SAGE ADVICE

by Skip Williams
thesage@wizards.com

How does a multiclass character add skill points? All of the examples use single-class characters. What happens when Leopold, a rogue with an Intelligence score of 14, switches to a fighter after 1st level? This would make Leopold a 1st-level fighter/1st-level rogue, right? Does he get 2 skill points for being a fighter, plus 2 points for Intelligence? Does he get 4 skill points for being a warrior-type character (as barbarians and rangers do)? Does he get quadruple skill points for being first level? And if Leopold is a human, does he get his +1 skill point for being human again? How do I determine how much a skill costs a multiclass character, and how do I figure out a multiclass character's maximum rank in a skill?

Leopold gets 2 skill points for gaining a fighter level, +2 skill points for his 14 Intelligence (and +1 point if Leopold is human).

You multiply a character's allotment of skill points by four only when the character chooses his initial set of skills at 1st level. As a 1st-level fighter/1st-level rogue, Leopold is a 2nd-level character.

When adding a class level, you always add the allotment of skill points for that class, as shown on Table 4-1 in the *Player's Handbook,* plus any adjustments for race and Intelligence scores. If Leopold had added a level of ranger or barbarian, he would have added 4 skill points for his class, plus 2 points for Intelligence (and 1 point if he's human).

When a multiclass character gains skill points from a newly added class level, he must spend those skill points as if he were any other member of that class. For example, if Leopold adds a fighter level, he purchases ranks in the Hide skill as a cross-class skill, and he can't purchase any ranks in Use Magic Device (because that skill is exclusive to rogues, and Leopold is buying skills as a fighter). Leopold can, however, purchase Handle Animal as a class skill, even though it was a cross-class skill for him as a rogue.

A skill's maximum rank depends on a multiclass character's character level (not on his level in any particular class). If a skill is a class skill for at least one of the character's classes, the character maximum rank in the skill is his character level +3; if a skill is not a class skill for any of the character's classes, the maximum rank is half that.

I have a multiclass dwarf who is a 6th-level fighter and a 1st-level rogue. I want to pick up a level of cleric. Am I correct in thinking that my character doesn't incur any XP penalties because fighter is her favored class and her other two classes are within a level of each other?

Yes, you are correct. The levels a character has in a favored class don't count when determining if the character suffers an XP penalty for multiclassing.

Why do half-orcs suffer a net penalty of -2 to their initial ability rolls?

You refer, I presume, to the half-orc's racial ability adjustments of +2 Strength, -2 Intelligence, and -2 Charisma. (Those numbers do indeed add up to a net total of -2.) The game's designers decided that a +2 bonus to Strength more than outweighs the -2 penalty to Intelligence and Charisma, especially considering the half-orc's 60-foot darkvision and favored class of barbarian. Numbers alone don't always tell the whole story.

Is the refocus action intended for the next combat round only? Do you reroll initiative the next round? I can see this being abused by most all characters who do not gain a very good initiative for the combat session: They can refocus and possibly win initiative for the rest of the combat.

When you refocus, you spend your entire round refocusing. You cannot act or move (not even a 5-foot step). You do not reroll initiative next round; your initiative is treated as though you've rolled a 20 on your initiative check. Though many people seem to think refocus is a great option, it's seldom—if ever—worth doing. (See the next question.)

What's the use of the refocus action when you can ready an action and go at the highest person's initiative?

If you ready an action and then act when a person with a higher initiative acts, you're effectively giving up your action so you can go earlier in a later round, which is pretty much the same as refocusing. In some rare instances, refocus could be better, because it can set your initiative number even higher than the highest other initiative, and that could be an advantage if new foes enter the fight. Also, you can only ready a partial action. If you refocus, you can make a full attack at your new initiative. If you ready an attack, you get to make a single attack only when it's finally your turn. In general, you're right, though. Refocus is mostly a "feel good" option, as in: "I've refocused—now look at what a great initiative number I have!"

