rule replaces the standard Wound Trauma mechanic.

Whenever you lose Hit Points, you must immediately perform a Fortitude saving throw. If you fail this saving throw, you might become dazed or stunned by your injury.

The DC of your Fortitude save equals 10 + the damage you suffered. (For example, if you suffered 8 points of damage, you would have to save against DC 18.)

If you fail the saving throw, you are *dazed* for one round. If you fail the save by five or more points, you are *stunned* for one round. If you fail by 10 or more points, you are *stunned* for 2d6 rounds.

Size Considerations: The size of a creature or character affects the amount of damage necessary to send it into deep shock. Before you figure the DC of the saving throw, you multiply the damage inflicted upon the creature by its size modifier. The table below shows the modifier, below.

Disadvantage of Rule: The extra saves slow down combat.

Table: Wound Trauma Save Modifier Based on Size

Size	Modifier
Medium-size	x1
Large	x1/2
Huge	x1/4
Gargantuan	x1/8
Colossal	x1/12

STRENGTH BONUS LIMITATION

In this variant rule, your Strength bonus applies *only* to your melee attack roll, not to your attack roll and your damage roll.

Some have argued that Strength counts for double when determining damage with the Relative Degree mechanic. For every point you roll higher than your opponent, you add +1 to your damage. Then, you add your Strength modifier.

By applying this rule, your Strength only counts once. It increases your damage by increasing your attack roll.

WOUNDS NORMALLY CAUSE BLEEDING

This variant causes *all* wounds to inflict bleeding, if they inflict a certain amount of damage.

The table below shows the amount of damage that must be inflicted upon a creature to cause severe bleeding. The bigger a creature, the more damage that must be inflicted. Slashing weapons need to inflict less than other attack types to cause bleeding.

Disadvantage of Rule: It adds another level of complexity to combat and requires you to consult a table with *each* attack to determine if it caused bleeding. This slows combat.

Table: Damage Necessary to Cause Bleeding

Creature Size	Slashing Damage	Other Damage
Fine	1	1
Diminutive	1	1
Tiny	1	1
Small	2	3
Medium-size	4	6
Large	8	12
Huge	16	24
Gargantuan	32	48
Colossal	48	72

APPENDIX 2: GRIM-N-GRITTY HIGH MAGIC

The Grim-n-Gritty rules are not intended for a campaign setting in which magic is common and powerful—especially if that setting uses the standard magic system.

All sorts of game balance issues crop up when you attempt to implement these rules in that type of setting. A 3rd-level spell, like *fireball* or *lightning bolt* could easily wipe out a group of high-level adventurers.

If you do wish to use the Grim-n-Gritty rules for a high magic setting that uses the standard magic system, here are a few suggestions for “balancing” spells.

THE REALLY GRIM OPTION

In this option, you leave spells as are. A medium level spell will kill *anything*, and magic-users are the most deadly force in your game universe.

LIMITED SCALING OPTION

Spells work normally, but the maximum dice of damage is limited to the spell’s level + 1. For example, a third level spell can inflict no more than four dice of damage.

SLOW SCALING OPTION

Double the levels necessary to scale up the damage for spells. For example, if a spell normally gives 1d6 damage per level, it gives you 1d6 per *two* levels.

REDUCE DAMAGE DICE

Reduce the size of the damage dice to one step lower than normal. Convert dice sizes as follows...

- d4 = 1 point of damage
- d6 = d4
- d8 = d6
- d10 = d8
- d12 = d10
- d20 = d12

For example, if you normally roll 10d6 for a spell, you would only roll 10d4.

ODDS = 1

You roll the normal dice for your spell. However, any dice that have an odd numbered result are automatically counted as “1,” regardless of the number rolled.

For example, if you rolled 5d6 with dice results of 2, 1, 5, 4, and 6, you would not have “18” as your final result. You convert the odds to ones. This gives you 2, 1, 1, 4, and 6: a result of “14.”

The Odds = 1 Rule is probably the best one for converting a pre-existing spell system to Grim-n-Gritty mechanics. You do not have to change any of the spell’s mechanics. You do not have to remember any complicated conversions, nor perform additional subtraction or division on your rolls. You still get to roll a fist full of dice for powerful spells.

The Odds = 1 Rule makes magic very unpredictable. You still have the chance to inflict the *maximum* damage possible for a spell—a devastating thing in the Grim-n-Gritty system. Yet, it tends to force damage to a lower average for spells.

It is a satisfying system for players because they do not feel they are losing anything from the “old rules.” Also, it creates a fun “anxiety” when rolling the damage dice of a spell: “Am I going to get a bunch of odds?!”

SPELLS AND CALLED SHOTS

As a rule of thumb, if a spell does not have an Attack roll, it cannot inflict Called Shots.

AND ALWAYS...

Use the Right Tool for the Right Job. If your campaign is going to focus on the use of the core magic system, then use the core combat mechanics. The magic rules have been thoroughly play-tested and balanced to be internally coherent with the core combat mechanics. You cannot go wrong using them as intended.

APPENDIX 3: STANDARD V. GRIM-N-GRITTY CHARACTERS

This section provides you with a sample of a standard character and that same character re-made in the Grim-n-Gritty rules. It demonstrates the differences between the systems.

1ST LEVEL ROGUE

This character is a first level, human rogue. In the Grim-n-Gritty system, he has more Hit Points and slightly better ability to avoid damage in combat. The leather armor enhances his survivability in the GnG rules.

Standard Rules...

Hit Points: 7 (6 + 1 Con)
Initiative: +3 (+3 Dex)
Speed: 30 ft.
AC: 14 (+3 Dex, +1 Armor)
Attack: Short Sword +1 (1d6+1)
Special Attacks: Sneak Attack (+1d6 damage).
Saves: Fort +1, Ref +5, Will +1
Ability Scores: Strength 13 (+1), Dexterity 16 (+3), Constitution 13 (+1), Intelligence 15 (+2), Wisdom 12 (+1), Charisma 8 (-1)

Grim-n-Gritty Rules...

Hit Points: 13 (13 Con + 0 Class)
Initiative: +3 (+3 Dex)
Speed: 30 ft.
Defense: +4 (+3 Dex, +1 Class)
Protection: 1 (+1 Armor)
Attack: Short Sword +1 (1d6+1)
Special Attacks: Sneak Attack (+2 to hit).
Saves: Fort +1, Ref +5, Will +1
Ability Scores: Strength 13 (+1), Dexterity 16 (+3), Constitution 13 (+1), Intelligence 15 (+2), Wisdom 12 (+1), Charisma 8 (-1)

5TH LEVEL FIGHTER

In the Grim-n-Gritty rules, this fighter has less than half the standard character's Hit Points. However, his plate armor reduces all damage inflicted upon him by eight points.

Standard Rules...

Hit Points: 52 (10 + 4d10 + 20 Con)
Initiative: +0
Speed: 30 ft.
AC: 20 (+8 full plate armor, +2 large steel shield)
Attack: Bastard sword +9 (1d10+4)
Special Attacks: None.
Saves: Fort +8, Ref +1, Will +1
Ability Scores: Strength 18 (+4), Dexterity 10 (+0), Constitution 18 (+4), Intelligence 15 (+2), Wisdom 10 (+0), Charisma 8 (-1)

Grim-n-Gritty Rules...

Hit Points: 20 (15 Con + 5 Class)
Initiative: +0
Speed: 30 ft.
Defense: +4 (+5 Class, +2 large steel shield, -3 armor check penalty)
Protection: 8 (+8 full plate armor)
Attack: Bastard sword +9 (1d10+4)
Special Attacks: None.
Saves: Fort +8, Ref +1, Will +1
Ability Scores: Strength 18 (+4), Dexterity 10 (+0), Constitution 18 (+4), Intelligence 15 (+2), Wisdom 10 (+0), Charisma 8 (-1)

9TH LEVEL MONK

In the Grim-n-Gritty system, this monk has less than one-half his standard Hit Points, but he has superior ability to avoid attacks.

