

COMBAT BASICS

Special Terms

Face: How wide a face a combatant presents in combat. Face is essentially the border between the square or rectangular space that a combatant occupies and the space next to it. These faces are abstract, not "front, back, left, and right," because combatants are constantly moving and turning in battle. Unless a combatant is immobile, it practically doesn't have a front or a left side—at least not one that can be identified on the tabletop.

Flanking: If a combatant is making a melee attack against an opponent, and an ally directly opposite the combatant is threatening the opponent, the combatant and the combatant's ally flank the opponent. A combatant gains a +2 flanking bonus on the attack roll. A rogue in this position can also sneak attack the target. The ally must be on the other side of the opponent, so that the opponent is directly between the combatant and the ally.

Flat-Footed: At the start of a battle each combatant is flat-footed. A combatant can't use a Dexterity bonus to AC (if any) while flat-footed. A flat-footed combatant can't make attacks of opportunity.

Initiative Check: At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. If two or more combatants have the same initiative check result, the combatants who are tied go in order of Dexterity (highest first). If there is still a tie, flip a coin.

Touch Attack: Touch attacks come in two types: melee touch attacks and ranged touch attacks. A combatant can score critical hits with either type of attack. A combatant's opponent's AC against a touch

attack does not include any armor bonus, shield bonus, or natural armor bonus. The target's size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

Table: Size Modifiers

| <u>Size</u> | <u>AC/Attack Modifier</u> |
|-------------|---------------------------|
| Fine | +8 |
| Diminutive | +4 |
| Tiny | +2 |
| Small | +1 |
| Medium | 0 |
| Large | -1 |
| Huge | -2 |
| Gargantuan | -4 |
| Colossal | -8 |

Apply this modifier to the attack rolls and AC values of combatants, unless the value has not already been precalculated to include this modifier.

Combat Sequence

Step One: The DM determines which combatants are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a partial action during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

Step Two: Combatants who have not yet rolled initiative do so.

Step Three: Combatants act in initiative order.

Step Four: When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Attacks of Opportunity

Threatened Area: A combatant threatens the area into which it can make a melee attack, even when it is not a combatant's action. An enemy that takes certain actions while in a threatened area may provoke an attack of opportunity from a combatant. A combatant normally threatens all adjacent spaces. "Reach weapons" and "natural reach" can change the threatened area.

Provoking an Attack of Opportunity by Moving: If a combatant moves through (not simply into) or out of a threatened area, a combatant usually provokes an attack of opportunity.

If all a combatant does is take a normal move or a double move (not a run), the space that the combatant started out in is not considered threatened.

If a combatant's entire move for the round is 5 feet the 5 foot move does not provoke an attack of opportunity.

Provoking an Attack of Opportunity by Taking an Action: A combatant taking some kinds actions provokes attacks of opportunity, as described in the rules for each action type.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and a combatant can only make one per round. The combatant does not have to make an attack of opportunity if the combatant doesn't want to. A combatant can make the attack of opportunity at a combatant's normal attack bonus - even if the combatant has already attacked this round.

The Combat Round

Each round represents about 6 seconds in the game world. Anything a person could reasonably do in 6 seconds, a combatant can do in 1 round.

When a combatant's turn comes up in the initiative sequence, that combatant performs his entire round's worth of actions.

Effects that last a certain number of rounds end just before the same initiative count that they began on.

COMBAT ACTIONS

Action Descriptions

Name: The name of the action type.

[Type]: The type of action – not an action, free, partial, move-equivalent, standard or full round.

[AoO]: Attack of Opportunity: Yes, no or maybe, depending on the action description.

Description: A brief description of the action.

Action Types

Not an Action: Some activities are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Free Action: A combatant can perform one or more free actions while taking another action normally. However, the DM puts reasonable limits on what a combatant can really do for free.

Partial Action: As a general rule, a combatant can do as much with a partial action as a combatant could with a standard action minus a move. Typically, a

combatant may take a 5-foot step as part of a partial action.

Move-Equivalent Action: Move-equivalent actions take the place of movement in a standard action or take the place of an entire partial action. The combatant can normally also take a 5 foot step.

Standard Action: A standard action allows a combatant to do something and move a combatant's indicated speed during a combat round. A combatant can move before or after performing the activity of the action.

Full-Round Action: A full-round action consumes all a combatant's effort during a round. The only movement a combatant can take during a full-round action is a 5-foot step before, during, or after the action. A combatant can also perform free actions. Some full-round actions do not allow a 5-foot step.

Actions

Activate magic item

[Standard][AoO: Maybe]

Many magic items don't need to be activated. However, certain magic items need to be activated. Activating a magic item is a standard action (unless the item description indicates otherwise).

Activating a spell completion item, is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. A combatant loses the spell if the combatant's concentration is broken, and the combatant can attempt to activate the item while on the defensive, as with a spell.

