

A list of possible actions you may perform in combat.

Standard Action	AoO[†]
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe ²
Bull rush	Yes
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Make a dying friend stable (see Heal)	Yes
Overrun	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe ³
Total defense	No
Turn or rebuke undead	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No

Move Action	AoO[†]
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon ⁴	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount a horse or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield ⁴	No
Retrieve a stored item	Yes

Full-Round Action	AoO[†]
Full attack	No
Charge ⁵	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes
Withdraw ⁵	No

[†]Turn card over for other actions.

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Free Action **AoO¹**

Cast a quickened spell	No
Cease concentration on a spell	No
Draw ammunition	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell ⁶	No
Speak	No

No Action **AoO¹**

Delay	No
5-foot step	No

Action Type Varies

Disarm ⁷	Yes
Grapple ⁷	Yes
Trip an opponent ⁷	Yes
Use feat ⁸	Varies

- 1 Regardless of the action, if you move out of a threatened square, you usually provoke an AoO. This column indicates whether the action itself, not moving, provokes an AoO.
- 2 If you aid someone performing an action that would normally provoke an AoO, then the act of aiding another provokes an AoO as well.
- 3 If the object is being held, carried, or worn by a creature, yes. If not, no.
- 4 If you have a BAB of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
- 5 May be taken as a standard action if you are limited to taking only a single action in a round.
- 6 Unless the component is an extremely large or awkward item.
- 7 These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an AoO.
- 8 The description of a feat defines its effect.

⁸Turn card over for other actions.

AID ANOTHER (COMBAT) [STANDARD ACTION]

You help an ally attack or defend in melee combat by distracting the target.

1. Make a melee attack roll against AC 10.
2. *Success?* Your ally gains one of two benefits against one target, usable until the beginning of your next turn:
 - +2 to his next attack roll against that target.
 - +2 to AC against that target's next attack.

Things to Consider

- You must be in a position to make a melee attack against the target.
- Multiple combatants can aid the same ally.
- Bonuses from *aid another* stack.

AID ANOTHER (SKILL) [STANDARD ACTION]

You help an ally achieve success on his skill check by making the same kind of skill check in a cooperative effort.

1. Make a skill check against DC 10.
2. *Success?* Your ally gains +2 to his next skill check of the same type.

Things to Consider

- You must be in a position to help your ally perform the same skill.
- You cannot take 10 or 20 on this check.
- There could be cases where your help would not be beneficial or only a limited number of allies could help at once.
- Bonuses from *aid another* stack.

BULL RUSH [STANDARD ACTION]

You attempt to push an target straight back instead of damaging him.

1. Move into target's space.
 - Provokes an AoO from each opponent that threatens you (including the target).
 - AoO's made against you by anyone other than the target have a 25% chance of accidentally hitting the target.
 - AoO's made against the target by anyone other than you have a 25% chance of accidentally targeting you instead.
2. Make an opposed Str check.
 - +4 for each size above Medium.
 - -4 for each size below Medium.
 - +2 if you are charging.
 - Target receives +4 if he has more than two legs or is otherwise exceptionally stable.
3. *Success?* You push the target back 5 ft.
 - The target provokes AoO's if threatened.
 - You can push the target back 5 ft. for each 5 points your check beat his (you and the target both move, provoking AoO's in this case, but not from each other; you cannot exceed your normal movement limit).
4. *Failure?* You move 5 ft. back.
 - If that space is occupied, you fall prone in that space.

Things to Consider

- You can bull rush as part of a charge (see *charge*).
- You can only bull rush a target that is one size category larger, the same size, or one size category smaller.
- With the Improved Bull Rush feat, you do not provoke an AoO from the target and you receive +4 to the Str check.

CASTING DEFENSIVELY [STANDARD ACTION]

You concentrate on defending yourself while casting.