Standard Rules...

Hit Points: 49 (8 + 8d8 + 8 Con)
Initiative: +3 (+3 Dexterity)
Speed: 60 ft.
AC: 19 (+3 Dexterity, +3 Monk)
Attack: Unarmed +7/+4 (1d10+1)
Special Attacks: Stunning Fist.
Saves: Fort +7, Ref +9, Will +8
Ability Scores: Strength 12 (+1), Dexterity 17 (+3), Constitution 13 (+1), Intelligence 14 (+2), Wisdom 15 (+2), Charisma 9 (-1)

Grim-n-Gritty Rules...

Hit Points: 19 (13 Con + 6 Class)
Initiative: +3 (+3 Dexterity)
Speed: 60 ft.
Defense: +12 (+3 Dexterity, +9 Class)
Protection: +3 (+3 monk bonus)
Attack: Unarmed +7/+4 (1d10+1)
Special Attacks: Stunning Fist.
Saves: Fort +7, Ref +9, Will +8
Ability Scores: Strength 12 (+1), Dexterity 17 (+3), Constitution 13 (+1), Intelligence 14 (+2), Wisdom 15 (+2), Charisma 9 (-1)

APPENDIX 4: NEW AND REVISED FEATS

The following are new or revised combat feats designed to fit with the GnG combat system.

ADVANCED BLOCK [GENERAL]

Prerequisites: Base Attack Bonus +4, Dexterity 13, Combat Reflexes, Improved Block.

Benefit: As free actions each round, you may perform a number of blocks equal to your Dexterity modifier. For example, if you have a Dexterity modifier of +3, you may attempt three free blocks each round.

ADVANCED CALLED SHOT [GENERAL]

Prerequisite: Base Attack Bonus +4, Improved Called Shot.

Benefit: You provoke no attack of opportunity when performing a Called Shot. (You must wield a weapon with which you are proficient to gain the benefit of this feat.)

ADVANCED BREAKING STRIKES [GENERAL]

You have mastered hard martial arts designed to shatter an opponent's weapons, body, and spirit. These "breaking" strikes impose a penalty to your attack roll, but cause a special effect in addition to inflicting damage on your target.

Prerequisites: Base Attack Bonus +8, Strength 13, Power Attack, Basic Breaking Strikes, Improved Breaking Strikes, Improved Bull Rush, Improved Sunder.

Benefit: Advanced Breaking Strikes permits you to perform two special melee attacks: *break weapon* and *break body*.

In order to perform a Breaking Strike, you must wield a weapon with which you are proficient. To perform a Breaking Strike while unarmed, you must have the Improved Unarmed Strike feat.

Break Item: Break Weapon is a melee attack that damages your enemy and sunders his weapon or shield.

When you Break Weapon, make an attack roll at a -4 penalty. Resolve damage by the normal means and apply the damage to both your target and the item you selected to sunder. (You choose the item before you make the attack. You can select only a weapon or shield held by your enemy.)

Improved Sunder provides no benefit when you Break Weapon.

Break Body: This powerful melee attack damages your opponent and shatters his bones, tendons, limbs, etc.

Break Body imposes a -8 penalty to your attack roll. If the attack hits and inflicts at least 1 HP damage to your target, then your target must make a Fortitude saving throw against DC 10 + one-half your base attack bonus + your Strength modifier. If he fails the save, your victim suffers 1 point of temporary Strength and Constitution damage.

ADVANCED DIVE FOR COVER [GENERAL]

Prerequisites: Base Attack Bonus +4, Dexterity 13, Combat Reflexes, Improved Dive for Cover.

Benefit: As free actions each round, you may perform a number of Dive for Cover actions equal to your Dexterity modifier.

ADVANCED FEINT [GENERAL]

Prerequisites: Intelligence 13, Combat Expertise, Improved Feint.

Benefit: Once per round, as a free action, you can make a Bluff check to feint in combat.

Normal: Feinting in combat is a standard action.

ADVANCED GRAPPLE [GENERAL]

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Improved Unarmed Strike, Improved Grapple, Improved Trip.

Benefit: You may perform the following actions while grappling: *choke*, *lock*, and *throw*. All of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

Choke: Performing a choke imposes a -4 penalty to your Grapple check. You grab your opponent in such a way as to restrain the flow of blood within the body. (You do not necessarily have to strangle your opponent's throat.) If you win the grapple check, you damage your opponent and force your enemy to make a Fortitude save against DC 10 + one-half of your base attack bonus + your Strength modifier. If he fails the save, he is *stunned* for one round and *dazed* for 1d4 rounds after that.

You must inflict at least 1 HP damage to stun and daze your opponent.

Opponents with no Constitution score are immune to chokes, as are enemies whose anatomy does not rely on blood-flow.

Lock: A lock is a superior form of pin. To initiate a lock, you make an opposed grapple check with a -4 penalty to your roll. If you win the check, your opponent is *locked* (see combat rules), and you hold him immobile for one round. You have the same actions available to you as if you were grappling, not pinning.

Throw: You can throw an opponent prone while grappling. Make an opposed grapple check with a -4 penalty to your roll. If you win the grapple check, your opponent falls prone and suffers damage, as normal for your unarmed strike (even if using a weapon to grapple). For every five points you beat your opponent's roll, you can choose to throw him 5-feet away from you.

If you do choose to throw your opponent away from you, you automatically end the grapple. Otherwise, you can choose to end or maintain your grapple when you throw your enemy.

ADVANCED MAINTAIN FOOTING [GENERAL]

Prerequisites: Base Attack Bonus +4, Dexterity 13, Combat Reflexes, Improved Maintain Footing.

Benefit: As free actions each round, you may perform a number of Maintain Footing actions equal to your Dexterity modifier.

ADVANCED NERVE STRIKES [GENERAL]

You have mastered nerve strike techniques.

Prerequisites: Base Attack Bonus +8, Improved Unarmed Strike, Basic Nerve Strikes, Improved Nerve Strikes.

Benefit: Advanced Nerve Strikes permits you to perform two special melee attacks: *rip innards* and *rip body*.

You may perform a nerve strike if you wield a weapon with which you are proficient. (To perform unarmed nerve strikes, you must have the feat, Improved Unarmed Strike.)

If your target has no discernable anatomy, you may not perform nerve strikes against it. You cannot perform nerve strikes against creatures two or more size categories larger than you.

Rip Innards: This nerve strike shreds your target's internal organs.

Make an attack roll at a -8 penalty. If the attack hits your target and inflicts at least 1 HP damage, your target must make a Fortitude save against DC 10 + one-half your base attack bonus + your Strength modifier. If he fails the save, he suffers 2 points of temporary Constitution damage. Also, he loses 1d4 HP per round for 1d4 rounds, due to internal hemorrhaging.

Rip Body: Rip Body lays the foundation of pain and incapacitates your victim with horrible wracking spasms and nausea.

Make an attack roll at a -8 penalty. If the attack hits your target and inflicts at least 1 HP damage, your target must make a Fortitude save against DC 10 + one-half your base attack bonus + your Strength modifier. If he fails the save, he is *nauseated* and *sickened* for 1d4+1 rounds.

Treating Nerve Strikes: Another person can aid the victim of a nerve strike and negate the strike's effect. This requires a successful Heal check against the original Fortitude save DC of the strike. The check is a full-round action that provokes attacks of opportunity.

Note: You cannot perform a nerve strike at the end of a charge.