Activating a spell trigger, command word, or use-activated item does not require concentration and does not provoke attacks of opportunity.

Aid another

[Standard][AoO: No]

If a combatant threatens an opponent with which an ally is engaged in melee combat, the combatant can attempt to aid the ally as a standard action. The combatant makes an attack roll against AC 10. If the combatant succeeds, the combatant's ally gains either a +2 circumstance bonus to attack that opponent or a +2 circumstance bonus to AC against that opponent (the combatant's choice).

Attack (melee)

[Standard][AoO: No]

The combatant attacks an opponent in a space that combatant threatens. The attack roll is:

d20 + Attack modifiers vs. AC of target

Attack modifiers consist of the combatant's base attack bonus, size adjustment, strength adjustment, and any other bonuses that apply to the attack roll.

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the AC of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If the combatant is attacking an armed opponent while unarmed, the combatant provokes an immediate attack of opportunity from the target which is resolved before the combatant's attack. Note that under certain circumstances, a combatant attacking without a weapon is still considered "armed".

A combatant can choose to fight defensively when taking the attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round

to gain a +2 dodge bonus to AC for the same round.

Attack (ranged)

[Standard][AoO: Yes]

The combatant attacks an opponent in line of sight to the combatant, within range of the ranged weapon being used. A target is in line of sight if no obstructions between the combatant and the target grant 100% cover. The maximum range for a thrown weapon is five range increments, for projectile weapons it is ten range increments. The attack roll is:

d20 + Attack modifiers vs. AC of target

Attack modifiers consist of the combatant's base attack bonus, size adjustment, dexterity adjustment, and any other bonuses that apply to the attack roll. Each range increment of distance between the combatant and the target after the first will impose a penalty, per the weapon description.

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the AC of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If a combatant shoots or throws a ranged weapon at a target that is engaged in melee with an ally, that combatant suffer a -4 penalty on it's attack roll. Two combatants are engaged in melee if they are enemies of each other and either threatens the other. (A held, unconscious, or otherwise immobilized combatant is not considered engaged unless he is actually being attacked.)

If a combatant's target (or the part of a target a combatant is aiming at, if it's a big target) is at least 10 feet away from the

nearest ally, the combatant can avoid the -4 penalty, even if the combatant being aimed at is engaged in melee with an ally.

A combatant can choose to fight defensively when taking the attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Bull rush

[Standard][AoO: Yes]

A combatant can bull rush as an attack action or a charge action.

When a combatant bull rushes, the combatant attempts to push an opponent straight back instead of attacking him. A combatant can only bull rush an opponent who is one size category larger than the combatant, the same size, or smaller.

Initiating a Bull Rush: First, the combatant moves into the defender's space. Moving in this way provokes an attack of opportunity from each foe that threatens the combatant, probably including the defender. Any attack of opportunity made by anyone other than the defender against the combatant during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than the combatant against the defender likewise has a 25% chance of accidentally targeting the combatant.

Second, the combatant and the defender make opposed Strength checks. The combatant adds a +4 bonus for each size category that the combatant is above Medium-size or a -4 penalty for each size category that the combatant is below Medium-size. The combatant gets a +2 charge bonus if the Bull Rush is attempted at the end of a Charge. The defender gets a

+4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If the combatant beat the defender, the combatant pushes the defender back 5 feet. If the combatant wishes to move with the defender, the combatant can push the defender back up to a distance of an additional 1 foot for each point by which the combatant exceeded the defender's check result. A combatant can't, however, exceed his or her normal movement limit.

If the combatant fails to beat the defender's Strength check, the combatant moves 5 feet straight back. If that space is occupied, the combatant falls prone in that space.

Cast a quickened spell

[Free][AoO: No]

Self explanatory.

Cast a spell (1-action)

[Standard][AoO: Yes]

Casting a spell with a casting time of 1 action is a standard action. A combatant can move and then cast the spell, or cast the spell and then move.

A combatant may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC 15 + spell level). Failure means that the combatant loses the spell.

Cast a spell (full-round)

[Full][AoO: Yes]

The spell will take effect just before the caster's action in the next round.

A combatant can take a 5-foot step before, during, or after casting such a spell, but cannot otherwise move.

A combatant may attempt to cast a spell while on the defensive. Casting a spell while on the defensive does not provoke an attack of opportunity. It does require a Concentration check (DC 15 + spell level). Failure means that the combatant loses the spell.

Cease concentration on a spell

[Free][AoO: No]

Self explanatory.

Climb

[Full][AoO: No]

As a full round action, a combatant can climb at one half base speed.

Climb

[Move Equivalent][AoO: No]

As a move equivalent action, a combatant can climb at one quarter base speed.

Change form (polymorph self)

[Full][AoO: Yes]

Per the spell.

Change form (shapeshifter)

[Standard][AoO: No]

Self explanatory.

Change form (shapechange)

[Free][AoO: No]

Self explanatory.

