

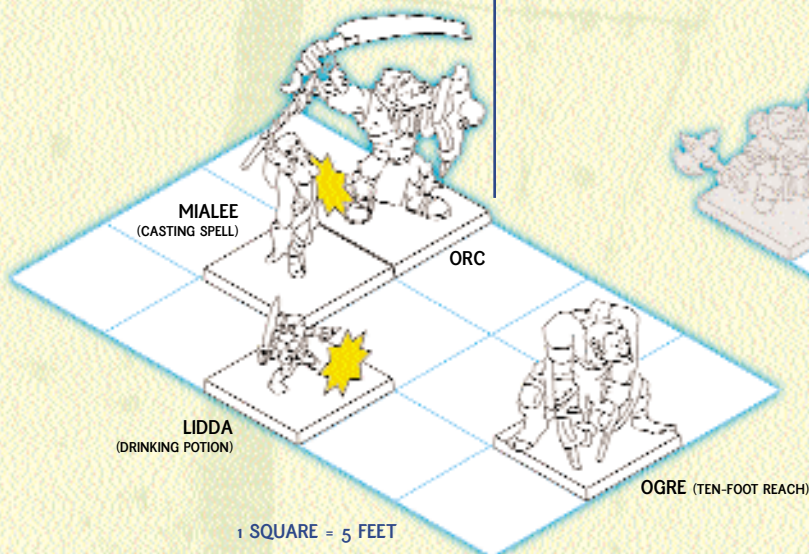
FROM THE PAGES OF Dragon MAGAZINE



ROLE MODELS

You've learned the new rules, and now you want to show your friends how to play. You can expect a lot of questions about attacks of opportunity, a new feature in D&D combat. Here are five diagrams to help you demonstrate attacks of opportunity to your friends.

Example of Provoking Attacks of Opportunity by Acting: Mialee provokes an attack of opportunity from the orc if she casts a spell. The ogre has a 10-foot reach, so Lidda provokes an attack of opportunity if she drinks a potion.



Making Attacks of Opportunity

An attack of opportunity is a single melee attack. Given a chance, you can make one attack of opportunity per round.

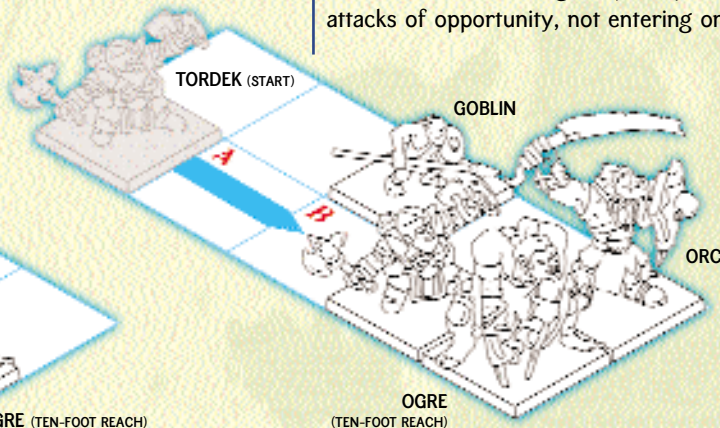
Provoking Attacks of Opportunity by Acting

You provoke an attack of opportunity if you do something such as cast a spell, attack with a ranged weapon, or drink a potion in a square that an enemy threatens (that is, a square into which the enemy can make a melee attack).

Provoking Attacks of Opportunity by Moving

You provoke an attack of opportunity when you move out of a threatened square.

Example of Provoking Attacks of Opportunity by Moving: Tordek charges past the goblin to attack the ogre. He provokes an attack of opportunity from the goblin when he leaves a space it threatens (A). If the goblin doesn't attack him when he leaves square A, it can attack him when he leaves square B. Tordek also provokes an attack of opportunity from the ogre when he leaves a square that it threatens (B). (The ogre has a 10-foot reach, so it threatens Square B.) He does not provoke an attack of opportunity from the orc because *leaving* a square provokes attacks of opportunity, not *entering* one.



EXCEPTIONS TO THE PREVIOUS RULES

Flat-Footed

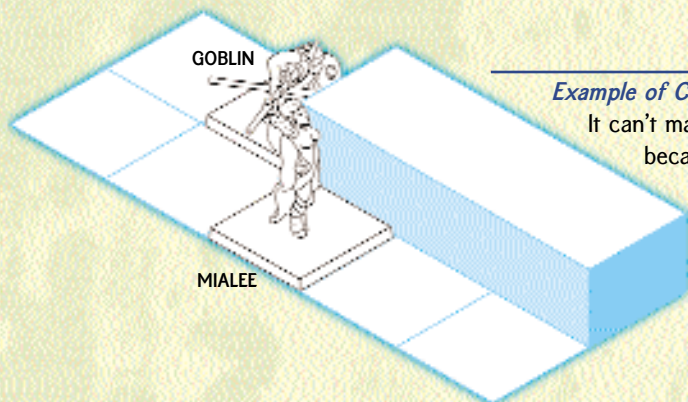
You can't make an attack of opportunity if you're flat-footed (unless you have the feat Combat Reflexes).