ADVANCED ROLL WITH BLOW [GENERAL]

Prerequisites: Base Attack Bonus +4, Dexterity 13, Combat Reflexes, Improved Roll with Blow.

Benefit: As free actions each round, you may perform a number of Roll with Blow actions equal to your Dexterity modifier.

ADVANCED UNARMED STRIKE [GENERAL]

Prerequisites: Improved Unarmed Strike.

Benefit: Your unarmed damage increases by one die size (e.g., from 1d4 to 1d6).

ARMOR IGNORING POWER [METAPSIONIC]

Benefit: None of your target's Protection applies against the damage of your power. Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

ARMOR PIERCING POWER [METAPSIONIC]

Benefit: Only one-half of your target's Protection applies against the damage of your power. Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

ARMOR IGNORING SPELL [METAMAGIC]

Benefit: None of your target's Protection applies against the damage of your spell. An armor ignoring spell uses up a spell slot four levels higher than the spell's actual level.

ARMOR PIERCING SPELL [METAMAGIC]

Benefit: Only one-half of your target's Protection applies against the damage of your spell. An armor piercing spell uses up a spell slot two levels higher than the spell's actual level.

BASIC BREAKING STRIKES [GENERAL]

You have basic training in hard martial arts designed to shatter an opponent's weapons, body, and spirit. These "breaking" strikes impose a penalty to your attack roll, but cause a special effect in addition to inflicting damage on your target.

Prerequisites: Base Attack Bonus +1, Power Attack, Strength 13, Improved Bull Rush.

Benefit: Basic Breaking Strikes permits you to perform two special melee attacks: *break spirit* and *break stance*.

In order to perform a Breaking Strike, you must wield a weapon with which you are proficient. To perform a Breaking Strike while unarmed, you must have the Improved Unarmed Strike feat.

Break Spirit: You strike a blow on your opponent and not only inflict damage, but also shatter his morale, his strength of mind, his desire to fight. You blow strikes terror in his heart.

To Break Spirit, you make an attack roll at a -4 penalty. If your attack hits, determine damage by the normal method. If your attack inflicts at least 1 HP damage to your target, your enemy must make a Will save against DC 10 + one-half of your base attack bonus + your Strength modifier. If he fails the save, he is *shaken* for 1d4 rounds.

Opponents immune to fear cannot be shaken by Break Spirit.

Break Stance: You perform a melee attack that inflicts damage and pushes your opponent backwards.

To Break Stance, you make an attack roll at a -4 penalty. If your attack hits, determine damage by the normal method.

If the attack hits, your opponent and you make an opposed Strength check. If you and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. You get a +2 bonus if you were charging. The target gets a +4 stability bonus if it has more than two legs or otherwise exceptional stability.

If you win the Strength check, you push the target back 5 feet. You can push the target back an additional 5-feet for every 5 points by which you exceed the target's check result, provided that you move with the target. You cannot exceed your normal movement for the action.

Unlike a bull rush, you do not provoke an attack of opportunity when you attempt to break your opponent's stance. The Improved Bull Rush feat does not give you a +4 bonus on the opposed Strength roll when you Break Stance.

Even if your attack inflicts no damage, it may push your target back.

BASIC NERVE STRIKES [GENERAL]

Nerve strikes are martial arts techniques for melee combat. Also known as ripping or tearing techniques, they focus on apply excruciating pressure to vulnerable points on your opponent's anatomy. By gripping the appropriate spot and pinching, twisting, tearing, or stabbing it, you can render an enemy weak with pain.

All nerve strikes impose a penalty to your attack roll. All nerve strikes cause a special effect in addition to inflicting damage on your target.

Prerequisites: Base Attack Bonus +1, Improved Unarmed Strike.

Benefit: Basic Nerve Strikes permits you to perform three special melee attacks: *rip nerves*, *rip mind*, and *rip senses*.

You may perform a nerve strike if you wield a weapon with which you are proficient. (To perform unarmed nerve strikes, you must have the feat, Improved Unarmed Strike.)

If your target has no discernable anatomy, you may not perform nerve strikes against it. You cannot perform

nerve strikes against creatures two or more size categories larger than you.

Rip Nerves: This nerve strike causes intense, lingering pain to the target.

Make an attack roll at a -4 penalty. If the attack hits your target and inflicts at least 1 HP damage, your target must make a Fortitude save against DC 10 + one-half your base attack bonus + your Strength modifier. If he fails the save, he suffers terrible, mind-numbing pain, which causes the *sickened* condition for 1d4+1 rounds.

Sickened characters take a -2 penalty on all attack rolls, defense rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Rip Mind: This nerve strike stuns the target.

Make an attack roll at a -4 penalty. If the attack hits your target and inflicts at least 1 HP damage, your target must make a Fortitude save against DC 10 + one-half your base attack bonus + your Strength modifier. If he fails the save, he is *stunned* for one round.

Rip Senses: This nerve strike blinds or deafens the target.

Make an attack roll at a -4 penalty. If the attack hits your target and inflicts at least 1 HP damage, your target must make a Fortitude save against DC 10 + one-half your base attack bonus + your Strength modifier. If he fails the save, he is blinded or deafened for 1d4+1 rounds.

Before you make the strike, you must determine which sense you affect.

Treating Nerve Strikes: Another person can aid the victim of a nerve strike and negate the strike's effect. This requires a successful Heal check against the original Fortitude save DC of the strike. The check is a full-round action that provokes attacks of opportunity.

Note: You cannot perform a nerve strike at the end of a charge.

BLOCK PROJECTILE [GENERAL]

Prerequisites: Base Attack Bonus +4, Dexterity 15, Improved Block.

Benefit: You may use the Block action against thrown projectiles and ranged attacks from mechanical devices, such as slings, bows, and crossbows. You may not attempt to block "fast" projectiles, like firearm bullets, or energy beams.

You suffer a -4 penalty to your attack roll when you attempt to block a projectile from a sling, bow, crossbow, or similar device. You suffer no penalty when blocking thrown weapons.

BREAKING BLOCK [GENERAL]

The breaking block is an advanced martial arts technique. You strike your enemy's body (usually his limbs) in order to prevent him from hitting you with a melee weapon.

Prerequisites: Base Attack Bonus +1, Intelligence 13, Combat Expertise, Basic Breaking Strikes, Improved Bull Rush.

Benefit: Breaking Block functions like a regular block, subject to all its limitations and requirements, but you also suffer a -4 penalty on the opposed roll. If you win the opposed roll, you block your opponent's attack and inflict damage with your melee weapon or unarmed strike. Because of the impromptu nature of your blow, you may not apply Relative Degree to the damage.

You may perform Breaking Block against melee attacks, only.

In order to perform a Breaking Block, you must wield a weapon with which you are proficient. To perform a Breaking Block while unarmed, you must have the Improved Unarmed Strike feat.

Note: You may perform a Riposte (per the feat) after a successful Breaking Block.

CATCH PROJECTILE [GENERAL]

You can snatch projectiles and hurl them back at attackers.

Prerequisites: Base Attack Bonus +4, Dexterity 15, Improved Block, Block Projectile, Improved Unarmed Strike.

Benefit: When using the Block Projectiles feat you may catch the weapon instead of just deflecting it. You can immediately hurl a thrown weapon back at the original attacker (even though it is not your turn) or keep it for later use.

You must have at least one hand free (holding nothing) to use this feat.

CLEAN-UP BLOW [GENERAL]

Prerequisites: Base Attack Bonus +4, Strength 13, Power Attack, Basic Breaking Strikes, Improved Bull Rush.

Benefit: When you stun an opponent, render him unconscious, or knock him prone, you can perform an immediate attack of opportunity.

CLOSE COMBAT SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: You can make a ranged attack with a light, ranged weapon while in a threatened area without provoking an attack of opportunity.