1. Roll a concentration check (DC 15 + spell level).
 - Does not provoke an AoO.
2. *Success?* Your spell is cast.
3. *Failure?* You lose the spell.

CHARGE [FULL-ROUND ACTION]

You run up to your target and attack.

1. Move in a straight line (at least 10 ft., up to twice your speed) and make a single melee attack.
 - You must move to the closest space from which you can attack the target (if this space is occupied or otherwise blocked, you cannot charge).
 - If any line from your starting space to the ending space passes through a square that blocks or slows movement, or contains a creature (even an ally), you cannot charge (helpless creatures do not stop a charge).
2. Your melee attack gains +2 on the attack roll and you suffer -2 to AC for 1 round.

Things to Consider

- You cannot take a 5-foot step in the same round as a charge.
- You must move before your attack.
- Even if you have extra attacks, you only get to make one attack during the charge.
- If restricted to only a standard or a move action, you can still charge, but you are only allowed to move up to your speed (still at least 10 ft.).
- A lance deals double damage if employed by a mounted combatant in a charge.
- Some weapons deal double damage when readied against a charging combatant (see *ready*).

You are concealed from sight by poor visibility or some other effect.

Partial: 20% miss chance.

- If the attack would normally hit you, your target must still make a miss chance roll to see if he missed.

Total: You cannot be attacked directly, but a target can attack a square he thinks you occupy; if he successfully targets your square, the attack has a 50% miss chance.

- Target has line of effect, but not line of sight.
- An attacker cannot execute AoO's against you.

Things to Consider

- You have concealment against ranged or reach attacks if any line from any corner of your target's square to the same corner of your square passes through a square or the border of a square that provides concealment.
- You have concealment against melee attacks if your space is entirely within an effect that grants concealment.
- Some magical effects provide concealment against all attacks, regardless of any intervening concealment.
- Multiple concealment conditions do not stack.
- Concealment allows you to make Hide checks.
- Poor illumination does not provide concealment against targets with darkvision.
- Invisible targets can be detected with a successful Spot check (invisible targets receive +20 to Hide checks if moving or +40 if not moving).

A list of possible actions you may perform in combat.

Ability Damage: Str 0: subject falls to the ground and is helpless; Dex 0: subject is paralyzed; Con 0: subject is dead; Int, Wis, or Cha 0: subject is unconscious.

Blinded: -2 to AC, no Dex bonus to AC, moves at half speed, and -4 to Search checks and all Strength- and Dexterity-based checks (checks and activities that rely on vision automatically fail). All opponents are considered to have total concealment (see *concealment*).

Confused: Roll d% at beginning of turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest target. A confused subject that cannot carry out the indicated action does nothing but babble incoherently. A confused subject that is attacked automatically attack his attacker on his next turn if he is still confused. A confused subject cannot make AoO's against any target that it is not already devoted to attacking.

Cowering: -2 to AC, no Dex bonus, and can take no actions.

Dazed: Can take no actions.

Dazzled: -1 to attack rolls, Search checks, and Spot checks.

Deafened: -4 to initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components.

Energy Drained: For each negative level: -1 to attack rolls, saving throws, skill checks, and ability checks; loss of 5 hit points; and -1 to effective level for determining the power, duration, DC, and other details of spells or special abilities. A spellcaster loses one spell slot from the highest spell level castable. If the subject has as many negative levels as Hit Dice, he dies.

Entangled: -2 to attack rolls, -4 to Dex, moves at half speed, and cannot run or charge. An entangled subject who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted: -6 to Str and Dex and moves at half speed. After 1 hour of complete rest, subject becomes fatigued. Fatigued subjects become exhausted by doing something else that would normally cause fatigue.

**Turn card over for other conditions.*

A list of possible conditions your character may face in combat.

Fascinated: -4 to skill checks made as reactions. Subject stands or sits quietly, taking no actions other than to pay attention to the fascinating effect. Potential threats allow the fascinated subject a new saving throw against the effect. Obvious threats automatically break the effect. An ally may shake subjects free of the spell as a standard action.

