

# Charging

Rules for charging are on DMG 66. Note that encumbered creatures cannot charge. Charging is a type E action in the [combat procedure](#).

## Outdoors

[MV](#) bonus when charging outdoors is only 33.33%, compared to the 100% bonus when indoors. Quadrupeds get a 50% bonus outdoors instead.<sup>1)</sup>

## Failing due to engagement

If a combatant declares a charge ([E](#)) but ends up unable to charge due to becoming engaged in melee before the charge, the charge does not happen at all (no attack on this round from charge, no +2, no AC penalty).

## From within melee

Can be done, but has the same downsides as [disengage-retreat](#) – enemies in melee each get a free rear+stunned attack against the charger, since the charger is breaking melee recklessly.

## Without intent to strike

A charge can be performed to obtain the once-per-turn extra movement even if the charger will not end up engaged or attack at the end of the movement.

<sup>1)</sup>

DMG 66.

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