COMBAT SENSE [GENERAL]

You have an intuitive feel for the actions an opponent will take in combat.

Prerequisites: Base Attack Bonus +4, Intelligence 13, Knowledge (strategy and tactics) 7 ranks, Combat Expertise.

Benefit: You can designate a single opponent during your action and receive a +1 competence bonus on

attacks against that opponent. You can select a new opponent on any action.

DEAD AIM [GENERAL]

Prerequisites: Wisdom 13, Point Blank Shot, Far Shot.

Benefit: Before making a ranged attack, you may take a full-round action to line up your shot. This grants you a +2 circumstance bonus on your next attack roll. Once you begin aiming, you cannot move, even to take a 5-foot step, until after you make your next attack, or the benefit of the feat is lost. Likewise, if something disrupts your concentration or someone attacks you before your next action, you lose the benefit of aiming.

You may continue aiming after the first round. For each full-round action you spend lining up your shot, the bonus increases by +2 to a maximum of +6.

DEFENSIVE POSITION [GENERAL]

You use cover to maximum advantage.

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You gain an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever you have cover or improved cover.

DEFENSIVE STRIKE [GENERAL]

Prerequisites: Base Attack Bonus +4, Intelligence 13, Combat Expertise.

Benefit: If an opponent makes a melee attack against you and misses while you are using the total defense option, you can attack that opponent on your next turn (as an attack action) with a +4 bonus on your attack roll. You gain no bonus against an opponent who does not attack you or against an opponent who makes a successful attack.

DODGE [GENERAL]

Prerequisite: Dexterity 13.

Benefit: You gain a +1 dodge bonus to Defense.

A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: You may acquire this feat multiple times. Each time you get it, the dodge bonuses stack.

Note: This is unlike the core version of the Dodge feat that grants a +1 dodge bonus against a specific opponent.

DYNAMIC GRIP [GENERAL]

When you wield a weapon, you do not lock your hands in a fixed position on its handle. Instead, you can constantly adjust your grip, sliding up and down the weapon's length, even gripping the blade of the weapon (if it's single-edged). This allows you to extend your

reach with the weapon and optimize your striking opportunities.

Prerequisites: Base attack bonus +1, Martial Weapon Proficiency.

Benefit: This feat has several benefits:

- You can use a reach weapon to attack adjacent targets.
- When you wield a staff or other weapon with a long pole-like handle about six feet in length, you can use it as a reach weapon, attacking opponents up to 10-feet away.
- When you wield a weapon with a handle about as long as your forearm (or longer), you can use the weapon as a double weapon, striking an opponent with its blunt tip. The blunt end of the weapon inflicts 1d6 bludgeoning damage.

Normal: Characters without this feat cannot attack adjacent targets with a reach weapon.

ELUSIVE TARGET [GENERAL]

You can use opponents as cover when engaged in melee combat.

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Dodge.

Benefit: While fighting an opponent or multiple opponents in melee, other opponents attempting to target you with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target you -8.

Special: An opponent with the Precise Shot feat reduces the total penalty to -4 when targeting you.

EPIC BLOCK PROJECTILE [EPIC]

You may block any type of attack.

Prerequisites: Base Attack Bonus +15, Dexterity 25, Block Projectile, Improved Block.

Benefit: You may use the Block action against any type of ranged attack, including firearm bullets and energy beams.

You suffer a -4 penalty to your attack roll when you attempt to block a projectile from a sling, bow, crossbow, or similar device. You suffer a -8 penalty against “fast” projectiles, like firearm bullets. Against energy attacks, you suffer a -12 penalty.

EPIC DEFENSE [EPIC]

Benefit: Gain a +1 bonus to Defense. You retain this bonus even when flat-footed and in situations where you lose your Dexterity modifier to Defense.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC FLOW WITH ENEMY [EPIC]

Prerequisites: Dexterity 25, Intelligence 13, Wisdom 13, Dodge, Combat Expertise, Tumble 30 ranks, improved evasion.

Benefit: Once per round, when struck by an attack from an opponent with whom you have established “flow”, you may automatically avoid all damage from the attack.

FEATHER TOUCH [GENERAL]

You may perform nerve strikes with a delicate touch.

Prerequisites: Base Attack Bonus +1, Dexterity 13, Wisdom 13, Weapon Finesse, Improved Unarmed Strike, Basic Nerve Strikes.

Benefit: Feather Touch provides two benefits. First, you may substitute your Dexterity bonus for your Strength bonus when determining the save DC of your nerve strikes. Second, you may deliver a nerve strike with such a light touch that an opponent barely feels the brush of your strike, even though he suffers the effects. This type of light nerve strike inflicts no physical damage to your opponent, but your opponent must still perform a Fortitude save against the effect. (You can only perform a Feather Touch against opponents that wear light or no armor.)

A Feather Touch is so gentle that an opponent may not notice you have performed a nerve strike against them. If you wish to perform a surreptitious Feather Touch, treat it as a Pick Pocket attempt against your opponent.

FLOW WITH ENEMY [GENERAL]

You enter a state of unfettered mindfulness that permits you to anticipate your opponent’s movements and act before he acts.

Prerequisites: Dexterity 13, Intelligence 13, Wisdom 13, Dodge, Combat Expertise.

Benefit: As a full-round action, you may begin to flow with a single, adjacent opponent. Your opponent and you make an opposed roll using 1d20 + base attack bonus + Wisdom modifier. If your result equals or exceeds your opponent’s result, you enter your opponent’s space (but do not provoke an attack of opportunity) and your initiative count changes to that of your opponent. For the next 2d4 + your Wisdom modifier in rounds, you gain a +1 dodge bonus to Defense against that opponent, and that enemy cannot perform attacks of opportunity against you. Whenever your opponent moves, you automatically move with him (up to your speed limit). Whenever your opponent attacks, he provokes an attack of opportunity from you. Furthermore, you may perform an action a split second before he does.

If your opponent does not move or perform actions, you do not do so either. However, you may willingly end the flow at any time, as a free action. Then, you may act freely (though you lose all benefits of flow with that enemy).

If your opponent manages to move outside your reach, then you lose flow.

FLURRY OF BLOWS [GENERAL]

You can strike multiple blows at the expense of accuracy.

Prerequisite: Combat Reflexes.

Benefit: You must wear light or no armor to gain the benefit of this feat. You must wield a light melee weapon or have the opportunity to make an unarmed strike.

With a flurry of blows, you may make one extra melee attack in a round at your highest base attack bonus, using an unarmed strike or light melee weapon. A -2 penalty applies to this attack and each other attack made in the round. You must take a full attack action to use this ability. The penalty applies to all attacks for one full round, including attacks of opportunity.

HAIL OF BULLETS [GENERAL]

Prerequisites: Dexterity 13, Point Blank Shot, Rapid Shot.

Benefit: As a full-round action, you fire a shot from a firearm or energy weapon at your full base attack bonus at each opponent within 30 feet. You may not fire bursts at each opponent.

IMPROVED ACCELERATED PAIR [GENERAL]

Prerequisites: Point Blank Shot.

Benefit: You ignore the attack penalty when performing an accelerated pair (double tap).

Normal: A character suffers a -4 attack penalty when performing an accelerated pair attack.

IMPROVED BLOCK [GENERAL]

Prerequisites: Base Attack Bonus +1, Dexterity 13.

Benefit: Once per round, as a free action, you may perform a Block (in addition to any other actions you perform during a round).

IMPROVED BREAKING STRIKES [GENERAL]

You have superior training in hard martial arts designed to shatter an opponent's weapons, body, and spirit. These "breaking" strikes impose a penalty to your attack roll, but cause a special effect in addition to inflicting damage on your target.

Prerequisites: Base Attack Bonus +4, Strength 13, Power Attack, Basic Breaking Strikes, Improved Bull Rush.