Charge

[Full][AoO: Yes]

The combatant must move before attacking, not after. The combatant must

move at least 10 feet and may move up to double base speed. All movement must be in a straight line, with no backing up allowed. The charge stops as soon as the combatant threatens the target. A combatant can't run past the target and attack from another direction.

After moving, the combatant may make a single melee attack or a bull rush. The combatant gets a +2 bonus on the attack roll. The combatant also suffers a -2 penalty to AC for 1 round.

A lance deals double damage if employed by a mounted combatant in a charge.

A target can ready certain piercing weapons, setting them to receive charges by using the ready action against receiving a charge. A weapon of this type deals double damage if the readied attack is successful.

Concentrate to maintain or redirect a spell

[Standard][AoO: No]

Anything that could break a combatant's concentration when casting a spell can keep a combatant from concentrating to maintain a spell. If a combatant's concentration breaks, the spell ends.

Coup de grace

[Full][AoO: Yes]

A combatant can use a melee weapon to deliver a coup de grace to a helpless foe. A combatant can also use a bow or crossbow, provided the combatant is adjacent to the target. The attacker automatically hits and scores a critical hit. If the target survives the damage, the target must make a Fortitude save (DC 10 + damage dealt) or die.

It's overkill, but a rogue also gets her extra sneak attack damage against a helpless foe when delivering a coup de grace.

A combatant can't deliver a coup de grace against an opponent that is immune to critical hits, such as a golem.

Control a frightened mount

[Move Equivalent][AoO: Yes]

The combatant must make a Ride check (DC 20) each round to control a mount untrained for war (untrained mounts include light and heavy horses, and ponies). If the check is successful, the combatant can perform a partial action after the check. If the Ride check fails, the check is considered to have been a full-round action.

Delay

[Not an Action][AoO: No]

When a combatant delays, the combatant voluntarily reduces its own initiative result for the rest of the combat. When a combatant's new, lower initiative count comes up later in the same round, the combatant can act normally. A combatant can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the combatant's new initiative count at that point. A combatant can only voluntarily lower its initiative to -10 minus its initiative bonus. When the initiative count reaches -10 minus a delaying combatant's initiative bonus, that combatant must act or forfeit any action that round.

If multiple combatants are delaying, the one with the highest initiative bonus (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying combatants both want to act on the same initiative count, the one with the highest bonus gets to go first. If two or more

delaying combatants are trying to go after the other, the one with the highest initiative bonus gets to go last.

Disarm (4)

[Varies][AoO: Yes]

The combatant and an adjacent target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the opponent with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he gets an additional +4 bonus. If the combatant beats the target, the target is disarmed. If a combatant attempted the disarm action unarmed, the combatant now has the weapon. Otherwise, it drops to the ground at the target's feet. If the combatant fails, then the target may make an attempt to disarm the combatant as an immediate, free action.

Note: A target wearing spiked gauntlets can't be relieved of the gauntlets by a disarm action. A target using a weapon attached to a locked gauntlet gets a +10 bonus to any disarm attempt made by an opponent.

This action substitutes for a melee attack, not an action. As melee attacks, it can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

Dismiss a spell

[Standard][AoO: No]

Self explanatory.

Dive Attack

[Full][AoO: Yes]

Creatures that fly can make dive attacks.

A dive attack works just like a charge, but the diving creature must move a minimum

of 30 feet. It can make only claw attacks, but these deal double damage.

Double move

[Full][Varies]

A combatant can move up to double base speed.

The space where a combatant begins the move is not considered threatened, and therefore enemies do not get attacks of opportunity for a combatant's move from that space.

Draw a weapon

[Move Equivalent][AoO: No]

If a combatant has a base attack bonus of +1 or higher, a combatant can combine one of these actions with a regular move. If a combatant has the Two-Weapon Fighting feat, a combatant can draw two light or one-handed weapons in the time it would normally take a combatant to draw one.

Drop an item

[Free][AoO: No]

The item falls to the floor in the same space as the combatant.

Drop to the floor

[Free][AoO: No]

The combatant is considered to be prone.

Escape from a net

[Full][AoO: Yes]

The description of the net involved will include information on how to determine if an escape attempt has been successful or not.

Extinguish flames**[Full][AoO: No]**

This action will extinguish small fires on equipment, furniture, or the combatant's person. Larger blazes will require the use of water, sand, or some other material to snuff the flames.

Feint**[Standard][AoO: No]**

This is a specialized use of the Bluff skill. See the Bluff skill for more details.

Full attack**[Full][AoO: No]**

If a combatant gets more than one attack per action, the combatant must use the full attack action to use those additional attacks. A combatant does not need to specify the targets of the attacks ahead of time. A combatant can see how the earlier attacks turn out before assigning the later ones.

The combatant may take a 5 ft. step before, after, or between the attacks.

