

D&D 3.5 – APPENDIX

This is a summary of the Appendix (*General Guidelines and Glossary*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. Only sections and subsections with significant changes are noted here.

MULTIPLYING

- When applying multipliers to read-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of $\times 4$), rather than as 3 squares (adding 100% twice).

GLOSSARY (Note: Only added or changed entries are listed here.)

- 5-foot step**
 - A small position adjustment that does not count as ~~a move in combat an action~~. Usually (but not always), a 5-foot step is permitted at any point in the round (such as before or after a full-round action, between attacks in a full attack, between a standard action and a move action, or between two move actions). You can't take a 5-foot step in the same round that you move any distance. ~~You can't take a 5-foot step if your movement is hampered (e.g. in difficult terrain, in darkness, or when blinded)~~. Taking a 5-foot step does not provoke an attack of opportunity, ~~even if you move out of a threatened square~~.
- ability damage**
 - A temporary loss of 1 or more ability score points. Lost points return at a rate of 1 point per day ~~unless noted otherwise by the condition dealing the damage~~.
 - A character with STR 0 falls to the ground and is helpless. A character with DEX 0 is paralyzed. A character with CON 0 is dead. A character with INT, WIS, or CHA 0 is unconscious.
- ability drain**
 - A permanent loss of 1 or more ability score points. The character can only regain these points through magical means.
 - A character with STR 0 falls to the ground and is helpless. A character with DEX 0 is paralyzed. A character with CON 0 is dead. A character with INT, WIS, or CHA 0 is unconscious.
- action**
 - A character activity. Actions are subdivided into the following categories, according to the time required to perform them (from most time required to least): full-round actions, standard actions, ~~partial actions~~, ~~move-equivalent move~~ actions, and free actions.
- adjacent**
 - In a square that shares a border or a corner with a designated square. Each square is adjacent to eight other squares on the board.
- ally**
 - A creature friendly to you. In most cases, references to "allies" include yourself.
- animal**
 - A type of creature that includes all natural animals, ~~dire animals~~, giant animals, and some other nonmagical vertebrate creatures (see the *Monster Manual*).
 - Animals always have an INT score of 1 or 2.
- arcane spell failure**
 - The chance that a spell fails and is cast to no effect because the caster's ability to use a somatic component was hampered by armor. ~~Bards can ignore the arcane spell failure chance for light armor when casting bard spells~~.
- armor bonus**
 - A bonus to AC granted by armor or by a spell or magical effect that mimics armor. Armor bonuses stack with ~~all other bonuses to AC~~ (even natural armor bonuses) except other armor bonuses. ~~Magic armor typically grants an enhancement bonus to the armor's armor bonus, which has the effect of increasing the armor's overall bonus~~. An armor bonus granted by a spell or magic item typically takes the form of an invisible, tangible field of force around the recipient.
 - An armor bonus doesn't apply against touch attacks, except for armor bonuses granted by force effects (e.g. *mage armor*) which apply against incorporeal touch attacks, such as that of a shadow.
- artifact**
 - A magic item of incredible power. Some spells do not function when targeted on an artifact.
- attack of opportunity**
 - A single extra melee attack per round that a combatant can make when an opponent within reach takes an action that provokes an attack of opportunity.
 - ~~One-half or better~~ Cover prevents attacks of opportunity.
- base save bonus**
 - A saving throw modifier derived from character class and level. Base save bonuses increase at different rates for different character classes. ~~Base save bonuses gained from different classes, such as when a character is a multiclass character, stack~~.
- base speed** ▶ base land speed
- battle grid**
 - A play surface marked off in 1-inch squares, which is used to keep track of the locations of creatures and characters (represented by miniature figures) during combat and other tactical situations.
- blinded**
 - Unable to see. A blinded character ~~takes a -2 penalty to AC~~, loses his DEX bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most STR- and DEX-based skill checks. All checks and activities that rely on vision (e.g. ~~reading and~~ Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) relative to the blinded character.
- bonus**
 - A positive modifier to a die roll. In most cases, multiple bonuses from the same source or of the same type in effect on the same character or object do not stack; only the highest bonus of that type applies. Bonuses that don't have a specific type always stack with all bonuses.
- circumstance modifier bonus**
 - A bonus granted because of specific conditional factors favorable to the success of the task at hand. ~~Circumstance bonuses stack with all other bonuses, including other circumstance bonuses, unless they arise from essentially the same benefit~~.
- comatose**
 - Effectively in a state of suspended animation. A comatose creature is helpless.
- competence bonus**
 - A bonus that improves a character's performance of a particular task. Such a bonus may apply on attack rolls, saving throws, skill checks, ~~caster level checks~~, or any other checks to which a bonus relating to level or skill ranks would normally apply. It does not apply on ability checks, ~~damage rolls~~, initiative checks, or other rolls that aren't related to a character's level or skill ranks. Multiple competence bonuses don't stack; only the highest bonus applies.
- concentrate on a spell**
 - Concentrate to maintain an active spell's effect. Concentrating on a spell is a standard action and provokes an attack of opportunity.
- confused**
 - Befuddled and unable to determine a course of action, due to a spell or magical effect. A *confused* character's actions are determined by rolling $d\%$ at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A *confused* character who can't carry out the indicated action does nothing but babble incoherently.
 - Attackers are not at any special advantage when attacking a *confused* character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes.
 - A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