Benefit: Improved Breaking Strikes permits you to perform two special melee attacks: *break grip* and *break balance*.

In order to perform a Breaking Strike, you must wield a weapon with which you are proficient. To perform a Breaking Strike while unarmed, you must have the Improved Unarmed Strike feat.

Break Grip: This breaking strike damages your enemy and causes him to drop an object he carries, such as a shield or weapon.

To Break Grip, you make an attack roll at a -6 penalty. If your attack hits, determine damage by the normal method. If your attack inflicts at least 1 HP damage to your target, your enemy may lose his grip and drop an item (selected by you when you make the attack).

You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is a light weapon, so you always take a penalty when trying to Break Grip with an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item is not a melee weapon, the defender takes a -4 penalty on the roll.

If you beat your target, you force him to drop the item.

Unlike the disarm action, your target does not get a chance to disarm you if you fail the opposed roll.

Even if you perform Break Grip while unarmed, you do not gain control of the item dropped by your target. The object always falls to the ground.

The Improved Disarm feat provides no bonuses for Break Grip.

Break Balance: You deliver a melee attack that damages your target and knocks him to the ground, prone.

To Break Balance, you make an attack roll at a -6 penalty. Resolve damage by the normal method.

If the attack hits, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid.

If you win the opposed check, you knock your target prone.

Even if Break Balance inflicts no damage, it might knock your target down when it hits.

Unlike the trip action, the defender may not react and attempt to trip you if you fail the Strength check.

The Improved Trip feat provides no benefits to Break Balance.

IMPROVED CALLED SHOT [GENERAL]

Prerequisite: Base Attack Bonus +1.

Benefit: Reduce the attack penalties for all called shot effects by one. You gain this benefit only when wielding a weapon with which you are proficient.

For example, you would normally have a total attack penalty of -12 if you performed a Called Shot with the following effects: Stun (-4 penalty) and Vital Strike (-8 penalty). However, with the Improved Called Shot feat, the attack penalty for both effects is reduced by one, to

the following: Stun (-3 penalty) and Vital Strike (-7 penalty). Your Called Shot suffers only a -10 penalty to your attack roll.

IMPROVED CHARGE [GENERAL]

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You can make a charge without having to move in a straight line. All other charge rules apply, but you can alter your direction when making a charge to avoid obstacles.

IMPROVED DEEP IMPACT [PSIONIC]

You can strike your foe with a melee weapon as if making an armor piercing touch attack.

Prerequisites: Base Attack Bonus +5, Strength 13, Psionic Weapon, Deep Impact.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your attack with a melee weapon as an armor piercing touch attack. You must decide whether to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

IMPROVED DIVE FOR COVER [GENERAL]

Prerequisite: Dexterity 13.

Benefit: Once per round, as a free action, you may perform Dive for Cover (in addition to any other actions you perform during a round).

IMPROVED FELL SHOT [PSIONIC]

You can strike your foe with a ranged weapon as if making an armor piercing touch attack.

Prerequisites: Base Attack Bonus +5, Dexterity 13, Point Blank Shot, Psionic Shot, Fell Shot.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your ranged attack as an armor piercing, ranged touch attack.

You must decide whether to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

IMPROVED FLURRY OF BLOWS [GENERAL]

Prerequisite: Combat Reflexes, Flurry of Blows.

Benefit: You can perform a flurry of blows while wielding a melee weapon of any size, though you must still wear light or no armor.

IMPROVED GRAPPLE [GENERAL]

Prerequisites: Dexterity 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple. You may also grapple with weapons.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

IMPROVED MAINTAIN FOOTING [GENERAL]

Prerequisite: Dexterity 13.

Benefit: Once per round, as a free action, you may perform Maintain Footing (in addition to any other actions you perform during a round).

IMPROVED NERVE STRIKES [GENERAL]

You have superior training in nerve strike techniques.

Prerequisites: Base Attack Bonus +4, Improved Unarmed Strike, Basic Nerve Strikes.

Benefit: Improved Nerve Strikes permits you to perform two special melee attacks: *rip strength* and *rip dexterity*.

You may perform a nerve strike if you wield a weapon with which you are proficient. (To perform unarmed nerve strikes, you must have the feat, Improved Unarmed Strike.)

If your target has no discernable anatomy, you may not perform nerve strikes against it. You cannot perform nerve strikes against creatures two or more size categories larger than you.

Rip Strength: This nerve strike weakens the target, lowering his Strength score.

Make an attack roll at a -8 penalty. If the attack hits your target and inflicts at least 1 HP damage, your target must make a Fortitude save against DC 10 + one-half your base attack bonus + your Strength modifier. If he fails the save, he suffers 2 points of temporary Strength damage.

Rip Dexterity: This nerve strike lowers the victim's Dexterity.

Make an attack roll at a -8 penalty. If the attack hits your target and inflicts at least 1 HP damage, your target must make a Fortitude save against DC 10 + one-half your base attack bonus + your Strength modifier. If he fails the save, he suffers 2 points of temporary Dexterity damage.

Treating Nerve Strikes: Another person can aid the victim of a nerve strike and negate the strike's effect. This requires a successful Heal check against the original Fortitude save DC of the strike. The check is a full-round action that provokes attacks of opportunity.

Note: You cannot perform a nerve strike at the end of a charge.

IMPROVED ROLL WITH BLOW [GENERAL]

Prerequisite: Dexterity 13.

Benefit: Once per round, as a free action, you may perform Roll with Blow (in addition to any other actions you perform during a round).

IMPROVED UNAVOIDABLE STRIKE [PSIONIC]

You can make an unarmed strike or use a natural weapon against your foe as if delivering an armor piercing touch attack.

Prerequisites: Base Attack Bonus +5, Strength 13, Psionic Fist, Unavoidable Strike.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your unarmed strike or attack with a natural weapon as an armor piercing touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

IMPROVISED WEAPON MASTERY [GENERAL]

Your attacks with an improvised weapon deal more damage.

Prerequisites: Intelligence 13, Simple Weapon Proficiency, Combat Expertise, Improvised Weapon Proficiency.

Benefit: Treat an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

IMPROVISED WEAPON PROFICIENCY

[GENERAL]

Prerequisites: Intelligence 13, Simple Weapon Proficiency, Combat Expertise.

Benefit: You may attack without penalty when wielding *any* improvised weapon.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

INFINITE BLOCK [EPIC]

Prerequisites: Base Attack Bonus +4, Dexterity 25, Combat Reflexes, Improved Block, Advanced Block.

Benefit: You may perform any number of blocks each round, as free actions.

NONLETHAL FORCE [GENERAL]

You are adept at using nonlethal force to subdue an opponent.

Prerequisite: Base Attack Bonus +1.

Benefit: You can deal nonlethal damage with a weapon that normally deals lethal damage (if you so choose) without taking the normal –4 penalty on the attack roll.

POWER ATTACK [GENERAL]

Perform a melee attack with devastating force.

Prerequisite: Strength 13.

Benefit: When you wield a two-handed melee weapon or use a one-handed melee weapon with two hands, you double your Strength bonus to damage. You do not gain this benefit with a light weapon or if you use

an ability score other than Strength to supply your attack bonus.

Normal: When a character wields a two-handed weapon or uses a one-handed weapon with two hands, he adds +1½ of his Strength bonus to damage.

QUICK RELOAD [GENERAL]

Prerequisite: Base Attack Bonus +1.

Benefit: You only gain the benefit of this feat when wielding a weapon with which you are proficient.

The time required to reload a single shot weapon, like a crossbow, is reduced to a free action. This permits you to fire that weapon as many times as you have attacks (in a full attack action).

Reloading a heavy single shot weapon (like a heavy crossbow) is a move action.