If a combatant gets multiple attacks based on a combatant's base attack bonus, the combatant must make the attacks in order from highest bonus to lowest.

Deciding between an Attack or a Full Attack Action: After a combatant's first attack, if the combatant has not yet taken a 5-foot step, a combatant can decide to move instead of making a combatant's remaining attacks.

The combatant uses each attack to attack an opponent in a space that combatant threatens. The attack roll is:

d20 + Attack modifiers vs. AC of target

Attack modifiers consist of the combatant's base attack bonus, size

adjustment, strength adjustment, and any other bonuses that apply to the attack roll.

A natural 1 on the d20 is always a miss, and a natural 20 on the d20 is always a hit.

If the modified attack roll is equal to or greater than the AC of the target, the attack is successful. The attack may also be a Threat. See Critical Hits and Dealing Damage, below, for more details.

If the combatant is attacking an armed opponent while unarmed, the combatant provokes an immediate attack of opportunity from the target which is resolved before the combatant's attack. Note that under certain circumstances, a combatant attacking without a weapon is still considered "armed".

A combatant can choose to fight defensively when taking the full attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Grapple**[Varies][AoO: Yes]**

Grappling means wrestling and struggling hand-to-hand.

Repeatedly in a grapple, a combatant needs to make opposed grapple checks against an opponent. A grapple check is something like a melee attack roll.

A combatant's attack bonus on a grapple check is: Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium-size +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier a combatant uses when making an attack roll.

A combatant provokes an attack of opportunity from the target the combatant is trying to grapple. If the attack of opportunity deals the combatant damage, the combatant fails to start the grapple.

To start a grapple, a combatant first needs to grab and hold a combatant's target. Attempting to start a grapple is the equivalent of making a melee attack. If a combatant gets multiple attacks in a round, a combatant can attempt to start a grapple multiple times (at successively lower base attack bonuses). A monk can use his unarmed attack rate of attacks per round while grappling.

Step 1—Grab: The combatant makes a melee touch attack to grab the target. If the combatant fails to hit the target, the combatant fails to start the grapple.

Step 2—Hold: Make an opposed grapple check. If the combatant succeeds, the combatant has started the grapple, and the combatant deals damage to the target as if with an unarmed strike.

If the combatant loses, the combatant fails to start the grapple. The combatant automatically loses an attempt to hold if the target is two or more size categories larger than the combatant is (but the combatant can still make an attempt to grab such a target, if that's all the combatant wants to do).

Step 3—Move In: To maintain the grapple, the combatant must move into the target's space. Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the combatant's target.

Step 4—Grappling: The combatant and the target are now grappling.

If a combatant's target is already grappling someone else, then the combatant can use an attack to start a grapple, as above,

except that the target doesn't get an attack of opportunity against the combatant, and the combatant's grab automatically succeeds. The combatant still has to make a successful opposed grapple check to deal damage and must still move in to be part of the grapple.

When a combatant is grappling (regardless of who started the grapple), the combatant can make an opposed grapple check as an attack. If the combatant wins, the combatant can do the following:

Damage A combatant's Opponent: A combatant deals damage as with an unarmed strike (1d3 points for Medium-size attackers or 1d2 points for Small attackers, plus Strength modifiers). If a combatant wants to deal normal damage, the combatant suffers a -4 penalty on the grapple check. Exception: Monks deal more damage on an unarmed strike than other combatants, and the damage is normal. However, they can choose to deal their damage as subdual damage when grappling without paying the usual -4 penalty for changing normal damage to subdual damage.

Pin: A combatant can hold an opponent immobile for 1 round. (If a combatant gets multiple attacks, the combatant can use subsequent attacks to damage the opponent. A combatant can't use a weapon on a pinned opponent or attempt to damage or pin a second opponent while holding a pin on the first.) While a combatant is pinned, opponents other than the one pinning the combatant get a +4 bonus on attack rolls against the combatant (but the combatant is not helpless).

Break Another's Pin: A combatant can break the hold that an opponent has over an ally.

Escape: A combatant can escape the grapple. A combatant can take whatever movement the combatant gets. If more than one opponent is grappling a combatant, the combatant's grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a combatant if they don't want to.)

When an opponent has pinned a combatant, the combatant is held immobile (but not helpless) for 1 round. The combatant can make an opposed grapple check as a melee attack. If the combatant wins, the combatant escapes the pin, but the combatant is still grappling. In addition to making opposed grapple checks, a combatant has a few other options while grappling.

Weapons: A combatant can attack with a light weapon while grappling (but not while pinned or pinning). A combatant can't attack with two weapons while grappling.

Wriggle Free: A combatant can make an Escape Artist check (opposed by a combatant's opponent's grapple check) to get out of a grapple or out of being pinned (so that the combatant is just being grappled). Doing so counts as a standard action; if a combatant escapes a grapple, the combatant can also move in the same round.