- **copper piece (cp)**
 - The most prevalent form of currency among beggars and laborers. Ten copper pieces are equivalent to 1 silver piece.
- **covering**
 - Frozen in fear and unable to take **combat or movement** actions. A covering character **takes a -2 penalty to AC** and loses her DEX bonus (if any).
- **damage reduction (DR)**
 - A special defense that allows a creature to ignore a set amount of damage from most weapons, **unarmed attacks, or natural weapons**, but not from energy attacks, spells, spell-like abilities, and supernatural abilities. **The number in a creature's damage reduction is the number of hit points of damage the creature ignores. The information after the slash indicates the type of weapon (e.g. magic, silver, or evil) that overcomes the damage reduction.** Some damage reduction (e.g. that of a barbarian) is not overcome by any type of weapon.
- **darkvision**
 - An extraordinary ability possessed by some creatures that enables them to see in the dark.
- **dazed**
 - Unable to act normally. A dazed character can take no actions, **but has no penalty to AC.**
- **dazzled**
 - Unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, **Spot checks, and Search checks.**
- **death attack**
 - A spell or special ability that instantly slays the target (e.g. *finger of death*). **Neither raise dead nor reincarnation can grant life to a creature slain by a death attack, although resurrection and more powerful effects can.**
- **deflection bonus**
 - A bonus to AC granted by a spell or magic effect that makes attacks veer off harmlessly. **Deflection bonuses stack with all other bonuses to AC except other deflection bonuses. A deflection bonus applies against touch attacks.**
- **difficult terrain**
 - An area containing one or more features (e.g. rubble or undergrowth) that costs 2 squares instead of 1 square to move through.
- **direct a spell**
 - Direct an active spell's effect at a specific target or targets. **Directing a spell is a move action and does not provoke an attack of opportunity.**
- **disabled**
 - At exactly 0 current hit points, **or in negative hit points but stable and conscious.** A disabled character may take a **single move action or standard action** each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing **any standard action** (or any other action the DM deems strenuous, **including some free actions such as casting a quickened spell**) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.
- **dodge bonus**
 - A bonus to AC (and sometimes Reflex saves) resulting from physical skill at avoiding blows and other ill effects. Dodge bonuses are never granted by spells or magic items. Any situation or effect (except wearing armor) that negates a character's DEX bonus also negates any dodge bonuses the character may have. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses. **Dodge bonuses apply against touch attacks.**
- effective ability decrease ► ability decrease
- **enemy**
 - A creature unfriendly to you.
- **enhancement bonus**
 - A bonus that represents an increase in the sturdiness and/or effectiveness of armor **or natural armor**, or the effectiveness of a weapon, or a general bonus to an ability score. **Multiple enhancement bonuses on the same object (in the case of armor or weapons), creature (in the case of natural armor), or ability score do not stack. Only the highest enhancement bonus applies. Since enhancement bonuses to armor or natural armor effectively increase the armor or natural armor's bonus to AC, they don't apply against touch attacks.**
- enlargement modifier (*deleted*)
- **entangled**
 - Ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on attack rolls and a -4 penalty to its effective DEX score. **An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + spell level) or lose the spell.**
- exclusive skill (*deleted*)
- **extraplanar**
 - Native to a plane of existence other than the plane on which a creature is present. **On the Material Plane, an outsider is an extraplanar creature. On the outsider's home plane, a native of the Material Plane is an extraplanar creature.**
- **fascinated**
 - Entranced by a supernatural or spell effect. A fascinated creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the effect as a standard action.
- **fear effect**
 - Any spell or magical effect that causes the target to become **owering shaken**, frightened, or panicked, or to suffer from some other fear-based effect defined in the description of the specific spell or item in question.
- **force damage**
 - A special type of damage dealt by force effects (e.g. *magic missile*). A force effect can strike incorporeal creatures without the normal miss chance associated with incorporeality.
- **frightened**
 - Fearful of a creature, situation, or object. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. It takes a -2 **morale** penalty on all attack rolls, saving throws, skill checks, and ability checks. **A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.**
- **gold piece (gp)**
 - The primary unit of currency among adventurers.
- **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 DEX bonus to AC (if any) against opponents he isn't grappling.
- grenadelike weapon ► splash weapon
- **half speed**
 - When restricted to moving at half speed, count each square moved into as 2 squares, and every square of diagonal movement as 3 squares. **If you are restricted to half speed, you can't run or charge, nor can you take a 5-foot step.**
- haste bonus (*deleted*)
- *held* (*deleted*)
- **helpless**
 - 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). Melee attacks against a helpless target get a +4 bonus.** An attacker can use a coup de grace against a helpless target.
- hit point total ► full normal hit points
- **incorporeal**
 - Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects. Even when struck by spells, magical effects, or magic weapons, however, they have a 50% chance to ignore any damage from a corporeal source. In addition, rogues cannot employ sneak attacks against incorporeal creatures.