Reloading a firearm or energy weapon with an ammunition pod, power cell, box magazine, or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

REDIRECT FORCE [GENERAL]

Prerequisites: Dexterity 13, Intelligence 13, Combat Expertise, Dodge, Improved Unarmed Strike, Improved Grapple, Improved Trip.

Benefit: When an opponent misses you with a melee attack, you may perform a trip, throw, or bull rush as an immediate attack of opportunity.

REFLECT PROJECTILES [EPIC]

Prerequisites: Base Attack Bonus +15, Dexterity 25, Block Projectile, Improved Block.

Benefit: When you successfully block a ranged attack, you may reflect that attack back upon your attacker using your base ranged attack bonus.

RIPOSTE [GENERAL]

Prerequisites: Base Attack Bonus +1, Dexterity 13, Intelligence 13, Combat Expertise, Dodge.

Benefit: If you successfully block an opponent's melee attack, you may perform an attack of opportunity against that opponent.

SNIPER [GENERAL]

Prerequisites: Wisdom 13, Point Blank Shot, Far Shot, Dead Aim, Sneak Attack.

Benefit: You can apply your sneak attack bonus at any range.

SUDDEN ACTION [GENERAL]

Burst into sudden action when the situation calls for it.

Prerequisites: Intelligence 13, Combat Expertise, Improved Initiative.

Benefit: Once per cycle, you can change your place in the initiative order, moving higher in the count by a number less than or equal to your character level, as you see fit. You can declare the use of this ability at the start of any round, before anyone else takes an action.

TACTICAL AID [GENERAL]

Your knowledge of strategy and tactics lets you guide your allies in combat.

Prerequisites: Base Attack Bonus +4, Int 13, Cha 13, Combat Expertise, Knowledge (strategy & tactics) 7 ranks.

Benefit: As a full-round action, you provide tactical aid to all of your allies (including you) within sight and voice range of your position. When you do so, you make a Knowledge (strategy & tactics) skill check against DC 20. If your skill check succeeds, your allies gain a +1 competence bonus on initiative rolls, attack rolls, or defense rolls (your choice when you first use this ability) for 2d4+1 rounds. If your roll succeeds by 10 or more point, increase the bonus to +2. If it succeeds by 20 or more points, your allies gain a +3 competence bonus.

UNBALANCE OPPONENT [GENERAL]

In close combat, you keep your opponents off balance and unable to effectively apply force.

Prerequisites: Dexterity 13, Intelligence 13, Wisdom 13, Dodge, Combat Expertise, Improved Grappling, Improved Unarmed Strike, Flow with Enemy.

Benefit: Select a single opponent. When targeting you, that opponent may not apply Strength bonuses to attack rolls or grapple checks. (If the opponent has a Strength penalty, he still suffers the penalty.)

The feat has no effect against opponents two or more size categories larger than you.

Opponents still apply their Strength modifier to damage rolls against you.

If you are using Flow with Enemy against a single opponent, you *must* select that opponent as the target of this feat.

APPENDIX 5: SPELLS AND POWERS

This appendix contains some new spells and psionic powers for use with the GnG system.

SPELLS

There are four new spells for armor piercing and armor ignoring attacks.

Note: The GnG system uses Relative Degree rather than critical hits. Replace the *keen edge* spell with *armor piercing weapon*.

Armor Ignoring Fang

Transmutation

Level: Drd 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Armor ignoring fang makes one of the subject's natural weapons armor ignoring. None of an opponent's Protection applies against the damage of the attack.

The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Armor Ignoring Weapon

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically armor ignoring. None of an opponent's Protection applies against the damage of the weapon.

If cast on projectiles, such as arrows, sling stones, or crossbow bolts, the armor ignoring effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

You cannot cast this spell on a natural weapon, such as a claw.

Armor Piercing Fang

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Armor ignoring fang makes one of the subject's natural weapons armor piercing. One-half of an opponent's Protection applies against the damage of the attack.

The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Armor Piercing Weapon

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically armor piercing. Only one-half of an opponent's Protection applies against the damage of the weapon.

If cast on projectiles, such as arrows, sling stones, or crossbow bolts, the armor piercing effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

You cannot cast this spell on a natural weapon, such as a claw.

Note: This spell replaces *keen edge*.

PSIONIC POWERS

There are three new powers for armor piercing and armor ignoring attacks.

Note: The GnG system uses Relative Degree rather than critical hits. Replace the *keen edge* with *armor piercing weapon*.

Armor Ignoring Weapon

Metacreativity

Level: Psion/wilder 6

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 11

As the *armor ignoring weapon* spell, except as noted here.

Armor Piercing Weapon

Metacreativity

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

As the *armor piercing weapon* spell, except as noted here.

Iron Claw

Psychometabolism

Level: Psychic warrior 3

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*) or a bite attack (which could be a natural bite attack or one you gain by means of the power *bite of the wolf*), you can use this power to make one of your natural weapons armor piercing.

Augment: For every additional 4 power points that you spend, you make alter one additional natural weapon.

APPENDIX 6: MAGICAL AND PSIONIC ITEMS

This appendix contains some new and revised magical and psionic items for use with the GnG system.

ARMOR

Because the GnG system does not use critical hits, use this revision of the *fortification* special ability of armor. Since the GnG system uses the block action, arrow deflection items should be replaced with block-type items (see below).

Special Ability Descriptions

Fortification: Any degree of fortification prevents penetration-type called shots against the wearer.

- *Light:* Light fortification negates the armor piercing effect. (Base price modifier: +1.)
- *Moderate:* Moderate fortification negates the armor piercing effect and treats armor ignoring attacks as armor piercing attacks. (Base price modifier: +3.)
- *Heavy:* Heavy fortification negates the armor piercing and armor ignoring effect. (Base price modifier: +5.)

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle*; Price varies (see above).

Improved Block: This shield protects the wearer as if he possessed the Improved Block feat.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield*; Price +2 bonus.

Infinite Projectile Deflection: This shield functions like a shield of projectile deflection, though it permits the wielder to deflect any number of projectiles and thrown weapons as a free action, each round.

Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from arrows*, *shield*; Price: +6 bonus.

Projectile Deflection: This shield protects the wearer as if he possessed the Block Projectile feat.

Furthermore, he suffers no attack roll penalty when blocking projectiles from a sling, bow, crossbow, or similar device.

Note: This replaces the Arrow Deflection ability.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield*; Price +2 bonus.

WEAPONS

The use of the Relative Degree mechanic, rather than critical hits, requires the following changes to several pre-existing weapon special effects. Also, the *armor piercing* ability replaces the *keen* ability.

Special Ability Descriptions

Acidic Blast: On command, an acidic blast weapon drips acid (though this deals no damage to the wielder). On any hit, this acid splashes the creature struck, dealing +3d6 points of bonus acid damage. There is a

10% chance (1 on 1d10) that the weapon instead deals +6d6 points of acid damage.

Bows, crossbows, and slings with this special ability bestow the bonus acid damage upon their ammunition.

Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *acid fog*; Price: +6 bonus.

Anarchic Power: This weapon is chaos-aligned and thus bypasses the corresponding damage reduction.

When a weapon of anarchic power strikes a lawful target, this power deals +3d6 points of bonus chaotic damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). There is a 10% chance (1 on 1d10) that the weapon instead deals +6d6 points of chaotic damage and bestows two negative levels.

The weapon bestows three negative levels on any lawful creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Bows, crossbows, and slings with this special ability bestow the anarchic power upon their ammunition.

This special ability does not stack with the non-epic anarchic special ability.

Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *word of chaos*; Price: +8 bonus.

Armor Ignoring: The weapon ignores all of an opponent's Protection when determining damage.