In the D&D game's cyclic initiative system, it's almost always to your advantage to act as soon as you can, and refocus actually delays your action by forcing it into the next round. Using delay or ready is just about always smarter than refocusing. About the only time refocus isn't a foolish thing to do is when you've got absolutely nothing useful to do anyway.

POWERPLAY

BY SEAN K REYNOLDS

"I LOVE THE TASTE OF HEMLOCK IN THE MORNING."
A dwarf with 20 Constitution, the Great Fortitude feat, and a class with good Fortitude saves has a +9 bonus in that category and +11 against poison or spells.

The 2nd-Edition D&D game had a rule that allowed characters with multiple attacks to attack before foes who were entitled only to single attacks, but the rule also made them wait to make the second and later attacks until their foes had acted at least once. The full attack action seems to break that rule. Does it?
Yes, it does. If you choose the full attack action, you make all your attacks during your turn, no matter how many attacks you have or what your position in the initiative order is. Your multiple attacks do not change your initiative number.

Note that full attack does not allow a move (except for a 5-foot step), which means that a character with a high initiative number can usually not use it until the second round of a combat, when she has moved into position.

If I want to disrupt someone's spell, do I have to deal damage on the same initiative number as the caster (by using a readied action), or can I disrupt the spell by dealing damage to the enemy spellcaster anytime during the round before the spell is cast?
Damage a spellcaster takes before his turn doesn't affect his spellcasting unless the damage came in the form of a continuing effect, such as from *Melf's acid arrow*. (See the "Concentration" section of Chapter 10 in the Player's Handbook and the description of the Concentration skill in Chapter 4.) Note that there's nothing special about the point in time that happens to be the start of a round. You can disrupt a spellcaster with *Melf's acid arrow* even if you hit him with it last round. You don't have to hit the spellcaster with it "before" his turn on the round he's being disrupted.

You can use a readied action to try to disrupt the spellcaster, but you might not need to. Spellcasting provokes an attack of opportunity unless the spellcaster successfully casts on the defensive. (See the

"Magic Actions" section of Chapter 8.) Perhaps the best way to disrupt an opponent's spells is to grapple him, preventing him from casting spells with somatic components or material components he didn't already have in hand.

My wizard cast a spell in combat and drew an attack of opportunity. The attack missed. Does my wizard still have to make a Concentration check to cast the spell?
No, the attack of opportunity must deal damage to force a Concentration check. Damage that is completely negated by a special defense, such as damage reduction or energy resistance, does not cause a Concentration check. If a special defense only partially negates damage, only the damage that actually gets through to the target contributes to a Concentration check's DC.

you make suffer a penalty. If you don't have the Two-Weapon Fighting or Ambidexterity feats and you're not using a light weapon in your off hand, all the attacks you make with your primary hand suffer a -6 penalty, and the attack you make with your other hand suffers a -10 penalty. Assuming no other bonuses, the character in your example would make two attacks with her primary hand at +0/-5 and one attack with her off hand at -4.

If you use a light weapon in your other hand, the attack penalties are slightly lower. See Table 8-2 in the Player's Handbook (and the text accompanying it) for details.

Is a natural 20 always a hit and a natural 1 always a miss when attacking? Is a natural 20 always a success and a natural 1 always a failure when rolling a saving throw, an ability check, or a skill check?
On an attack, a roll of 20 on the die is always a success and a roll of 1 is always a failure. This represents the inherently chancy nature of combat, and the innumerable variables that are completely beyond the character's control. In the case of attack rolls, common sense prevails. A roll of 20 can't produce a hit when a hit isn't possible (such as when a target is beyond a melee attack's reach or a ranged attack's maximum range). Some circumstances always produce a hit or a miss no matter what the attack roll is. For example, an attack against a concealed target has a

IS A NATURAL 20 ALWAYS A HIT AND A NATURAL 1 ALWAYS A MISS WHEN ATTACKING?