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Opponents that are one size category smaller than a combatant count for half, opponents that are one size category larger than a combatant count double, and opponents two or more size categories larger count quadruple.

Additional enemies can aid their friends with the aid another action.

While a combatant is grappling, that combatant's ability to attack others and defend a itself is limited.

No Threatened Area: A combatant doesn't threaten any area while grappling.

No Dexterity Bonus: A combatant loses it's Dexterity bonus to AC (if a it has one) against opponents a it isn't grappling. (A combatant can still use the bonus against opponents the combatant is grappling.)

Heal a dying friend

[Standard][AoO: Yes]

This may involve the use of a spell, administration of a potion, or a use of the Healing skill.

Light a torch

[Full][AoO: Yes]

Self explanatory.

Load a hand crossbow

[Move Equivalent][AoO: Yes]

Self explanatory.

Load a heavy crossbow

[Full][AoO: Yes]

Self explanatory.

Load a light crossbow

[Move Equivalent][AoO: Yes]

Self explanatory.

Load a repeating crossbow

[Full][AoO: Yes]

Self explanatory.

Lock or unlock weapon in locked gauntlet

[Full][AoO: Yes]

Self explanatory.

Loose a shield

[Move Equivalent][AoO: No]

Self explanatory.

Make Spellcraft check on counterspell attempt

[Free][AoO: No]

Self explanatory.

Mount or dismount

[Move Equivalent][AoO: No]

Self explanatory.

Move a heavy object

[Move Equivalent][AoO: Yes]

Self explanatory.

Open a door

[Move Equivalent][AoO: No]

Self explanatory.

Overrun (charge)

[Standard][AoO: Yes]

A combatant can try to overrun as part of a charge action against an opponent that is one size category larger, the same size, or one size smaller than the combatant. Only one attempt to overrun can be made per charge.

An overrun takes place during the movement portion of a charge. With an overrun, a combatant attempts to move through the opponent's area.

First, a combatant must charge at least 10 feet in a straight line into the defender's space.

Then the defender chooses either to avoid the combatant or to block the combatant.

If he avoids the combatant, the combatant keeps moving. (A combatant can always move through the space occupied by someone who lets a combatant by.) If the defender blocks a combatant, make a trip attack against the defender (see Trip, below). If the combatant succeeds in tripping the defender, the combatant can continue the charge in a straight line as normal.

If a combatant fails and is tripped in turn, the combatant is prone in the defender's space. If a combatant fails but is not tripped, the combatant has to move 5 feet back the way the combatant came. If that space is occupied, the combatant falls prone in that space.

Pick up an item

[Move Equivalent][AoO: Yes]

A character must be in the same space as the item to be picked up.

Prepare spell components to cast a spell

[Free][AoO: No]

Self explanatory.

Prepare to throw oil

[Full][AoO: Yes]

Self explanatory.

Ready

[Standard][AoO: No]

The ready action lets a combatant prepare to take an action later, after a combatant's turn is over but before a combatant's next one has begun. Readying is a standard action, so a combatant can move as well. It does not provoke an attack of opportunity (though the action that a combatant readies might do so).

Only partial actions can be readied. See the table in the description of "Start full round action" for a list of standard partial actions.

Specify the partial action a combatant will take and the conditions under which it will be taken. When those conditions are met, the combatant may take the readied partial action. The partial action comes before the action that triggers it. For the rest of the fight, the combatant's initiative result is the count on which the combatant took the readied action, and the combatant acts immediately ahead of the combatant whose action triggered the readied action.

If the combatant takes the readied action into a subsequent round, and the conditions are met before the combatant's normal initiative, the combatant's initiative rises to that new point in the order of battle, the combatant may take the readied action, and whether that action is taken or not, the combatant does not get a regular action that round.

Ready a shield

[Move Equivalent][AoO: No]

Assumes the shield is being carried or worn, and is not secured in such a way that readying the shield can be done quickly.

Ready to interrupt spellcaster

[Standard][AoO: No]

A combatant can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If a combatant succeeds in damaging the spellcaster or otherwise distracting the spellcaster, the spellcaster may lose the spell the spellcaster was trying to cast (as determined by the Concentration check result).

Readying to Counterspell

[Standard][AoO: No]

A combatant may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, a combatant get a chance to identify it with a Spellcraft check (DC 15 + spell level). If a combatant does, and if the combatant can cast that same spell (is able to cast it and has it prepared, if a combatant prepares spells), the combatant can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use dispel magic to counterspell another spellcaster, but it doesn't always work.

Rebuke undead (use special ability)

[Standard][AoO: No]

Self explanatory.

Refocus (no move)

[Full][AoO: No]

Refocus is a full-round action during which a combatant cannot move. The combatant moves up in the initiative count and is positioned as though it had rolled a 20 on the initiative check. Other modifiers (such as for Dexterity and for the Improved Initiative feat) also apply to this roll of 20 when determining the new initiative check result.