Cover

You can't make an attack of opportunity against a creature with one-half cover or better.

Combat Reflexes

If you have the feat Combat Reflexes, you might be able to make more than one attack of opportunity per round. (But you still can't make more than one attack of opportunity against a single enemy.)



Example of Cover: Mialee casts *magic missile* at the goblin. It can't make an attack of opportunity against her because she has one-half cover (from the corner).

Casting on the Defensive

A spellcaster can avoid an attack of opportunity by casting on the defensive. (When you cast on the defensive, you duck and weave as if you were fighting in melee combat.) Casting on the defensive is hard; you have to make a Concentration check (DC = 15 + spell level) or lose the spell.

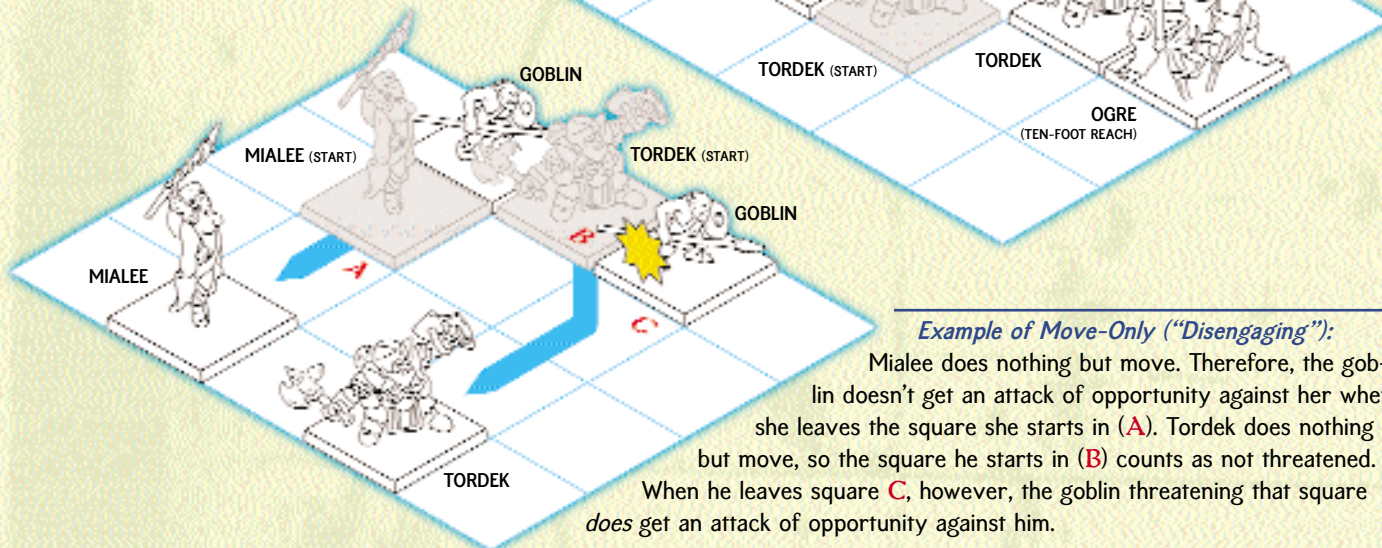
Move-Only ("Disengaging")

If all you do on your turn is move (not run, not move and ready an action, not move and do something else), the square you start in is not considered threatened. (It's "safe.") That means you don't provoke any attacks of opportunity for leaving that square. (If you enter any other threatened squares, however, you provoke attacks of opportunity for leaving them, as normal.)

Five-Foot Step ("Adjusting")

If you move no more than 5 feet in a round, that movement does not provoke an attack of opportunity.

Example of Five-Foot Step ("Adjusting"): Mialee takes a 5-foot step to get away from the goblin and then casts *magic missile*. She's safe. Tordek takes a 5-foot step to get next to the ogre. He's safe, too ... from opportunity attacks anyway.



Example of Move-Only ("Disengaging"):

Mialee does nothing but move. Therefore, the goblin doesn't get an attack of opportunity against her when she leaves the square she starts in (A). Tordek does nothing but move, so the square he starts in (B) counts as not threatened. When he leaves square C, however, the goblin threatening that square does get an attack of opportunity against him.