Fatigued: -2 to Str and Dex and cannot run or charge. After 8 hours of complete rest, subject is no longer fatigued. Fatigued subjects become exhausted by doing something else that would normally cause fatigue.

Frightened: -2 to attack rolls, saving throws, skill checks, and ability checks. Subject flees from the source of his fear. If unable to flee, he may fight. A frightened subject can use special abilities, including spells, to flee if it is the only way to escape.

Helpless: A helpless subject is treated as having a Dex of 0 (-5 modifier). +4 to melee attacks against a helpless subject.

Nauseated: Unable to attack, cast spells, concentrate on spells, or do anything requiring attention. May only take a single move action per turn.

Panicked: -2 to saving throws, skill checks, and ability checks. Subject drops everything he holds and flees from the source of his fear, as well as any other dangers he encounters, along a random path. He cannot take any other actions. If cornered, subject cowers. A panicked subject can use special abilities, including spells, to flee if they are the only way to escape.

Paralyzed: A paralyzed subject is treated as having a Dex and Str of 0, is helpless, and can only take purely mental actions. A winged subject flying in the air falls and a swimmer starts to drown.

Prone: -4 to melee attack rolls, -4 to AC against melee attacks, +4 to AC against ranged attacks, and cannot use a ranged weapon (except for a crossbow).

Shaken: -2 to attack rolls, saving throws, skill checks, and ability checks.

Sickened: -2 to attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stunned: -2 to AC, loses Dex bonus to AC, and cannot take any action. Subject drops everything he holds.

**Turn card over for other conditions.*

COUNTERSPELL [STANDARD ACTION]

You attempt to negate a spell being cast.

1. Ready an action against the target (see *ready*).
2. If the target tries to cast a spell, make a Spellcraft check (DC 15 + spell's level) as a free action to identify the spell.
 - If the check fails, you cannot counterspell.
3. If you are able to cast the same spell (or an opposed one) and are within range, you do so as your readied action, negating the target's spell.
 - If you cast spells spontaneously, you must know the spell.
 - If you prepare spells, you must have it prepared.

Things to Consider

- Counterspelling works even if one spell is divine and the other arcane.
- Metamagic is irrelevant with regard to counterspelling.
- You can use *dispel magic* to counterspell without having to identify the spell with a dispel check (1d20 + your caster level [max. +10]) against DC 11 + target's caster level.
- With the Improved Counterspell feat, you can use any spell that is of the same school and at least the same level to negate a spell.

You use an object, wall, or creature for protection.

Partial: +4 to AC, attackers cannot execute AoO's against you, and +2 on Reflex saves against attacks or bursts that originate from the other side of the cover.

- Semisolid obstacles (including creatures) can provide you with soft cover against ranged attacks (+4 to AC, no Reflex bonus, cannot make Hide checks).

Total: No attacks may be made against you.

Things to Consider

- You have cover from ranged or reach attacks if any line from any corner of your target's square to the same corner of your square passes through a square or the border of a square that provides cover, including a creature's space.
- You have cover against melee attacks if any line from any corner of your target's square to the same corner of your square passes through a solid obstacle (including low obstacles).
- A low obstacle (up to half your height) provides partial cover, but only if you are within 30 feet of it; the attacker can ignore the cover if he is closer to the obstacle than you are.
- Cover allows you to make Hide checks.
- Creatures with a space larger than 5 feet (1 square) do not have cover unless all of the squares it occupies fulfill these requirements.
- Spread effects negate the Reflex bonus derived from cover.

You voluntarily reduce your initiative result for the rest of the combat.

- I.** You take no action and then act normally on whatever initiative count you decide to act.
- Your initiative result is reduced for the rest of the combat.