Retrieve a stored item

[Move Equivalent][AoO: Yes]

Self explanatory.

Run**[Full][AoO: Yes]**

The combatant can move up to four times the combatant's base speed in a straight line (or three times base speed if the combatant is in heavy armor). The combatant loses any Dexterity bonus to AC since the combatant can't avoid attacks.

A combatant can run for a number of rounds equal to the combatant's Constitution score, but after that, the combatant must succeed at a Constitution check (DC 10) to continue running. The combatant must check again each round in which the combatant continues to run, and the DC of this check increases by 1 for each check a combatant has made. When a combatant fails this check, the combatant must stop running. A combatant who has run to the limit must rest for 1 minute (10 rounds) before running again. During a rest period, the combatant can move no faster than a normal move.

Sheathe a weapon**[Move Equivalent][AoO: Yes]**

A character with the two-weapon fighting Feat can sheathe two weapons on the same action.

Speak**[Free][AoO: No]**

The DM may place limits on what may be reasonably communicated in a six-second combat round.

Stand up from prone**[Move Equivalent][AoO: No]**

Self explanatory.

Start full round action**[Partial][AoO:No]**

The start full-round action partial action lets a combatant start undertaking a miscellaneous full-round action, which the combatant can complete on the following round (even with a partial action). This option is normally used when a combatant has been magically slowed or is suffering some other condition that restricts the combatant from taking full round actions.

Strike a weapon**[Standard][AoO: Yes]**

A combatant can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that a combatant's opponent is holding. The attacking weapon must be no more than one size category smaller than the weapon attacked. (Treat a buckler as Small, a small shield as Medium-size, a large shield as Large, and a tower shield as Huge.) Doing so provokes an attack of opportunity from the opponent because the combatant is diverting its attention from the opponent to the opponent's armaments.

Then the attacker and the defender make opposed attack rolls. If the attacker wins, the attacker has made a successful attack against the weapon or shield.

Strike an object**[Standard][Aoo: Maybe]**

Attacking an inanimate, immobile object not in use by a combatant does not provoke an attack of opportunity. An inanimate, immobile object has an AC of:

10 - 5 for no Dexterity + its size modifier.

Immobile objects are easy to hit. With a melee weapon, the combatant gets a +4 bonus to the attack roll. If a combatant

takes a full-round action to line up a shot (as with the coup de grace against a helpless foe), the combatant gets an automatic hit with a melee weapon and a +5 attack bonus with a ranged weapon. (Objects, however, are immune to critical hits.)

Animated objects count as combatants for AC purposes.

Attacking a held, carried, or worn object provokes an attack of opportunity. Objects that are held, carried, or worn by a combatant, are harder to hit. The object uses the combatant's Dexterity modifier (not its own -5) and any magic deflection bonus to AC the combatant may have. The attacker doesn't get any special bonus for attacking the object. If the target object is in the opponent's hand, it gets a +5 AC bonus because the opponent can move it quickly out of harm's way.

Table: Size and AC of Objects

| <u>Size</u> | <u>AC Modifier</u> |
|-------------|--------------------|
| Colossal | -8 |
| Gigantic | -4 |
| Huge | -2 |
| Large | -1 |
| Medium-size | +0 |
| Small | +1 |
| Tiny | +2 |
| Diminutive | +4 |
| Fine | +8 |

Throw a two-handed weapon with one hand

[Full][AoO: Yes]

Self explanatory.

Trip an opponent

[Varies][AoO: No]

A combatant can try to trip an opponent as a melee attack. A combatant can only trip an opponent who is one size category

larger than a combatant, the same size, or smaller.

Making a Trip Attack: Make a melee attack as a melee touch attack. If the attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium-size or a -4 penalty for every size category he is smaller. The defender gets a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If a combatant win, a combatant trip the defender. If a combatant lose, the defender may immediately react and make a Strength check opposed by a combatant's Dexterity or Strength check to try to trip a combatant.

A tripped combatant is prone. Standing up from prone is a move-equivalent action.

A combatant may make a trip attack against a mounted opponent. The defender may use his Ride skill in place of his Dexterity or Strength check. If a combatant succeed, a combatant pull the rider from his mount.

This attack form substitutes for a melee attack, not an action. As a melee attack, it can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

Total defense

[Standard][AoO: No]

A combatant doesn't attack or perform any other activity other than moving at base speed, but the combatant gets a +4 dodge bonus to AC for 1 round. The combatant's AC improves at the start of this action, so it helps against any attacks of opportunity provoked while moving.

Turn undead (use special ability)**[Standard][AoO: No]**

Self explanatory.

Use a skill that takes 1 action**[Standard][Varies]**

Self explanatory.

Use a skill that takes 1 round**[Full][Varies]**

Self explanatory.

Use an extraordinary ability**[Free][No]**

Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Use extraordinary ability**[Standard][AoO: No]**

Self explanatory.