If I'm fighting with two weapons and I have multiple attacks (say, two at +6/+1), do I then have three attacks per round, or do I use the second weapon for the +1 attack? How do I calculate the bonuses (assuming I don't have Ambidexterity or Two-weapon Fighting)? Do I use the +6 or the +1 for calculating the penalty for the additional attack?
A second weapon gives you one extra attack each round at your best attack bonus. You make your normal number of attacks with your primary hand and one attack with your other hand. When you use an extra weapon, however, all the attacks

flat chance to miss (see Table 8-10 in the *Player's Handbook*), no matter what the attack roll is. Likewise if you perform a coup de grace or take a full round to line up a melee attack on an unattended object, you always hit.

Saving throws are similar to attack rolls in that there's always a little something beyond the character's control. Like combat, there are cases where the roll is irrelevant, even if it's a 1 or 20. Creatures that are immune to an attack form never have to roll saving throws against that attack. Likewise, if a spell or attack form doesn't allow a saving throw in the first place, you can't roll a

saving throw and hope to get a 20.

Skill checks are not subject to automatic success or failure. Some tasks are just too easy for failure or too hard for success. (Most people don't fail once on every 20 attempts to tie their shoes.)

Ability checks are likewise not subject to automatic failure or success. (No matter how lucky you are, you're just not going to kick down a castle wall.) If the DM feels that chance might affect the outcome, a saving throw or an attack roll is probably more appropriate.

We've noticed a number of instances in which you can divide a number and round the quotient up or down, but the rules don't say what to do. Is there a general rule that we've overlooked?
Indeed there is. You'll find it on the first page of the appendix (page 275) in the *Player's Handbook*. Always round a fraction down (even if it is bigger than one half) unless the rules specifically tell you to round up.

Since an Empowered spell affects half again as many targets as its normal version, why doesn't a 5th-level wizard's Empowered *magic missile* fire off more than three missiles?
It doesn't fire more missiles because the Empower Spell feat increases a spell's variable, numeric effects. In the case of *magic missile,* that's the spell's damage, not the number of missiles. A spell such as *sleep,* on the other hand, affects a variable number of targets (2d4 HD worth of creatures). An Empowered *sleep* spell affects 2d4 × 1.5 HD worth of creatures.

Is it possible to use a spell such as *detect magic* or *detect evil* to detect an invisible foe?
Yes, but not efficiently. Let's say a character uses a *detect magic* spell, though the following example applies to any detection spell. The spell reveals nothing about the invisible opponent unless the character happens to aim the spell at the area containing his foe. If the enemy is using an *invisibility* spell, a spell-like *invisibility* power, or a supernatural invisibility power, the *detect magic* spell merely reveals that there is magic somewhere in the area. The *detect magic* caster has no idea where the magical aura is, what sort of creature or object bears the aura, or whether the aura is in motion.

One round later, the *detect magic* user

can search for magical auras again. If the user manages to aim the spell at the invisible foe once more, the *detect magic* spell reveals the number of magical auras on the foe and the strength of the strongest aura (because the user has scanned the same subject for 2 consecutive rounds). The *detect magic* user still has no idea exactly where the foe is, what the foe is like, or whether the foe is moving.

After another round goes by, the *detect magic* user can scan for magical auras once again. If the user is lucky enough to catch the invisible foe for a third time, she will have scanned the same subject for 3 consecutive rounds. The *detect magic* spell now reveals the strength and location of each aura. The *detect magic* user still does not "see" the foe and does not know whether the target is moving. (She knows only the strength and locations of magical auras during her turn in the initiative order.) In this case, a "location" is the 5-foot square that contains the aura. If the creature or item bearing the aura takes up more than one square, the *detect magic* user can get some idea of its size. (See "Big and Little Creatures in Combat" in Chapter 8 of the *Player's Handbook*.) It is possible for the *detect magic* user to attack the location of one of the auras the spell has revealed. If the spell revealed auras in different locations, the *detect magic* user still might not choose the right location to attack. Even if she does, the foe has total concealment, and

the attack has a 50% chance to miss no matter what the attack roll is.

Remember that all of the foregoing depends on the *detect magic* spell user scanning the invisible foe for 3 consecutive rounds. If the *detect magic* user guesses incorrectly about where to scan even once, she'll have to start the process of zeroing in on her invisible opponent all over again.