Things to Consider

- You never get back the time you spend waiting.
- You cannot interrupt anyone else's action.
- If you come to your next action and have not yet performed an action, you do not get to take the delayed action.
- If you take the delayed action during the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

DISARM [STANDARD ACTION]

You attempt to remove one weapon or item from your target's possession.

1. Provokes an AoO from the target.
 - If damage is dealt, the disarm fails.
2. Make an opposed attack roll.
 - +4 for a two-handed weapon.
 - -4 for a light weapon (unarmed strikes always count as a light weapon).
 - -4 to the target if the item is not a melee weapon.
 - +4 if the item is poorly secured or otherwise easy to grab (you cannot take items that are well secured unless pinning the target; see *grapple*, *while in a...*)
 - The larger combatant receives +4 for each size category difference
3. *Success?* The target is disarmed.
 - If you were unarmed, you now hold the weapon; otherwise, the weapon is on the ground in the target's square.
4. *Failure?* The target may attempt to disarm you without provoking an AoO.
 - If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

Things to Consider

- Spiked gauntlets cannot be disarmed.
- Locked gauntlets grant +10 to the opposed attack roll.
- With the Improved Disarm feat, you do not provoke an AoO and you receive +4 to your opposed attack roll.

FEINT [STANDARD ACTION]

You attempt to deceive your target to throw him off-guard.

1. Make a Bluff check opposed by your target's Sense Motive check (the target may add his BAB).
 - -4 against a nonhumanoid.
 - -8 against a target with Int 1 or 2.
 - Feinting is impossible against non-intelligent creatures.
2. *Success?* The next melee attack you make against the target does not allow him to use his Dex bonus to AC.

Things to Consider

- With the Improved Feint feat, you can attempt a feint as a move action.

FIGHTING DEFENSIVELY [SEE BELOW]

You concentrate on defending yourself in melee combat.

Standard Action: You gain a +2 dodge bonus to AC until your next turn, but suffer -4 to attacks.

- This bonus stacks with Combat Expertise.

Full-Round Action: You gain a +2 dodge bonus to AC until your next turn, but suffer -4 to attacks.

- This bonus does not stack with Combat Expertise.

Total Defense: As a standard action, you give up your attack to receive a +4 dodge bonus to AC until your next turn.

- This bonus does not stack with Combat Expertise.
- You cannot make AoO's.

Things to Consider

- If you have 5 or more ranks in Tumble, your AC bonus for fighting defensively increases to +3 and your AC bonus for total defense increases to +6.

You and an ally threaten the target from opposite sides.

- I.** +2 to a melee attack if your target is threatened by an ally on the opposite border or corner.
- Two allies flank a target when you can trace an imaginary line between the allies' centers—if the line passes through opposite border of the target's space (including corners), then the target is flanked (*exception*: If a flanker takes up more than 1 square, it flanks if any square it occupies counts for flanking).

Things to Consider

- Only an ally that threatens the defender can flank.
- Creatures with a reach of 0 feet cannot flank an opponent.

GRAPPLE (STARTING A...) [STANDARD ACTION]

You attempt to grab and hold onto your target.

1. Provokes an AoO from the target.
 - If it deals damage, the grapple attempt fails.
 - If you get multiple attacks, you can attempt multiple grapples (at successively lower BAB's).
2. Make a melee touch attack to grab the target.
 - If the attack fails, the grapple attempt fails.
3. Make an opposed grapple check as a free action.
 - *Success?* You and your target are now grappling, and you deal unarmed strike damage to the target.
 - *Failure?* The grapple attempt fails.
 - *Tie?* The combatant with the higher grapple check modifier wins; if this is a tie, roll again.
4. To maintain the grapple for later rounds, move into target's space (provokes an AoO from each opponent that threatens you, other than the target); does not count towards movement).
 - If you cannot move into your target's space, you cannot maintain the grapple and must immediately let go of the target.