- An incorporeal creature has no **armor** or natural armor bonus (or loses any armor or natural armor bonus it may have had when corporeal), but it gains a deflection bonus equal to its CHA modifier or +1, whichever is greater. Such creatures can **move in any direction and even** pass through solid objects at will, but not through force effects. Therefore, their attacks negate the bonuses provided by natural armor, armor, and shields, but deflection bonuses and force effects (e.g. *mage armor*) work normally against them.
- Incorporeal creatures **have no weight, do not leave footprints, have no scent, and make no noise**, so they cannot be heard with Listen checks unless they wish it. **Incorporeal creatures cannot fall or take falling damage.**
- **initiative count**
 - The result of an initiative check, expressed as a number that indicates when a character's turn comes up.
- **insight bonus**
 - An insight bonus improves performance of a given activity by granting the character an almost precognitive knowledge of what might occur. **Multiple insight bonuses on the same character or object do not stack. Only the highest insight bonus applies.**
- **invisible**
 - Visually undetectable. An invisible creature gains a +2 bonus on attack rolls **against sighted opponents**, and ignores its opponents' DEX bonuses to AC (if any). (Invisibility has no effect against blinded or otherwise nonsighted creatures.) An invisible creature's location cannot be pinpointed by visual means. It has total concealment; even if an attacker correctly guesses the invisible creature's location, the attacker has a 50% miss chance in combat.
 - An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Locating the square an invisible creature occupies requires a Spot check (DC 40 if the creature is immobile, DC 20 if the creature moved during its last turn), modified by appropriate factors (such as an armor check penalty or a penalty for movement).
- **kind**
 - A subcategory of creature type.
- **lethal damage**
 - Damage that reduces a creature's hit points.
- **light weapon**
 - ~~A weapon with a size category smaller than that of the wielder.~~ A weapon suitable for use in the wielder's off hand (e.g. a dagger). A light weapon is considered to be an object two size categories smaller than its designated wielder (e.g. a Medium dagger is a Tiny object).
- **line of effect**
 - Line of effect is just like line of sight, except line of effect ignores restrictions on visual ability.
- **line of sight**
 - Two creatures can see each other if they have line of sight to each other. To determine line of sight, draw an imaginary line between your space and the target's space. If any such line is clear (not blocked), then you have line of sight to the creature (and it has line of sight to you). The line is clear if it doesn't intersect or even touch squares that block line of sight. If you can't see the target (for instance, if you're blind or the target is invisible), you can't have line of sight to it even if you could draw an unblocked line between your space and the target's.
- **low-light vision**
 - The ability to see in conditions of dim illumination as if the illumination were actually as bright as daylight.
- **luck bonus**
 - A modifier that represents good fortune. **Multiple luck bonuses on the same character or object do not stack. Only the highest luck bonus applies.**
- **miniature figure**
 - The physical representation of a creature or character on the battle grid; a three-dimensional figurine.
- **morale bonus**
 - A bonus representing the effects of **greater hope, courage, and determination**. **Multiple morale bonuses on the same character do not stack. Only the highest morale bonus applies.** Nonintelligent creatures (creatures with an INT score of 0 or no INT score at all) cannot benefit from morale bonuses.