Use a similar procedure when a character tries to locate an invisible creature with any other detect spell.

IS IT POSSIBLE TO USE A SPELL SUCH AS *DETECT MAGIC* OR *DETECT EVIL* TO DETECT AN INVISIBLE FOE?

Can I use *spell immunity* to make myself immune to the *detect magic* spell? How about other spells such as *see invisibility* or *dispel magic*?
No. *Spell immunity* gives the subject an unbeatable spell resistance versus the specified spell. Since none of these spells are subject to spell resistance, *spell immunity* is useless against them.

Can characters choose "unarmed strike" as the focus of the Improved Critical feat?
Yes. An unarmed strike or another natural weapon is a "weapon" for purposes of the Improved Critical feat (and for most other purposes).

If you go from a medium load to a heavy load, your movement doesn't change. Why is this? Everything else changes.
A really heavy load just doesn't affect your speed that much. It affects your ability to accelerate, maneuver, or stop, which is why

POWERPLAY

a heavily loaded creature's maximum Dexterity bonus goes down, and its skill check penalty goes up. Essentially, the creature can lumber along at a pretty good clip once it gets going, but has a hard time keeping its balance or making sudden moves.

Do magic weapons have to be masterwork weapons first? If so, why don't the masterwork and magic bonuses stack?
Yes, you have to have a masterwork weapon before you can enchant it. Masterwork and enhancement bonuses don't stack because they're the same basic type of bonus (an enhancement bonus): They both make a weapon more effective.

Can a normal weapon be used for a while, then be made into a masterwork weapon?
No. If a weapon is not created as a masterwork weapon, it will never be one. I suppose a used weapon could be melted down to provide materials for a new masterwork weapon, though. The resulting masterwork weapon would not be any cheaper to make.

At what spellcaster level do potions, wands, and the like operate?
At whatever caster level the character who made the item decided to set the level. An item's caster level can be no higher than its creator's level at the time the item was made, and no lower than the minimum level required to cast the spell effect the item generates or the spell used to create the item.

The *Dungeon Master's Guide* has default caster levels for magic items. You can assume that an item's caster level is the minimum required to cast the effect the item generates. For example, casting *fireball* requires a 5th-level wizard, so a *wand of fireball* casts the spell at 5th level. Note that the 2nd Edition AD&D game used preset caster levels for all magic items. If

you're converting from that set of rules to the new rules, use the old caster levels. Those caster levels are as follows: wand, 6th level; staff, 8th level; potion, 12th level; other item, 12th level; artifact, DM's discretion, but usually 20th level.

We're confused as to which skills you can take 10 and take 20 on. Can we take 10 or take 20 on a Hide check, for example?
Taking 10 is a way to eliminate chance from a skill check; you can take 10 pretty much anytime you're using a skill and there are no distractions.

Taking 20 represents using a skill over and over again until you succeed. (That's why taking 20 uses up so much time.) You can't take 20 if there's a consequence for failure. Since failing a Hide check means you've been spotted, you can't take 20 on a Hide check. In general, you can't take 20 on any check that is resolved with an opposed roll.

It might be possible to take 10 on a Hide check. For example, suppose a sentry looks around for a suitable place to hide at the beginning of his watch and then settles in.

CAN A NORMAL WEAPON BE USED FOR A WHILE, THEN BE MADE INTO A MASTERWORK WEAPON?

Since the sentry is not trying to hide from anyone in particular, the DM might very well allow the sentry to take 10 on the Hide check.

Does someone who readies a weapon against a charge get his Strength modifier to attack and damage?
Yes. Attacking a charging opponent with a

readied weapon is a melee attack, and all the rules for melee attacks apply.

Can someone who charges get an attack of opportunity if someone moves through his threatened area later that round?
Yes. Charging imposes an Armor Class penalty, but it doesn't keep you from threatening an area or making attacks of opportunity.

Can someone who has been tripped or is otherwise prone get an attack of opportunity if someone moves through his threatened area?
Being prone doesn't prevent you from threatening the area around you or making attacks of opportunity. Any attacks of opportunity a prone creature makes suffer the -4 attack penalty for being prone.

