# Rhino Hide

Aura: Moderate Transmutation; CL: 9th;  
Weight 25lbs; Price: 5,165 gp

## Description:

This +2 hide armor is made from rhinoceros hide. In addition to granting a +2 enhancement bonus to AC, it has a -1 armor check penalty and deals an addition 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.

## Charge:

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. Charging, however, carries tight restrictions on how you can move.

### Movement During a Charge

You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly towards the designated opponent. If you move a distance equal to your speed or less, you can also draw a weapon during a charge attack if your base attack bonus is at least +1.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). You must move to the closest space from which you can attack the opponent. If this space is occupied or otherwise blocked, you can’t charge. If any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can’t charge. Helpless creatures don’t stop a charge.

If you don’t have line of sight to the opponent at the start of your turn, you can’t charge that opponent.

You can’t take a 5-foot step in the same round as a charge.

If you are able to take only a standard action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed) and you cannot draw a weapon unless you possess the Quick Draw fet. You can’t use this option unless you are restricted to taking only a standard action on your turn.