Things to Consider

- A grapple check is: BAB + Str modifier + special size modifier (+4 for each size above Medium, -4 for each size below Medium; use this number in place of the normal size modifier you use when making an attack roll).
- Maximum target size is two sizes larger than you.
- A monster with the Improved Grab special attack does not provoke an AoO.
- With the Improved Grapple feat, you do not provoke an AoO and you receive +4 to your grapple check.

GRAPPLE (JOINING A...) [STANDARD ACTION]

You attempt to grab and hold onto a grappling target.

1. Make an opposed grapple check as a free action.
 - Does not provoke an AoO.
 - The grab is automatic.
2. You and your target are now grappling.

Things to Consider

- If there are multiple targets involved in the grapple, pick one to make the opposed grapple check against.
- Up to four combatants can grapple a single target.
- Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.
- To escape a grapple, your grapple check must beat the check results of each target.

GRAPPLE (WHILE IN A...) [SEE BELOW]

You attempt to perform actions while grappling your target.

While Grappling

- Draw a light weapon; counts as a move action.
- Attack at -4 with an unarmed strike, natural weapon, or light weapon; counts as an attack.
- Deal unarmed damage (-4 for lethal damage) with an opposed grapple check (monks deal lethal damage); counts as an attack.
- Use target's light weapon against him with an opposed grapple check (you do not gain possession of the weapon); if you win, attack with the weapon at -4 (does not require another action); counts as an attack.
- Break target's pin on another combatant with an opposed grapple check (the combatant is still grappling, but is no longer pinned); counts as an attack.
- Activate a non spell-trigger magic item; counts as a standard action.
- Retrieve a spell component; counts as a full-round action.
- Cast a 1-action spell with no somatic components or precise movement, and only if material components are in hand (Concentration DC 20 + spell level); counts as a standard action.
- Move grapple at half speed by winning an opposed grapple check (must beat all check results if multiple grapplers); +4 to move a pinned opponent if no one else is involved in grapple; counts as a standard action.
- Escape the grapple with an opposed grapple check (must beat all check results if multiple grapplers); counts as an attack (or with an Escape Artist check as a standard action); if you escape, you finish your action in any adjacent space.
- Pin target for 1 round with an opposed grapple check; counts as an attack.

While Pinning

- Damage target with opposed grapple check.
- Use target's light weapon against him.
- Move the grapple.
- Take an object worn by target; target gets +4 on his roll to resist your attempt (see *disarm*).
- Disallow target from speaking.

While Pinned

- You are immobile (not helpless) for 1 round (-4 to AC against combatants other than the pinner).
- Escape the pin with an opposed grapple check; counts as an attack (or with an Escape Artist check as a standard action); if you win, you escape the pin but are still grappling.

Things to Consider

- A grapple check is: BAB + Str modifier + special size modifier (+4 for each size above Medium, -4 for each size below Medium; use this number in place of the normal size modifier you use when making an attack roll).
- Some actions take the place of an attack; if your BAB allows multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower BAB's.
- You do not threaten any squares while grappling.
- You lose your Dex bonus to AC against targets you are not grappling.
- You cannot attack with two weapons.

MOUNTED COMBAT [SEE BELOW]

You attempt to perform actions while mounted.

1. Ride check (DC 20) to control heavy horses, light horses, and ponies in combat each round as a move action
 - If you fail, it becomes a full-round action
 - Warhorses and warponies do not need a Ride check to be controlled in combat.
2. Ride check (DC 5) to attack or defend yourself; counts as a free action.
 - If your mount moves more than 5 feet, you can only make a single melee attack.
 - -4 on ranged attacks on a mount's double move; -8 while running; attacks are made when the mount has completed half its movement (full attack action is allowed).
 - When charging, you deal double damage with a lance.
 - Spells are cast normally if the mount takes a move action before or after you cast; if it moves before and after casting, make a Concentration check (DC 10 + spell level); if running, Concentration check (DC 15 + spell level); spell is cast when the mount has completed half its movement.
 - If your mount charges, you also take the AC penalty; if you attack at the end of the charge, you receive the bonus gained from the charge (see *charge*).

