

D&D 3RD EDITION[®]

VARIANT RULES

COMBAT

CRITICAL HITS

If the critical roll (to determine if a threat is, in fact, a critical hit) results in a score that is also a threat, roll again. This process continues, theoretically infinitely, until a score that is not a critical threat is rolled, with extra dice of damage accumulating with each successful hit. Note that a score of 1 on a threat roll is not a fumble, but simply an automatic miss which ends the progression of threat rolls.

CRITICAL MISSES (FUMBLES)

An unmodified Attack Roll of 1 (on 1d20) is always a miss. It is also a **threat** for a **fumble**. All attacks have this same basic threat range (unmodified 1 on 1d20). The character then makes a Reflex Save (DC 5), with the die roll modified as follows:

Weapon non-proficiency penalty	-4
Weapon Size:	
Unarmed Strike or Natural Weapon	+4
Tiny	+2
Small	+1
Large	-1
Martial Weapon	-1
Exotic Weapon	-2
Double Weapon	-1

The above modifiers are cumulative.

A successful save indicates no additional effect, except that the character can take no further action during the current round (while he recovers his balance, wits, etc.). A failed save results in the following sequence of events:

- 1) If mounted, the fumble forces an immediate Ride Check (DC 5) to stay mounted;
- 2) Roll normal weapon damage, including all modifiers; apply this damage to the weapon (see PHB p. 136, Table 8–13, Weapon Hardness and Hit Points; note that this damage may destroy the weapon; record the damage absorbed by the weapon's hardness); if the attack was with an unarmed strike or natural weapon, the attacker takes this damage as **subdual damage** instead;
- 3) Failed by score: Effect (see PHB Glossary):
 - 1 **Shaken** +1 round
 - 2 Weapon dropped
 - 3 **Dazed** +1 round
 - 4 Character takes **subdual damage** equal to the amount absorbed by the weapon (unless already applied)
 - 5+ **Stunned** +1 round
- 4) The fumble provokes attacks of opportunity from opponents.

TURNING UNDEAD

Maximum Hit Dice = Class Level + Cha modifier. Turning check = 1d20 + Class Level + Cha modifier. DC = 10 + Undeads' HD + Undeads' Cha modifier + Turn Resistance. Turning Damage = Check result – DC (HD of Undead).