Use feat**[Varies][Varies]**

Self explanatory.

Use spell-like ability**[Standard][AoO: Yes]**

Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If a combatant's concentration is broken, the attempt to use the ability fails,

but the attempt counts as if the combatant had used the ability. The casting time of a spell-like ability is 1 action, making its use a standard action, unless the ability description notes otherwise.

A combatant may attempt to use a spell-like ability on the defensive, just as with a spell. If the Concentration check (DC 15) fails, the combatant can't use the ability, but the attempt counts as if the combatant had used the ability.

Use supernatural ability**[Standard][AoO: No]**

Using a supernatural ability is usually a standard action (unless defined otherwise by the ability description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Use touch spell on one target**[Standard][AoO: No]**

A combatant may take a move before casting the spell, after touching the target, or between casting the spell and touching the target. A combatant can automatically touch one friend or use the spell on itself, but to touch an opponent, the combatant must succeed at an attack.

Use touch spell on up to six friends**[Full][AoO: Yes]**

A combatant can touch one friend as a standard action or up to six friends as a full-round action.

Table: Partial Actions

| Partial Actions | Move | Attack of Opportunity* |
|---|-----------------|-------------------------------|
| <i>Attack Partial Actions</i> | | |
| Attack (melee) | 5-ft. step | No |
| Attack (ranged) | 5-ft. step | Yes |
| Attack (unarmed) | 5-ft. step | Maybe |
| Partial charge | Yes (special)** | No |
| <i>Movement-Only Partial Actions</i> | | |
| Single move | Yes | No |
| Partial run | x2 | Yes |
| <i>Miscellaneous Partial Actions***</i> | | |
| | 5-ft. step | Maybe |
| <i>Magic Partial Actions</i> | | |
| Cast a spell**** | 5-ft. step | Yes |
| Activate magic item | 5-ft. step | Maybe |
| Use special ability* | 5-ft. step | Maybe |
| Concentrate to maintain a spell | 5-ft. step | No |
| Dismiss a spell | 5-ft. step | No |
| <i>Special Partial Action</i> | | |
| Start full-round action | No | Maybe |

*Regardless of the action, if a combatant moves within or out of a threatened area, a combatant usually provokes an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.

**A combatant must move in a straight line before attacking and must move at least 10 feet.

***Those actions defined as standard or move-equivalent actions. Most allow a 5-foot step, though actions that are variant charge actions follow the move for partial charge.

****Unless doing so is a full-round action, in which case a combatant could start a full-round action and then finish it the next round with a cast a spell action. Spells that take longer than 1 full round to cast take twice as long to cast.

COMBAT MODIFIERS

Attack Roll Modifiers

Use these adjustments whenever a combatant is making a melee, ranged, full, or other type of attack action.

Table: Attack Roll Modifiers

| <u>Circumstance</u> | <u>Melee</u> | <u>Ranged</u> |
|---|------------------------|---------------|
| Attacker flanking defender* | +2 | |
| Attacker on higher ground | +1 | +0 |
| Attacker prone | -4 | ** |
| Attacker invisible | +2*** | +2*** |
| Defender sitting or kneeling | +2 | -2 |
| Defender prone | +4 | -4 |
| Defender stunned, cowering, or off balance | +2*** | +2*** |
| Defender climbing (cannot use shield) | +2*** | +2*** |
| Defender surprised or flat-footed | +0*** | +0*** |
| Defender running | +0*** | -2*** |
| Defender grappling (attacker not) | +0*** | +0**** |
| Defender pinned | +4*** | -4*** |
| Defender has cover | —— See Cover —— | |
| Defender concealed or invisible | — See Concealment — | |
| Defender helpless | See Helpless Defenders | |

*A combatant flanks a defender when a combatant has an ally on the opposite side of the defender threatening him. Rogues can sneak attack defenders that they flank.

**Most ranged weapons can't be used while the attacker is prone, but a combatant can use a crossbow while prone.

***The defender loses any Dexterity bonus to AC.

****Roll randomly to see which grappling combatant a combatant strikes. That defender loses any Dexterity bonus to AC.

Helpless Combatants:

A melee attack against a helpless combatant gets a +4 circumstance bonus on the attack roll. A ranged attack gets no special bonus. A helpless defender (naturally) can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were -5 (and a *rogue can sneak attack him*).

Two Weapon Fighting:

If a combatant wields a second weapon in the off hand, that combatant can get one extra attack per round with that weapon. Fighting in this way is very hard, however, and a combatant suffers a -6 penalty for regular attacks with a combatant's primary hand and a -10 penalty to the attack with a combatant's off hand. A combatant can reduce these stiff penalties in three ways:

* If a combatant's off-hand weapon is light, the penalties are reduced by 2 each. A light weapon is one that's smaller than a weapon a combatant could use in one hand. Its size category is smaller than a combatant's. (An unarmed strike is always considered light.)