Can someone take an action and then ready an action to move instead of moving right after the action? A typical use for this would be the wizard who casts her spell and then readies an action to run away if someone comes after her.
You can ready any partial action. You can't take a standard action, such as casting a spell, and also ready an action. (Readying is a standard action all by itself.) Note that you can take a move after any standard action, so you can cast a spell and then move away. So, in the above example, you've got to get the heck out of Dodge right after you finish the spell.

Can you ready an action to perform a coup de grace?
No. A coup de grace is a full-round action, and you can ready only partial actions.

Just how much temporary ability damage can a character heal in a day? Suppose my character has fought a battle with a couple of shadows and has been poisoned a few times. The character has suffered 4 points of Strength damage, 3 points of Constitution damage, and 1 point of Wisdom damage. The character regains 1 point of ability damage per day, so what do the

character's ability scores look like after 1 day? If my character gets bed rest and regains 2 points of ability damage, what happens then?

In one day of light activity (no combat or spellcasting), the character heals 1 point of damage in each ability. After one day of bed rest, the character heals 2 points of damage in each ability.

What happens when a character who has received a *freedom of movement* spell jumps or falls into water? My DM seems to think that the character falls straight through the water and goes "splat" on the bottom. My DM explains that the spell eliminates all water resistance, which prevents the character from swimming or floating.

While the DM is always right, he's followed a faulty line of reasoning here. "Sage Advice" has always warned against using scientific—or pseudo-scientific—reasoning to adjudicate spells. In this case, your DM has erroneously supposed that water resistance has something to do with buoyancy. Buoyancy depends on the water literally pushing something up toward the surface, and a *freedom of movement* spell doesn't prevent that any more than it prevents a floor from pushing up against a character's feet and keeping him from falling through it. (You might not be in the habit of thinking of floors as "pushing" anything, but that is the way modern physics describes any object or body resting on any surface; the object pushes down and the surface pushes back with equal force.)

In any case, the *freedom of movement* spell (and its cousin from earlier editions, the *free action* spell) has nothing to do with eliminating water resistance or friction; it allows normal movement and attacks even under conditions in which normal movement and attacks are not possible, such as underwater or when webbed, held, or entangled. Exactly how the spell accomplishes that is unrevealed—that's what makes it magic. Your DM would have been on firmer ground (as it were) if he had claimed that falling is a form of "normal movement" that water usually prevents.

That, however, is not the case. "Normal movement" in water is swimming or walking along the bottom. When a character under a *freedom of movement* effect enters water, he makes a Swim check; if he fails, he cannot move, and he sinks if he fails by 5 or more. Note that failing to make progress or sinking are both "normal movement" in this instance.

I have a multiclass character with the uncanny dodge class ability and the Deflect Arrows feat. Can she deflect arrows on a surprise round if she's the one surprised?

No. You're flat-footed when you're surprised, and you can't deflect arrows when you're flat-footed. Uncanny dodge lets you use your Dexterity bonus while flat-footed, but it doesn't keep you from becoming flat-footed. Note that uncanny dodge also does not allow you to make attacks of opportunity while flat-footed.

What are the differences between a Craft skill, a Profession skill, and a Knowledge skill?

A Craft skill involves a character making something with her hands (usually also with tools, but not always). The relevant ability for a Craft skill is Intelligence, mostly because one must remember the right materials, procedures, and techniques, as well as apply them in the proper manner.

A Profession skill also involves specialized knowledge and techniques, but usually does not involve the character working with his hands. The relevant ability for a Profession skill is Wisdom, because it usually requires the character to apply her skills in an abstract, indirect, or speculative manner. Stonemasonry is a Craft, but architecture is a Profession. A Profession skill also implies a broader, less concrete knowledge than a Craft skill does; a stonemason can build a stone house, but not a wooden one. An architect can design a house made out of almost anything. Note that the Wilderness Lore skill could be called Profession (outdoorsman), but the design team decided to break it out into its own skill because it was much more likely to see use in play than other Profession skills.