Things to Consider

- You share your mount's space during combat.
- Mounts act on your initiative count.
- You move at your mount's speed on its action.
- If your mount falls, Ride check (DC 15) to take no damage; otherwise you fall and take 1d6 points of nonlethal damage.
- If knocked unconscious, you have a 50% chance to stay in the saddle (75% with a military saddle); otherwise you fall and take 1d6 points of nonlethal damage.
- Without you to guide it, your mount avoids combat.
- With the Mounted Archery feat, the penalties you take when using a ranged weapon while mounted are halved.

OVERRUN [STANDARD ACTION]

You attempt to plow past or over your target.

1. Move into the target's space.
 - Provokes an AoO from the target.
 - The target has the option to simply step aside and allow you to move through his space.
2. Make opposed Str check against target's Str or Dex (whichever is higher).
 - +4 for each size above Medium.
 - -4 for each size below Medium.
 - +2 if you are charging.
 - Target receives +4 if he has more than two legs or is otherwise exceptionally stable.
 - If mounted, your mount makes the Strength check (and applies its size modifier).
3. *Success?* Target is knocked prone and you move through his space.
 - If you are mounted and have the Trample feat, the target may not choose to avoid you, and your mount gets a free hoof attack at +4 on the prone target.
4. *Failure?* The target pushes you back 5 feet and may also knock you prone with the same opposed check.
 - If that square is occupied, you fall prone in that square.

Things to Consider

- You can only overrun a target one size category larger, the same size, or one size category smaller.
- With the Improved Overrun feat, the target may not choose to avoid you and you receive +4 to the Str check to knock down the target.

You prepare an action to be taken later.

1. To ready a standard, a move, or free action, specify the action you will take and the conditions under which you will take it.
 - Any time before your next action, you may take the readied action in response to that condition.
2. The readied action occurs just before the condition that triggers it.
 - If the triggered action is part of another combatant's activities, you interrupt the other combatant.
 - Assuming he is still capable of doing so, he continues his action once you complete your readied action.
3. Your initiative result changes to the count on which you took the readied action and you act immediately ahead of the combatant whose action triggered your readied action.

Things to Consider

- You can take a 5-foot step as part of your readied action, but only if you do not otherwise move any distance during the round.
- You may ready a counterspell against a spellcaster (see *counterspell*).
- You can ready certain piercing weapons, setting them to receive charges; a readied weapon of this type deals double damage if you score a hit with it against a charging combatant.

REBUKE UNDEAD [STANDARD ACTION]

You channel negative energy to affect undead creatures.

1. Make a Cha check to see how powerful an undead you can rebuke.
 - You may attempt to rebuke undead a number of times per day equal to 3 + your Cha modifier.
 - Does not provoke an AoO.
2. See table to right for the Hit Dice of the most powerful undead you can affect within 60 feet..
 - You rebuke the closest undead first.
 - If you have twice as many levels (or more) as the undead have Hit Dice, you command any that you would normally rebuke.
3. Roll 2d6 + your cleric level + your Cha modifier to see how many total Hit Dice of undead you can rebuke (you may skip over already rebuked undead).
4. Rebuked undead cower for 10 rounds (attack rolls against them receive +2).
 - As a standard action, you may give mental orders up to your level in Hit Dice worth of undead (you may voluntarily relinquish command on any undead).

Dispelling Turning

1. Make a check as if attempting to rebuke undead.
 - If the check result is equal to or greater than the check result that the cleric scored when turning the undead, then they are no longer turned.
 - Roll 2d6 + your cleric level + your Cha modifier to see how many total Hit Dice of undead you can affect in this way.

Bolstering Undead

1. Make a check as if attempting to rebuke undead, but the Max Hit Dice result becomes the undead's effective Hit Dice for 10 rounds as far as turning is concerned (if the result is higher than the creatures' actual Hit Dice).
 - An undead cleric can bolster himself in this manner.

