

From: Robert Vaessen dungeon_master@robsworld.org
Subject: Re: New Character
Date: August 21, 2011 at 10:55
To: Sean O'Brien sobrien4444@yahoo.com
Cc: Robert Vaessen dungeon_master@robsworld.org



Sean -

No problem...

1. When you use the 'Spirit of Flame' to hit and add fire damage, you must use your fists/feet 'unarmed attacks'. Per the description - "Flames flick and flit from your fingertips," I will permit an extension to your feet, as in a monks unarmed attacks, but this power is not extended to attacks with any type of weapon (unlike a standard monk ability to extend such attacks to those weapons deemed 'special 'monk' weapons'). Note: Although the 'Spirit of Flame' imbues a magical +1 enchantment to your unarmed attacks, it does not add a +1 to hit or damage (as stated in the item). This bonus is for purposes of determining whether your unarmed attacks are considered to be magical weapons (and the corresponding level of enchantment). i.e. for damage reduction.

2. Can you deliver a 'touch' spell while performing an unarmed attack? Yes, (see PHB, page 176 and discussions on the Wizards of the Coast website (Rules of the Game/Unarmed Attacks part 3)). In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates. As 'Rules of the Game' (The WotC official rules discussions) has noted, you can use an unarmed attack to deliver a spell with touch range. You make the unarmed attack as you would normally. In this case, delivering a touch spell doesn't provoke an attack of opportunity, because you are also attacking with an unarmed attack. If your attack roll is high enough to hit your target's regular Armor Class (not just its touch Armor Class), you deal unarmed strike damage and you also deliver the spell. If your attack roll fails to hit your target's regular Armor Class, the attack fails. It deals no damage and you don't deliver the spell either. You are, however, still holding the spell, just as if you failed with a touch attack.

In the case you described, yes you could deliver both fire and cold damage in a single attack; provided you achieve a 'to hit' score high enough to surpass the opponents AC.

3. Using the 'Here and Not Here' ability, is it possible to get out of a grapple? Excellent question. The answer is essentially 'yes'. For example. You are in a grapple. Being pinned by 'Garock the Grappler' a Giant who fancies himself an expert wrestler. He's got you pinned, and he's crushing the life out of you.

In round three (First round that you're pinned), you use a move action to establish an alternate location; say the ledge twenty feet up on the wall to the right of his mammoth head. Using a standard action you attack Garock with your unarmed strike. Unfortunately, Garock has DR 20/+2, and your attack only causes 14 damage. He takes no damage from the physical blow, and continues to squeeze the life out of you.

In round four, Garock attacks first, causing more crushing damage. you're near the point of unconsciousness. You then use your 'Here and Not Here' ability to teleport out of the grapple and hope the ledge holds your weight.

I hope this helps. Please feel free to respond with any additional questions.

- Robert

On Aug 21, 2011, at 05:38, Sean O'Brien wrote:

3 more questions...

When I use the spirit of flame to hit and add fire damage, can I use my staff instead of fists and feet?

When I use the spirit of flame to hit and add fire damage can I charge it with a touch spell as well and do both types of damage? Example, cast chill touch and the next round hit the enemy with both cold and fire damage?

Using the Here and not here, is it possible to get out of a grapple? If so, can I use a move action to choose a location and a standard to attack? Then next round teleport to the new location and run like hell using my remaining move action?

--- On **Sat, 8/20/11, Robert Vaessen** <dungeon_master@robsworld.org> wrote:

From: Robert Vaessen <dungeon_master@robsworld.org>

From: Robert Vaessen <vaessen_master@robsworld.org>

Subject: Re: New Character

To: "Sean O'Brien" <sobrien4444@yahoo.com>

Date: Saturday, August 20, 2011, 6:22 AM

Sean -

I've created magic items for your character, and some places known in Whillip. Your character has lived in Whillip for a total of two years (please make note of this somewhere on your character sheet).

Attached is a spreadsheet for your places known in Whillip. You may share these locations with the rest of the party, or keep them to yourself.

The magic items are not 'Items' or material possessions. You can't trade them, sell them or give them away.

While reviewing your character, a couple of things occurred to me.

Chaos Gnome is fine.

You really should consider the 'Eschew Materials' feat (see PHB, page 93). Without it, you'll be unable to retain/keep material components for most spells requiring material components. In addition, casting spells with the more expensive components will be very difficult (unless someone else happens to have and gives you the component). I suggest you review the available spells to determine which ones use Material Components, then figure out whether you will be o.k. casting spells that have no material components. If you feel that you will need to cast spells with material components, I recommend that you take 'Eschew Materials'. Alternatively (according to the 'Book of Exalted Deeds' page 30), an ascetic spellcaster can sacrifice experience points in place of expensive components, with 1 XP equivalent to 5 gp value of components. This may be acceptable, as most adventures in this campaign reap more XP than necessary to advance.