- ~~move equivalent~~ **move action**
 - An action that is the equivalent of the character moving his speed. Move actions include standing up from prone, drawing or sheathing a weapon, opening a door, loading a light crossbow, and moving your speed. In a typical round, a character can take a move action and a standard action, or he can take a second move action in place of his standard action.
- **natural armor bonus**
 - A bonus to AC resulting from a creature's naturally tough hide. **Natural armor bonuses stack with all other bonuses to AC (even armor bonuses) except other natural armor bonuses.** Some magical effects (e.g. *barkskin*) grant an enhancement bonus to the creature's existing natural armor bonus, which has the effect of increasing the natural armor's overall bonus to AC. A natural armor bonus doesn't apply against touch attacks.
- **natural reach**
 - The distance from which a creature can make a melee attack. The creature threatens all squares within that distance from its space.
- **nauseated**
 - Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a creature can take is a single move action per turn, **plus free actions (except for casting quickened spells).**
- **one-handed weapon**
 - ~~A weapon with a size category the same as that of the wielder.~~ A weapon designed for use in one hand (e.g. a longsword), often either along with a shield or a light weapon in the other hand. A one-handed weapon is considered to be an object one size category smaller than its designated wielder (e.g. a Medium longsword is a Small object).
- **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 can't take any other actions.** In addition, it takes a **-2 morale** penalty on 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, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.**
- **paralyzed**
 - Frozen in place and unable to move or act, such as by *hold person*. A paralyzed character has effective STR and DEX scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature – ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.
- **partial action** (*deleted*)
- **penalty**
 - A negative modifier to a die roll. **Penalties do not usually have a type, and always stack with other penalties (except those from the same source), unless otherwise stated.**
- **petrified**
 - Turned to stone. ~~Petrified characters cannot move or take actions of any kind, and they have effect STR and DEX scores of 0. They are completely unaware of what occurs around them, since all of their senses have ceased to operate.~~ Petrified characters are considered unconscious.
 - If a petrified character cracks or breaks, but the broken pieces are joined with the body as it returns to flesh, he is unharmed. Otherwise, the DM must assign some amount of permanent hit point loss and/or debilitation.
- **platinum piece (pp)**
 - A form of currency not in common circulation but occasionally found as treasure. One platinum piece is equivalent to 10 gold pieces.
- **profane bonus**
 - A bonus that stems from the power of evil. **Multiple profane bonuses on the same character or object do not stack. Only the highest profane bonus applies.**
- **prone**
 - Lying on the ground. An attacker who is prone has a **-4** penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone **gains a +4 bonus to AC** against ranged attacks, but **takes a -4 penalty to AC** against melee attacks.
- **racial bonus**
 - A bonus granted because of the culture a particular creature was brought up in or because of innate characteristics of that type of creature. **If a creature's race changes (for instance, if it dies and is reincarnated), it loses all racial bonuses it had in its previous form.**