Things to Consider

- Rebuking undead is a supernatural ability.
- You must present your holy symbol to rebuke undead.
- You need line of effect to rebuke undead.
- Is considered an attack.
- A cleric of neutral alignment can either turn undead or rebuke undead (see *turn undead*).
- With the Extra Turning feat, you can increase the number of rebuking attempts per day.

Result	Max Hit Dice
0 or lower	Cleric's level -4
1-3	Cleric's level -3
4-6	Cleric's level -4
7-9	Cleric's level -1
10-12	Cleric's level
13-15	Cleric's level +1
16-18	Cleric's level +2
19-21	Cleric's level +3
22 or higher	Cleric's level +4

RUN [FULL-ROUND ACTION]

You move as fast as you can.

1. You can move up to four times your speed in a straight line (or three times your speed if you are in heavy armor).
 - You lose your Dex bonus to AC.
2. You can run for a number of rounds equal to your Con score, but after that you must make a DC 10 Constitution check to continue running.
 - You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made.
 - When you fail this check, you must stop running and rest for 1 minute before running again; during a rest period, you can move no faster than a normal move action.

Things to Consider

- A run represents a speed of about 12 miles per hour for an unencumbered human.
- You cannot run across difficult terrain or if you cannot see where you are going.
- With the Run feat, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load) and you retain your Dex bonus to AC.

SUNDER [STANDARD ACTION]

You attempt to break an item your target holds.

Against a Weapon or Shield

1. Provokes an AoO from the target.
2. Make opposed attack roll (+4 for two-handed weapon, -4 for light weapon, +4 for each size category larger).
3. *Success?* Deal damage to the weapon or shield (see table to right).

Against a Carried or Worn Item

1. Provokes an AoO from the target.
2. Attack object (AC 10 + size modifier [see table below] + possessing target's Dex modifier).
3. *Success?* Deal damage to item (see table to right).

Things to Consider

- Only slashing or bludgeoning melee weapons may be used to sunder.
- You cannot sunder armor.
- Only damage in excess of the hardness is deducted from hit points.
- Magic item's gain +2 hardness and +10 hit points per point of enhancement bonus.
- With the Improved Sunder feat, you do not provoke an AoO and you receive +4 to your attack roll.

Size	Example	AC Modifier
Fine	Vial	+8
Diminutive	Scroll	+4
Tiny	Tome	+2
Small	Chair	+1
Medium	Barrel	0
Large	Door	-1
Huge	Wagon	-2
Gargantuan	House	-4

Weapon, Shield, or Item	Hardness	HP
Tiny Blade	10	1
Small blade	10	2
Medium blade	10	5
Large blade	10	10
Small metal-hafted weapon	10	10
Medium metal-hafted weapon	10	20
Small hafted weapon	5	2
Medium hafted weapon	5	5
Large hafted weapon	5	10
Projectile	5	5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20
Paper or cloth	0	2/inch
Rope	0	2/inch
Glass	1	1/inch
Ice	0	3/inch
Leather or hide	2	5/inch
Wood	5	10/inch
Stone	8	15/inch
Iron or steel	10	30/inch
Mithral	15	30/inch
Adamantine	20	40/inch

THROW SPLASH WEAPON [STANDARD ACTION]

You throw a dangerous substance that can harm several targets.

1. Make a ranged touch attack against the target.
 - You can instead target a specific grid intersection; treat this as a ranged attack against AC 5 (if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature).
2. *Success?* A hit deals direct hit damage and splash damage to all creatures within 5 feet of the target.
3. *Failure?* Determine the direction of the throw with a 1d8 (1 is straight back at you and 2 through 8 is clockwise around the target) and count a number of squares in the indicated direction equal to the range increment of the throw.

Things to Consider

- Thrown weapons require no weapon proficiency, so you do not take the -4 nonproficiency penalty.