A Knowledge skill involves academic learning, usually with little practical training. The relevant ability for a Knowledge skill is Intelligence, because it involves the memorization and recall of facts. A character with Knowledge (geology) knows her stones, but she would be hard pressed to carve a statue, build a stone bridge, or dig a mine. A Knowledge skill allows a character to recall facts that might be relevant in a particular time and place but does not impart any special ability to put those facts to practical use. For example, a character lost in the woods might use a Knowledge (nature) skill to recall that moss often grows the thickest on the north side of trees. But Knowledge (nature) probably will not reveal when moss does *not* grow thickest on the north sides of trees (which is most of the time, actually). Nor will the Knowledge (nature) skill help the character remember the direction to the nearest

I PLAN ON PLAYING A MULTICLASS CHARACTER. DOES IT MATTER WHICH CLASS I PICK FIRST?

settlement or allow the character to make sure she walks in a straight line when moving cross country.

Does death touch, the granted power of the Death domain, have a saving throw?
No, it does not. The power is similar to the *power word, kill* spell—your hit points are effectively your saving throw.

Why would a fighter ever take the Quickdraw feat?
So he can draw a weapon quickly. Actually, this feat is particularly useful to fighters of 6th level or higher because the feat makes drawing a weapon a free action. That means the fighter can draw a weapon and still make a full attack action.

I plan on playing a multiclass character. Does it matter which class I pick first?
Not really, but the class you start with strongly affects the character's hit points and skills. For example, a character gets the maximum result for her first Hit Die, so sometimes it is advisable to make that first die as large as possible, especially if you plan to have the character fight often. (A few extra hit points also makes it more likely that the character will live to see 2nd level.) On the other hand, a character's initial allotment of skill points is quadrupled for his first character level, so if you're interested in having a lot of skills, put the class that has the most skill points first.

Consider these two versions of a human 1st-level fighter/1st-level rogue: Assuming the character has Intelligence and Constitution scores of 12, the character would have 26 skill points and 13 to 18 hit points (average of 15-16) if he was a fighter first. If the same character began play as a rogue, he would have 44 skill points and 9 to 18 hit points (average of 13-14).

If one of your character's classes is paladin or monk, you'll face multiclassing restrictions. Once you quit the paladin or monk class, you can't go back. Don't put the paladin or monk class first unless you're willing to either wave the class goodbye or stick with it for a good while. (Either option is slightly easier with a human character.)

Are elves treated differently than the other races when it comes to *raise dead* and *resurrection* spells?
No. In previous versions of the D&D game, elves were hard to bring back from the dead, but that is no longer the case. Note that spells such as *raise dead* can now bring

any living creature back from the dead, not just humans and humanlike creatures.

Can a paralyzed person voluntarily stop breathing to avoid drowning if submerged?
Yes. A paralyzed creature is unable to move or take physical actions, but holding one's breath is not a physical action for game purposes.

Most touch-range spells have instantaneous durations. So how do they work? Is the action that you use to cast the spell the same action that you use to touch someone? The *chill touch* spell is particularly hard to use. If it has an instantaneous duration, there is no way the caster could get multiple attacks; however, it is obvious that you are supposed to get more than one touch with it because of the number of targets.

In the case of touch-range spells, the duration refers to how long the magic lasts once you touch the target (though there are one or two oddballs, such as *shocking grasp*, which are described in a slightly different way). When you cast a spell with touch range, you can try to touch a recipient on the same round you cast the spell. See Touch Spells in Combat on page 125 of the *Player's Handbook*.

If you do not touch a recipient on the round you cast the spell, you hold the charge until you do touch a recipient or until you cast another spell. See Touch Spells and Holding the Charge on page 151

of the *Player's Handbook*.

In the case of the *chill touch* spell, the spell remains until you make your allowed number of touches (you lose one charge each time you touch something) or until you cast another spell.

