

AQUATIC TERRAIN CHEAT-SHEET

Breathing

You can hold your breath for a number of rounds equal to twice your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

Swimming

Make a Swim check once per round while you are in the water. Success means you may swim at up to half your speed (as a full-round action) or at a quarter of your speed (as a move action). If you fail by 4 or less, you make no progress. If you fail by 5 or more, you sink.

Weapons and Attacks

Melee Attacks

Use the best, least-penalizing option; for example, a bite attack is considered bludgeoning, slashing, *and* piercing, and would deal normal damage. A claw attack, however, deals slashing and bludgeoning damage. A claw attack would take a -2 penalty to attack and deal half damage as per the table below.

Condition	Attack/Damage		Movement	Off Balance? ¹
	Slashing or Bludgeoning	Piercing		
Freedom of movement	normal/normal	normal/normal	normal	No
Has a swim speed	-2/half	normal	normal	No
Successful Swim check	-2/half ²	normal	quarter or half	No
Firm footing ³	-2/half ²	normal	half	No
None of the above	-2/half ²	-2/half	normal	Yes

¹ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

² A creature without *freedom of movement* effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

³ Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down: at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

Ranged Attacks

Use the penalties below in addition to the penalties on the table above.

Thrown weapons³ are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Fire

Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a caster level check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made the caster level check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Spellcasting Underwater

Casting spells while submerged can be difficult for those who cannot breathe underwater. A creature that cannot breathe water must make a concentration check (DC 15 + spell level) to cast a spell underwater (this is in addition to the caster level check to successfully cast a fire spell underwater). Creatures that can breathe water are unaffected and can cast spells normally. Some spells might function differently underwater, subject to GM discretion.

Freedom of Movement

The spell *freedom of movement* negates the penalty on melee attack rolls with bludgeoning and slashing weapons and allows creatures to move freely in all directions as if they had a swim speed equal to their base speed. Such creatures automatically succeed at all Swim checks.

Invisibility

An invisible creature displaces water and leaves a visible, body-shaped absence of water where it is located. The creature gains concealment (20% miss chance) rather than total concealment (50% miss chance).

Weapon and Attack Templates

Weapon Name _____ + attack bonus , damage (half/full) damage 19-20/x_? crit

Other Characteristics

Weapon Name _____ + attack bonus , damage (half/full) damage 19-20/x_? crit

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