You attempt to throw your target to the ground.

1. Make an unarmed melee touch attack against the target (see right for tripping with a weapon or tripping mounted targets).
 - Provokes an AoO from the target.
2. If your attack succeeds, make opposed Str check against target's Str or Dex (whichever is higher).
 - +4 for each size above Medium.
 - -4 for each size below Medium.
 - Target receives +4 if he has more than two legs or is otherwise exceptionally stable.
3. *Success?* If you win, you trip the target.
 - A tripped creature is prone (standing up is a move action).
4. *Failure?* The target may immediately react and make an opposed Str check against your Str or Dex (whichever is higher) to try to trip you without provoking an AoO.
 - If he fails his trip attempt, you do not subsequently get a free trip attempt against him.

Tripping a Mounted Target

1. The target may make a Ride check in place of his Dex or Str check.
 - If you succeed, you pull the rider from his mount.

Tripping with a Weapon

1. With a weapon specialized in making trip attacks, make a melee touch attack.
 - Does not provoke an AoO.
 - If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Things to Consider

- You can only trip a target one size category larger, the same size, or one size category smaller.
- With the Improved Trip feat (or if you are tripping with a weapon), you do not provoke an AoO.

TURN UNDEAD [STANDARD ACTION]

You channel positive energy to affect undead creatures.

1. Make a Cha check to see how powerful an undead you can turn.
 - You may attempt to turn undead a number of times per day equal to 3 + your Cha modifier.
 - Does not provoke an AoO.
2. See table to right for the Hit Dice of the most powerful undead you can affect within 60 feet.
 - You turn the closest undead first.
 - If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.
3. Roll 2d6 + your cleric level + your Cha modifier to see how many total Hit Dice of undead you can turn (you may skip over already turned undead).
4. Turned undead flee from you by the best and fastest means available to them for 10 rounds.
 - If they cannot flee, they cower (giving any attack rolls against them +2).
 - If you approach within 10 feet of them, they overcome being turned and act normally.
 - You can attack turned undead with ranged attacks and others can attack them in any fashion without breaking the turning effect.

Things to Consider

- Turning undead is a supernatural ability.
- You must present your holy symbol to turn undead.
- You need line of effect to turn undead.
- Is considered an attack.
- A cleric of neutral alignment can either turn undead or rebuke undead (see *rebuke undead*).
- With the Extra Turning feat, you can increase the number of turning attempts per day.

Result

Max Hit Dice

0 or lower	Cleric's level -4
1-3	Cleric's level -3
4-6	Cleric's level -4
7-9	Cleric's level -1
10-12	Cleric's level
13-15	Cleric's level +1
16-18	Cleric's level +2
19-21	Cleric's level +3
22 or higher	Cleric's level +4

You attack effectively with two weapons.

1. You can wield a second weapon in your off hand to receive one extra attack per round with that weapon.
 - You suffer -6 on your regular attack or attacks with your primary hand and -10 with your off hand when you fight this way.
2. You can reduce these penalties in two ways:
 - If your off-hand weapon is light, the penalties are reduced by 2 each.
 - The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

Things to Consider

- An unarmed strike is always considered a light weapon.
- You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons; the penalties apply as if the off-hand end of the weapon were a light weapon.
- The same rules apply when you throw a weapon from each hand.

WITHDRAWAL [FULL-ROUND ACTION]

You slowly move away from combat.

1. Move up to double your speed.
 - The square you start out in is not considered threatened by any combatant you can see (invisible combatants still get AoO).
 - You cannot take a 5-foot step during the same round in which you withdraw.
2. If you move out of a threatened square (other than the one you started in), combatants get AoO as normal.

Things to Consider

- You cannot withdraw while blinded.
- You may not withdraw using a form of movement for which you do not have a listed speed.
- If restricted to only a standard action, you can still withdraw, but you are only allowed to move up to your speed.