Bows, crossbows, and slings so crafted bestow the armor ignoring effect upon their ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *armor ignoring weapon*; Price +5 bonus.

Armor Piercing: The weapon ignores one-half of an opponent's Protection when determining damage.

This benefit does not stack with any other effect that reduces the target's Protection.

Bows, crossbows, and slings so crafted bestow the armor piercing effect upon their ammunition.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *armor piercing weapon*; Price +1 bonus.

Axiomatic Power: This weapon is lawful-aligned and thus bypasses the corresponding damage reduction.

When a weapon of axiomatic power strikes a chaotic target, this power erupts forth and deals +3d6 points of bonus lawful damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). There is a 10% chance (1 on 1d10) that the weapon instead deals +6d6 points of lawful damage and bestows two negative levels.

The weapon bestows three negative levels on any chaotic creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Bows, crossbows, and slings with this special ability bestow the lawful power upon their ammunition.

This special ability does not stack with the non-epic axiomatic special ability.

Caster Level: 23rd; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *dictum*; Price: +8 bonus.

Bodyfeeder: When a bodyfeeder weapon successfully strikes an opponent and inflicts at least 1 HP damage (i.e., penetrates Protection), there is a 10% chance (1 on 1d10) that the weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes.

These temporary hit points do not stack. If a wielder still enjoys temporary hit points from a previous hit and gains new temporary hit points from another hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.

Strong psychometabolism; ML 12th; Craft Psionic Arms and Armor, *claws of the vampire*; Price +3 bonus.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor bonuses to Protection and shield bonuses to Defense (including any enhancement bonuses to that armor or shield) do not count against it because the weapon passes through armor. (Other bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. You may apply this property only to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *gaseous form, continual flame*; Price +4 bonus.

Coup de Grace: Coup de grace weapons are exceptionally dangerous. On a successful hit which inflicts at least 1 HP damage (i.e., penetrates Protection), there is a 10% chance (1 in 1d10) that the target must succeed on a DC 27 Will save or be paralyzed for one round. This ability does not work on creatures without an Intelligence score.

Bows, crossbows, and slings bestow this ability on their ammunition.

Strong telepathy; ML 19th; Craft Psionic Arms and Armor, *psionic dominate*; Price +5 bonus.

Dissipater: This kind of weapon is devastating to creatures and objects composed of or originally formed

from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores Protection, damage reduction and hardness.

Strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *dismiss ectoplasm*; Price +1 bonus.

Dread: A dread weapon excels at attacking one type of creature. Against its designated foe, its effective enhancement bonus is +4 better than its normal enhancement bonus. Further, it deals +4d6 points of bonus damage against the foe, and there is a 10% chance (1 on 1d10), that creature must make a Fortitude save (DC 27) or be destroyed instantly and turned to dust. (This even affects creatures immune to death magic.)

Caster Level: 22nd; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *summon monster IX*; Price: +7 bonus.

Fiery Blast: On command, a fiery blast weapon is sheathed in fire (though this deals no damage to the wielder). On any hit, this fire engulfs the creature struck, dealing +3d6 points of bonus fire damage, but there is a 10% chance (1 on 1d10) that the weapon instead deals +6d6 points of fire damage.

Bows, crossbows, and slings with this special ability bestow the bonus fire damage upon their ammunition.

Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *fireball*; Price: +6 bonus.

Flaming Burst: A flaming burst weapon functions as a flaming weapon. On a successful hit, there is a 10% (1 on 1d10) chance that the weapon deals an extra 1d10 fire damage. (This damage is in addition to the fire damage from the flaming ability.)

Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Strong evocation; CL 12th; Craft Magic Arms and Armor and *flame blade, flame strike, or fireball*; Price +2 bonus.

Holy Power: This weapon is good-aligned and thus bypasses the corresponding damager reduction.

When a weapon of holy power strikes an evil target, this power erupts forth and deals +3d6 points of bonus holy (good) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). There is a 10% chance (1 on 1d10) that the weapon instead deals +6d6 points of holy (good) damage and bestows two negative levels.

The weapon bestows three negative levels on any evil creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Bows, crossbows, and slings with this special ability bestow the holy power upon their ammunition.

This special ability does not stack with the non-epic holy special ability.

Caster Level: 23rd; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *holy word*; Price: +8 bonus.

Icy Blast: On command, an icy blast weapon is sheathed in icy cold (though this deals no damage to the wielder). On any hit, this cold washes over the creature struck, dealing +3d6 points of bonus cold damage, but there is a 10% chance (1 on 1d10) that the weapon instead deals +6d6 points of cold damage.

Bows, crossbows, and slings with this special ability bestow the bonus cold damage upon their ammunition.

Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *cone of cold*; Price: +6 bonus.

Icy Burst: An icy burst weapon functions as a frost weapon. On a successful hit, there is a 10% (1 on 1d10) chance that the weapon deals an extra 1d10 cold damage. (This damage is in addition to the cold damage from the frost ability.)

Bows, crossbows, and slings so crafted bestow the frost energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +2 bonus.

Keen: Not used in the GnG system. Replace with *armor piercing*.

Lightning Blast: On command, a lightning blast weapon crackles with electrical energy (though this deals no damage to the wielder). On any hit, lightning coruscates around the creature struck, dealing +3d6 points of bonus electricity damage, but there is a 10% chance (1 on 1d10) that the weapon instead deals +6d6 points of electricity damage.

Bows, crossbows, and slings with this special ability bestow the bonus electricity damage upon their ammunition.

Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *lightning bolt*; Price: +6 bonus.

Mindfeeder: Upon a successful hit that inflicts at least 1 HP damage to the target, there is a 10% chance (1 in 1d10) that the mindfeeder weapon grants its wielder temporary power points equal to the total damage dealt by the hit.

These temporary power points last for 10 minutes. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points).

Constructs and undead are not subject to mindfeeder weapons.

As with temporary hit points, temporary power points do not stack with each other; they overlap. If a mindfeeder weapon successfully scores a hit while the wielder still enjoys temporary power points from a

previous hit, the wielder gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher.

Strong psychometabolism; ML 15th; Craft Psionic Arms and Armor, *psychic vampire*; Price +3 bonus.

Precise: The weapon halves the attack roll penalty for performing called shots.

This benefit does not stack with any other effect that reduces the penalties for called shots.

Strong divination; CL 14th; Craft Magic Arms and Armor, *true seeing*; Price +3 bonus.

Psychokinetic Burst: This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the *psychokinetic* ability, a psychokinetic burst weapon deals an extra 1d6 points of damage 10% of the time (1 in 1d10). This extra damage is ectoplasmic in nature and is not affected by damage reduction.

Bows, crossbows, and slings bestow this ability upon their ammunition.

Strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, *concussion blast*; Price +2 bonus.

Shocking Burst: A shocking burst weapon functions as a shock weapon. On a successful hit, there is a 10% (1 on 1d10) chance that the weapon deals an extra 1d10 electrical damage. (This damage is in addition to the electrical damage from the shock ability.)

Bows, crossbows, and slings so crafted bestow the frost energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +2 bonus.

Sonic Blast: On command, a sonic blast weapon emits a low thrumming hum (though this deals no damage to the wielder). On any hit, this becomes a thunderous roar that deals +3d6 points of bonus sonic damage to the creature struck, but there is a 10% chance (1 on 1d10) that the weapon instead deals +6d6 points of sonic damage.

Bows, crossbows, and slings with this special ability bestow the bonus sonic damage upon their ammunition.

Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shout*; Price: +6 bonus.

Soulbreaker: On a successful hit that inflicts at least 1 HP of damage to the target (i.e., penetrates Protection), there is a 10% chance that a soulbreaker weapon bestows one negative level on the foe.

One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level.