If the duration of a *chill touch* spell is instantaneous, how long does the damage and Strength loss from the spell last?
The effects of a *chill touch* spell are instantaneous, but they have lasting consequences. There are many such examples in the rules. A *fireball* spell, for example, creates an instantaneous burst of fire, but the damage it causes remains behind after the spell's magical effect is gone. Normal damage from a *chill touch* (or a *fireball*) spell remains until healed or cured. The Strength damage heals at the rate of 1-2 points each day or until restored, just like any other kind of temporary ability damage.

See Healing Ability Damage on page 129 of the *Player's Handbook*, as well as the question on healing ability damage above.

If I'm caught in a *web* spell, but I'm at the edge of the area of effect, can someone else outside the *web* engage in melee combat with me without getting entangled? What if they stick a spear at me? Does the spear get caught automatically, or just if it misses me?
I'm assuming that by the "edge" of a web effect, you mean that there is not 5 or more feet of webbing between you and your opponent, leaving you sort of

Any spell that involves a ranged attack roll (*flame arrow, magic stone, produce flame,* and so on) benefits from the Point Blank Shot and Precise Shot feats. If you don't take them, you're losing an additional 5% to 25% of spells of this type to simple misses. If you use a lot of ray spells, Weapon Focus (ray) is another must-have feat.

WHY WOULD A FIGHTER EVER TAKE THE QUICKDRAW FEAT?

CAT'S GRACE + WEAPON FINESSE (+ POWER ATTACK)
A character fighting with Weapon Finesse is better off receiving a *cat's grace* spell than a *bull's strength*, for most characters of this type have more Dexterity-related skills and abilities. If the character is strong enough to have Power Attack, he can subtract the additional plusses provided by *cat's grace* from his base attack and add them to damage instead.

embedded in one side of the mass of webbing. In this situation, you are subject to attack, you get no cover from the webbing, and you are entangled (with a -4 penalty to your effective Dexterity score).

Only creatures that are in the spell's area of effect when the *web* is cast can become stuck, and then only if they fail their Reflex saving throws. Creatures moving into the *web* area of effect after the spell is cast

DO I HAVE TO MAKE AN ATTACK IN ORDER TO USE THE *EXPERTISE* FEAT TO IMPROVE MY ARMOR CLASS?

must still make Strength checks to move through the webbing. The Strength checks are full-round actions, so your opponents probably won't cut through the *web* to attack you, but they can do so without fear of getting stuck themselves.

You're poisoned with something that causes ability loss, then you're healed by a *heal* spell. Since all the poison does is cause ability damage, was the poison cured by the *heal* or will it continue to cause damage, since *heal* doesn't cure poison?
Actually, a *heal* spell does remove poison; see the third sentence in the spell description. Poison, however, deals damage until its onset time (usually 1 minute) is over or the poison is removed, even when all the damage from the poison is somehow removed. For example, a character suffers 2 points of temporary Strength damage from a poison and is then the target of a *lesser restoration* spell before the poison's onset time is over. Even if the spell cures all the Strength damage, the character still has to make a another saving throw against the

poison when the onset time expires, because *lesser restoration* doesn't remove poison, just its effects.

If a melee attack causes a saving throw every time it damages an opponent (a monster with a poisonous bite, for example), and the attack is a confirmed critical hit, are two saving throws required because damage is rolled twice?
A critical hit doesn't deliver any extra poison; however, there are special attacks that do have extra effects with critical hits. These include energy drains, ability drains, and most kinds of ability damage that are not dealt through poison. See the introduction to the *Monster Manual* or Chapter 3 of the *DUNGEON MASTER'S Guide*.

Can a monster's spell-like ability counterspell a character's spell?
A spell-like ability cannot be counterspelled, nor can it be used as a counterspell.

The description of the *Summon Monster I* spell states that in the last round of the duration of the spell, the monster "acts normally." Does this mean that the monster acts normally for the type of monster it is? (That is, as if it were no longer under the control of the summoner.)
No, it means that there are no special limits on what the creature can do during the last round of the spell. It takes a normal round's worth of actions, then disappears.

Do I have to make an attack in order to use the Expertise feat to improve my Armor Class?
No, you don't have to attack, but you do have to choose the attack or full attack action. That is, you can declare an attack or full attack, claim the AC bonus, and then not make the attacks to which you are entitled. You cannot use Expertise with the total defense action (or any other action except attack or full attack).

