

SPEAKING DURING COMBAT:

During combat, a character* may only speak when it is their turn, unless they have an Intelligence bonus. If a character has an intelligence bonus, they may speak during other character's turns as well as their own. All characters get a minimum of one speaking turn per combat round. The minimum/default speaking turn may only be used during that character's turn. Characters with an Intelligence bonus receive (Intelligence modifier -1) additional speaking opportunities during the combat round.

Intelligence 14-15: +1 speaking opportunity

Intelligence 16-17: +2 speaking opportunities

Intelligence 18-19: +3 speaking opportunities

For Int. above 19. See PHB pg 8.

A character may not speak more times than there are characters involved in the combat. For example: Two player characters are fighting a Troll. Character A. has an 18 Intelligence. He may speak during his turn, during character B's turn and during the Trolls turn (he's counted as a character). Character A. may not speak a 4th time during the combat round.

A character may always refrain from speaking. In addition, a character may refrain from speaking during his/her turn, while still retaining the ability/reserving the right to speak *out-of-turn*. Provided the character has an appropriate Intelligence modifier.

When characters speak '*out of turn*', they may do so before or after another character's turn. Characters may speak during an opponent's turn as well. Once again, they may speak before or after the other character's turn. They may not speak during another player's turn. They may not interrupt that character's turn with their speech.

Under no conditions does speaking '*out of turn*' create a '*command word*' activation situation. Characters may only use verbal '*commands*' (to trigger spells, magic items, spell like effects, etc.) during their turn.

In order to facilitate this rule; players will not be prompted to speak or not speak during any turn (by the DM). Instead, they should act on their own, prefacing '*in character*' speech with the phrase "*I'm speaking here*". A raised hand may also be appropriate to draw attention to your action/speech.

When can't you speak? - You (a player character, an NPC, or a monster) cannot speak out of turn unless you have an intelligence modifier. You cannot speak if you are surprised. According to the PHB (pg 144), some DMs may rule that a character can't speak while flat-footed (and thus can't warn allies of a surprise threat until he/she has a chance to act). Unless otherwise noted (perhaps by an alternate DMs ruling), our campaign will adhere to this premise - You can't speak if you're flat-footed.

Keep in mind that a combat round only lasts six seconds. Characters may not use their speaking turns to recite great epics, give long elaborate speeches, or offer intricate instructions/suggestions. The DM may impose a time limit if he/she feels that characters are abusing this rule.

*Character implies player or non-player characters, including monsters.