- **reaction**
 - Acting in response to a situation or circumstance beyond one's control. For example, the DM may call for a Listen check as a reaction to see if you hear something you weren't specifically trying to hear.
- **redirect a spell**
 - Redirect an active spell's effect at a specific target or targets. Redirecting a spell is a move action and does not provoke an attack of opportunity.
- **resistance bonus**
 - A bonus on saving throws that provides extra protection against harm. Multiple resistance bonuses on the same character or object do not stack. Only the highest resistance bonus applies.
- **sacred bonus**
 - A bonus that stems from the power of good. Multiple sacred bonuses on the same character or object do not stack. Only the highest sacred bonus applies.
- **shaken**
 - Mildly fearful. A shaken character takes a -2 morale penalty on attack rolls, saving throws, skill checks, and ability checks.
- **shield bonus**
 - A bonus to AC granted by a shield or by a spell or magical effect that mimics a shield. Shield bonuses stack with all other bonuses to AC except other shield bonuses. A magic shield typically grants an enhancement bonus to the shield's shield bonus, which has the effect of increasing the shield's overall bonus to AC. A shield bonus granted by a spell or magic item typically takes the form of an invisible, tangible field of force that protects the recipient. A shield bonus doesn't apply against touch attacks.
- **sickened**
 - Mildly ill. A sickened character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.
- **silver piece (sp)**
 - The most prevalent form of currency among commoners. Ten silver pieces are equivalent to 1 gold piece.
- **space**
 - The amount of floor space a creature requires to fight effectively, expressed as one dimension of a square area (for example, a creature with a space of 10 feet occupies a 10 ft. x 10 ft. area on the battle grid). Space determines how many creatures can fight side by side in a corridor, as well as how many creatures can attack a single opponent at once. A creature's space depends on both its size and its body shape. Sometimes also called fighting space.
- **special qualities**
 - Characteristics possessed by certain monsters (and sometimes characters) that are distinctive in some way. See the *Monster Manual*.
- **speed**
 - The number of feet a creature can move when taking a **standard move** action.
- **spell resistance (SR)**
 - A special defensive ability that allows a creature or item to resist the effects of spells and spell-like abilities. Supernatural abilities are not subject to spell resistance. To overcome a creature's spell resistance, the caster of the spell or spell-like ability must equal or exceed the creature's spell resistance with a caster level check.
- **spontaneous casting**
 - The special ability of a cleric to drop a prepared spell (but not a domain spell) to gain a *cure* or *inflict* spell of the same level or lower, or of a druid to drop a prepared spell to gain a *summon nature's ally* spell of the same level or lower. Since the substitution of spells occurs on the spur of the moment, clerics need not prepare their *cure* or *inflict* spells in advance, nor do druids need to prepare their *summon nature's ally* spells in advance.
- **square**
 - A square on the battle grid. A square is 1 inch on a side and 5 ft. x 5 ft. area. The terms "1 square" and "5 feet" are generally interchangeable.
- **staggered**
 - Having **subdual nonlethal** damage exactly equal to current hit points. A staggered character may take a **single move action** or **standard action** each round (but not both, nor can she take full-round actions).
- **standard action**
 - The most basic type of action. ~~Standard actions allow a character to perform an action and move a distance less than or equal to his or her speed. In a typical round, a character can take a standard action and a move action, but he can't take a second standard action in place of his move action.~~
- **stunned**
 - A stunned character drops everything held, can't take actions, takes a -2 penalty to AC, and loses his DEX bonus to AC (if any).
- **subdual damage** ► nonlethal damage
- **subschool**
 - A category of spells within a school of magic. For example, charm and compulsion are subschools within the school of enchantment.
- **subtype**
 - A subdivision of creature type. For example, humans and elves are both of the humanoid type, but each of those races also constitutes its own subtype of humanoid.
- **take 20**
 - To assume that a character makes sufficient retries to obtain the maximum possible check result (as if a 20 were rolled on 1d20). Taking 20 takes as much time as making twenty separate skill checks (usually at least 2 minutes). Taking 20 assumes that the character fails many times before succeeding, and thus can't be used if failure carries negative consequences.
- **temporary hit points**
 - Hit points gained for a limited time through certain spells (e.g. *aid*) and magical effects. When a character with temporary hit points is dealt damage, deduct the damage from temporary hit points first, then deduct any remaining damage from the character's actual (nontemporary) hit points. Temporary hit points can cause a character's hit point total to exceed its normal maximum.
- **threaten**
 - To be able to attack in melee without moving from your current space. A creature typically threatens all squares within its natural reach, even when it is not its turn to take an action. For a Medium or Small creature this usually includes all squares adjacent to its space. Larger creatures threaten more squares, while smaller creatures may not threaten any squares except their own.
- **total concealment**
 - Attacks against a target with total concealment have a 50% miss chance. Total concealment blocks line of sight.
- **total cover**
 - Attacks against a target that has total cover automatically fail. Total cover blocks line of sight and line of effect.
- **transitive plane**
 - A plane of existence often used to travel from one place (or plane) to another. The Astral Plane, the Ethereal Plane, and the Plane of Shadow are all transitive planes.
- **two-handed weapon**
 - ~~A weapon with a size category one step larger than that of the wielder.~~ A weapon designed for use in two hands (e.g. a greatsword). A two-handed weapon is considered to be an object of the same size as its designated wielder (e.g. a Medium greatsword is a Medium object).
- **unconscious**
 - Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -9 , or from **subdual nonlethal damage** in excess of current hit points. A character who is unconscious as a result of having current hit points between -1 and -9 who becomes stable has a 10% chance every hour to become conscious. A character who is unconscious as a result of having nonlethal damage in excess of current hit points has a 10% chance every minute to wake up and be staggered.