Strong telepathy; ML 12th; Craft Psionic Arms and Armor, *mindwipe*; Price +3 bonus.

Thundering: On a successful hit, there is a 10% chance (1 on 1d10) that the weapon creates a

cacophonous roar like thunder, dealing an extra 1d8 sonic damage. The sonic energy does not harm the wielder, but subjects dealt sonic damage by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness*; Price +1 bonus.

Unholy Power: This weapon is evil-aligned and this bypasses the corresponding damage reduction.

When a weapon of unholy power strikes a good target, this power erupts forth and deals +3d6 points of bonus unholy (evil) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). There is a 10% chance (1 on 1d10) that the weapon instead deals +6d6 points of unholy (evil) damage and bestows two negative levels.

The weapon bestows three negative levels on any good creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Bows, crossbows, and slings with this special ability bestow the unholy power upon their ammunition.

This special ability does not stack with the non-epic unholy special ability.

Caster Level: 23rd; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *unholy word*; Price: +8 bonus.

Vicious: If a vicious weapon successfully hits an opponent and inflicts *at least* 1 HP damage (i.e., penetrates Protection), the weapon creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. The extra damage ignores both the target's and the wielder's Protection.

Only melee weapons can be vicious.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20, the weapon severs the opponent's head (if it has one) from its body—if it inflicts *at least* 1 HP damage to the target (i.e., penetrates Protection).

Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

A vorpal weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.)

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *armor ignoring weapon*; Price +5 bonus.

Wounding: If a wounding weapon hits an opponent and inflicts *at least* 1 HP damage (i.e., it penetrates an opponent's Protection), it automatically causes severe bleeding (as the called shot effect, above) if the victim fails a Fortitude save against DC 10 + the damage inflicted by the attack.

Creatures with no circulatory system, undead, plants, constructs, and the like are unaffected.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *mage's sword*; Price +2 bonus.

Specific Weapons

Gripsoul: Gripsoul is a +6 *armor piercing longsword*. On a successful hit that inflicts at least 1 HP damage to the target, there is a 10% chance (1 on 1d10) that the weapon imprisons the victim in a gem set in the pommel of the sword as per a binding spell heightened to 16th level (DC 30). The same is true of any blow that would otherwise kill a foe or knock him or her unconscious.

The gem may hold only one creature, but the wielder can release the bound soul at any time with a command word.

Caster Level: 27th; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *binding*; Price: 1,856,500 gp; Cost to Create: 934,500 gp + 28,440 XP.

Mace of Ruin: This +7 *armor ignoring heavy mace* also ignores the hardness or damage reduction of any object or creature it strikes.

Caster Level: 21st; Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *disintegrate*; Price: 1,000,312 gp; Cost to Create: 500,312 gp + 20,000 XP.

Mace of Smiting: This +3 *adamantine heavy mace* has a +5 enhancement bonus against constructs. If the weapon strikes a construct and inflicts *at least* 1 HP damage to the target, there is a 10% chance (1 on 1d10) that it destroys the construct (no saving throw). If the weapon strikes an outsider, there is a 10% chance (1 on 1d10) that it inflicts +2d6 damage.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *disintegrate*; Price 75,312 gp; Cost 39,312 gp + 2,880 XP.

Nine Lives Stealer: This longsword always performs as a +2 *longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 longsword (with a hint of evil about it).

On a successful hit that inflicts *at least* 1 HP damage to the target (i.e., penetrates Protection), there is a 10% chance (1 on 1d10) that the sword's death-dealing ability functions. The victim is entitled to a DC 20

Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, and no use of the ability is expended. If the save fails, the victim dies. Constructs, undead, and similar creatures are unaffected.

This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the sword is wielded.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *finger of death*; Price 23,057 gp; Cost 11,528 gp 5 sp + 922 XP.

Oathbow: Of elven make, this white +2 *composite longbow* (+2 Strength bonus) whispers "Swift defeat to my enemies" in Elven when nocked and pulled.

Once per day, if the firer swears aloud to slay his target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enhancement bonus, the armor piercing ability, and arrows launched from it deal an additional 2d6 points of damage. However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a -1 penalty on attack rolls with any weapon other than the oathbow. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the oathbow, whichever comes first.

The oathbow may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the oathbow's special power again until 24 hours have passed from the time he made the oath.

Strong evocation; CL 15th; Craft Magic Arms and Armor, creator must be an elf; Price 25,600 gp; Cost 13,100 gp + 1,000 XP.

Rapier of Puncturing: Three times per day, this +2 *wounding rapier* allows the wielder to make an armor ignoring attack with the weapon that deals 1d6 points of Constitution damage by draining blood.

Creatures with no circulatory system, undead, plants, constructs, and the like are immune to the Constitution damage dealt by this weapon.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, harm; Price 50,320 gp; Cost 25,320 gp + 2,000 XP.

Sun Blade: This sword is the size of a bastard sword. However, a sun blade is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.)

Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a sun blade. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a +2 *bastard sword*. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage. (Double the damage inflicted *after* applying Protection.)

The blade also has a special sunlight power. Once per day, the wielder can swing the blade vigorously above her head while speaking a command word. The sunblade then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely.

All sun blades are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the sword is wielded.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *daylight*, creator must be good; Price 50,335 gp; Cost 25,335 gp + 2,000 XP.

Sword of Life Stealing: If this black iron +2 *longsword* successfully hits a target and inflicts at least 1 HP damage (i.e., penetrates Protection), there is a 10% chance (1 in 10) that it bestows a negative level on its victim.

The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours.

One day after being struck, victims must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong necromancy; CL 17th; Craft Magic Arms and Armor, *enervation*; Price 25,715 gp; Cost 12,857 gp and 5 sp + 1,029 XP.

MISCELLANEOUS MAGICAL ITEMS

Amulet of the Irresistible Fist: This amulet grants the armor ignoring effect to your unarmed attacks and natural weapons.

Strong transmutation; CL 16th; Craft Wondrous Item, *armor ignoring weapon*; Price 150,000 gp.

Amulet of the Piercing Fist: This amulet grants the armor piercing effect to your unarmed attacks and natural weapons.

Moderate transmutation; CL 10th; Craft Wondrous Item, *armor piercing fang*; Price 24,000 gp.

VERSIONS

- 1.0** – Original document.
- 1.1** – Added FAQ.
- 1.2** – Changed Damage Reduction for armor and natural armor to AR. Changed Armor Piercing to Penetration.
- 1.3** – Added “Applicable Settings” and gray boxes to denote Open Game Content. (04-17-2001)
- 1.4** – Added “The Role of Strength,” standardizing the variant rule wherein Strength no longer supplies an Attack roll bonus.
- 1.5** – Added a listing of SRD weapons with Penetration and the “No Hit Points” variant rule. (04-19-2001)
- 1.6** – Added Injury rules for Hit Point Loss. (04-27-01)
- 2.0** – Removed the variant rules for No Hit Points; I will print that in another document. Cleaned up and streamlined the rules for figuring Hit Points and Defense. Changed several terms. Got rid of all references to Armor Class. Simplified the mechanics for bleeding and wound trauma. (05-08-2001)
- 2.1** – Moved the Severe Bleeding rules to the Variants section because it is a little clunky. (05-10-2001)
- 3.0** – Reformatted the document. Changed several terms for clarity’s sake. Streamlined the Called Shots rules. (06-30-2001)
- 3.1** - Reformatted the document. Added sample characters. Added two new variant magic rules.
- 3.2** - Added Defense penalties for wearing armor.
- 3.3** - Fixed an error in the headers. Put double outlines on the side-bar comments because they are Open Game Content. Changed “Brute Force” feat to a –1 penalty per +1 Penetration.
- 4.0** - Major changes throughout the entire system. Addition of Relative Degree mechanic.

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