

Pathfinder FAQ wrote on Mar 6, 2015, 06:10 pm:
<http://paizo.com/paizo/faq/v5748nruor1fm#v5748eaic9t3f>

Q: Size Changes, Effective Size Changes, and Damage Dice Progression: I'm confused by how to increase and decrease manufactured and natural weapon damage dice when the weapon's size or effective size changes. There's a bunch of different charts, and I'm not sure which to use.

A: When the damage dealt by a creature's weapons or natural attacks changes due to a change in its size (or the size of its weapon), use the following rules to determine the new damage.

- If the size increases by one step, look up the original damage on the chart and increase the damage by two steps. If the initial size is Small or lower (or is treated as Small or lower) or the initial damage is 1d6 or less, instead increase the damage by one step.
- If the size decreases by one step, look up the original damage on the chart and decrease the damage by two steps. If the initial size is Medium or lower (or is treated as Medium or lower) or the initial damage is 1d8 or less, instead decrease the damage by one step.
- If the exact number of original dice is not found on this chart, apply the following before adjusting the damage dice. If the damage is a number of d6, find the next lowest number of d6 on the chart and use that number of d8 as the original damage value (for example, 10d6 would instead be treated as 8d8). If the damage is a number of d8, find the next highest number of d8 on the chart and use that number of d6 as the original damage value (for example, 5d8 would instead be treated as 6d6). Once you have the new damage value, adjust by the number of steps noted above.
- If the die type is not referenced on this chart, apply the following rules before adjusting the damage dice. 2d4 counts as 1d8 on the chart, 3d4 counts as 2d6 on the chart, and so on for higher numbers of d4. 1d12 counts as 2d6 on the chart, and so on for higher numbers of d12.
- Finally, 2d10 increases to 4d8 and decreases to 2d8, regardless of the initial size, and so on for higher numbers of d10.

Pathfinder FAQ wrote on Mar 27, 2015:
<http://paizo.com/paizo/faq/v5748nruor1fm#v5748eaic9t5u>

Q: Size increases and effective size increases: How does damage work if I have various effects that change my actual size, my effective size, and my damage dice?

A: As per the rules on size changes, size changes do not stack, so if you have multiple size changing effects (for instance an effect that increases your size by one step and another that increases your size by two steps), only the largest applies. The same is true of effective size increases (which includes "deal damage as if they were one size category larger than they actually are," "your damage die type increases by one step," and similar language). They don't stack with each other, just take the biggest one. However, you can have one of each and they do work together (for example, enlarge person increasing your actual size to Large and a bashing shield increasing your shield's effective size by two steps, for a total of 2d6 damage).

| Damage Dice Progression Chart | | Avg |
|-------------------------------|-----|-----|
| 1 | ↑ ↓ | 1 |
| 1d2 | ↑ ↓ | 2 |
| 1d3 | ↑ ↓ | 2 |
| 1d4 | ↑ ↓ | 3 |
| 1d6 | ↑ ↓ | 4 |
| 1d8 2d4 | ↑ ↓ | 5 |
| 1d10 | ↑ ↓ | 6 |
| 2d6 3d4, 1d12 | ↑ ↓ | 7 |
| 2d8 4d4 | ↑ ↓ | 9 |
| 3d6 5d4 | ↑ ↓ | 11 |
| 3d8 6d4, 2d10 | ↑ ↓ | 14 |
| 4d6 7d4, 2d12 | ↑ ↓ | 14 |
| 4d8 8d4, 5d6, 3d10 | ↑ ↓ | 18 |
| 6d6 5d8, 3d12 | ↑ ↓ | 21 |
| 6d8 12d4, 7d6, 4d10 | ↑ ↓ | 27 |
| 8d6 7d8, 4d12 | ↑ ↓ | 28 |
| 8d8 16d4, 9d6, 5d10 | ↑ ↓ | 36 |
| 12d6 20d4, 9d8, 7d10, 6d12 | ↑ ↓ | 42 |
| 12d8 24d4, 13d6, 8d10 | ↑ ↓ | 54 |
| 16d6 13d8, 10d10, 8d12 | ↑ ↓ | 56 |

Follow arrows for each "step" increase or decrease. Smaller text in each entry indicates equivalent dice, based on FAQ ruling. For dice not on chart, use next lowest number of dice of the same type, e.g. use 5d10 entry for 6d10.