Does the Armor Class bonus from Expertise apply to the whole round, or just from the moment when I start swinging? For example, I want to use a standard action to run past some bugbears and hit the bugbear shaman behind them. Can I apply the Expertise bonus against the bugbears' opportunity attacks?
The AC bonus—and the attack penalty—applies from the moment you use it (on your turn) until it's your turn again. Suppose the character in the example above chooses to allocate 3 points of attack bonus to AC, the character gets a +3 bonus to AC against the bugbears' attacks of opportunity, and suffers a -3 penalty to attacks against the bugbear shaman. If the bugbear shaman chooses to cast a spell later in the round (before it's the character's turn to act again) and provokes an attack of opportunity from the character, the character also suffers a -3 penalty to the attack of opportunity.

Do you have to actively wield a weapon of defending to use its power? Or could you hold a *longsword of defending* in your left hand, not use it to attack (so you are not actually using two weapons) and still wield a sword in your right hand without penalties? Or is the defending bonus considered part of the normal parrying that happens during the exchange of blows in a battle?
Using a weapon of defending works just like the Expertise feat. (You have to use an attack or full attack action. See the previous question.) You can't use the weapon like a shield; if you hold the weapon in your off hand and claim an AC bonus for it, you suffer all the penalties for fighting with two weapons, even if you don't actually attack with the weapon.

Can you use the Weapon Finesse feat while fighting with two weapons? If so, can both weapons benefit from the feat (provided, of course, the feats were taken as needed)? The text seems to indicate a free hand is

needed for balance. But then it turns around and gives a specific penalty for having a shield in the hand.

Yes, you can use Weapon Finesse when fighting with two weapons. If you have Weapon Finesse with both weapons, you get the benefit for both weapons.

A shield throws you off balance when fighting with Weapon Finesse; you have to apply the shield's check penalty to your attack rolls. Note that a masterwork buckler has no check penalty and you can use it with Weapon Finesse and suffer no attack penalty. Weapons don't have check penalties either, and they don't interfere with Weapon Finesse. Of course, if one of your weapons is a shield (such as a spiked shield), then you'll suffer the shield's armor check penalty to all your attacks—even the ones you make with the shield. Some DMs might want to use a house rule that imposes a check penalty for holding something really heavy in your off hand, perhaps -1 per 5 pounds.

A sorcerer can only have so many spells. What if the sorcerer is also a wizard? Would she be able to use the spells from her spellbook as sorcerer spells? Or can she only use her sorcerer spell slots to cast spells she knows as a sorcerer? Can she transcribe spells she knows as a sorcerer into her wizard spellbook?

You keep a separate list of spells for each class. A sorcerer/wizard could not use a spell from her wizard spellbook in a sorcerer spell slot unless she also had the spell in question as part of her sorcerer repertoire. The same holds true for any other multiclass spellcaster. Likewise, the character must use spells from her spellbook to fill her wizard spell slots, and she cannot use a spell she knows as a sorcerer as a wizard spell unless that spell is also recorded in her spellbook.

A wizard/sorcerer cannot simply transcribe spells from her sorcerer repertoire into her spellbook. The character must find the spell on a scroll or in another spellbook, pick it up when she gains a new level, or research the spell from scratch.

Do the Whirlwind Attack and Cleave feats stack? For example, can I use Cleave to get extra attacks if a Whirlwind Attack kills one of my targets?

You can Cleave only once a round. If you have the Great Cleave feat, however, you can cleave each time you drop an opponent, even when the opponent drops in a Whirlwind Attack. (When a foe drops, resolve the extra Cleave attack before finishing the rest of the attack rolls for the Whirlwind Attacks).

The description of the *identify* spell says you only get the weakest power of each item. But what if you cast *identify* more than once? What if you have fewer items than your caster level would allow you to *identify*? Can you never *identify* more than the basic enchantment?

You get the same result (the item's weakest power) with each use of the *identify* spell on a particular item. Other spells, such as *analyze dweomer*, give you more information.