* The Ambidexterity feat reduces the off-hand penalty by 4.

* The Two-Weapon Fighting feat reduces both penalties by 2.

Double Weapons:

A combatant can use a double weapon to make an extra attack as if the combatant were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Inflicting Damage**Damage Rolls**

If the attack roll result equals or exceeds the target's AC, the attack is successful, and the combatant deals damage. Roll the appropriate damage for a combatant's weapon. Damage is deducted from the target's current hit points.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Off-Hand Weapon

When a combatant deals damage with a weapon in the combatant's off hand, a combatant add only one-half of the combatant's Strength bonus.

Wielding a Weapon Two-Handed

When a combatant deals damage with a weapon that the combatant is wielding two-handed, the combatant adds one and one half times the combatant's Strength bonus. Light weapons don't get this higher Strength bonus when used two-handed.

Unarmed Strike Damage

An unarmed strike from a Medium-size combatant deals 1d3 points of damage (with a combatant's Strength modifier, as normal). A Small combatant's unarmed strike deals 1d2 points of damage. All damage is subdual damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Normal Damage

A combatant can specify that it's unarmed strike will deal normal damage before it makes an attack roll, but the combatant suffers a -4 penalty on it's attack roll because it has to strike a particularly vulnerable spot to deal normal damage.

Critical Hits

When a combatant makes an attack roll and gets a natural 20, the combatant hits regardless of the target's AC, and the combatant has scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, the combatant immediately makes a critical roll — another attack roll with all the same modifiers as the attack roll the combatant just made. If the critical roll also results in a hit against the target's AC, the combatant's original hit is a critical hit. If the critical roll is a miss, then the combatant's hit is just a regular hit.

A critical hit means that the attacker rolls for damage more than once, as indicated by the weapon description for the weapon that scored the threat, with all the attacker's usual bonuses, and add the rolls together to get total damage.

Exception: Bonus damage represented as extra dice is not multiplied when a combatant score a critical hit.

Increased Threat Range

Sometimes a combatant's threat range is greater than 20. In such cases, a roll below 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier

Some weapons, deal better than double damage with a critical hit.

Multiplying Damage

Sometimes a combatant multiplies damage by some factor, such as when a combatant scores a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

Cover and Concealment

Depending on the situation, a combatant may gain bonuses or suffer penalties on the combatant's attack roll. A combatant's DM judges what bonuses and penalties apply.

Cover

Cover provides a bonus to a combatant's AC. The more cover a combatant has, the bigger the bonus.

Table: Cover

| Degree of Cover | Cover AC Bonus | Cover Reflex Save Bonus |
|------------------------|-----------------------|--------------------------------|
| 1/4 | +2 | +1 |
| 1/2 | +4 | +2 |
| 3/4 | +7 | +3 |
| 9/10 | +10 | +4* |
| Total | - | - |

*Half damage if save is failed; no damage if successful.

Cover and Attacks of Opportunity

An attacker can't execute an attack of opportunity against a combatant with one-half or better cover.

Cover and Reach Weapons

If a combatant is using a reach weapon, a combatant standing between the attacker and the target provides cover to the target.

Generally, if both of the other combatants are the same size, the one in the back has one-half cover (+4 AC). If a combatant hit the combatant providing cover, it takes no damage because the attacker would strike it with the haft of the weapon.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers a combatant. The DM determines the value of cover. This measure is not a strict mathematical calculation because a combatant gains more value from covering the parts of the body that are more likely to be struck.

Cover Reflex Save Bonus

Add this bonus to Reflex saves against attacks that affect an area. For nine-tenths cover, a combatant also effectively has improved evasion. These bonuses, however, only apply to attacks that originate or spread out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the DM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases where a combatant uses another combatant as cover. In such a case, if the cover is struck and the attack roll exceeds the AC of the covering combatant, the covering combatant takes the damage intended for the target.

If the covering combatant has a Dexterity bonus to AC or a dodge bonus, and this bonus keeps the covering combatant from being hit, then the original target is hit instead. The covering combatant has dodged out of the way and didn't provide cover after all. A covering combatant can choose not to apply his Dexterity bonus to AC and/or his dodge bonus, if his intent is to try to take the damage in order to keep the covered combatant from being hit.

Concealment

Concealment includes all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy.

Concealment is subjectively measured as to how well concealed the defender is. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a

miss chance percentile roll to avoid being struck. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

Table: Concealment

| <u>Concealment</u> | <u>Example</u> | <u>Miss Chance</u> |
|--------------------|--|--------------------|
| One-Quarter | Light fog; moderate darkness; light foliage | 10% |
| One-Half | Dense fog at 5ft. | 20% |
| Three-quarters | Dense foliage | 30% |
| Nine-tenths | Near total darkness | 40% |
| Total | Attacker blind; target invisible; total darkness; dense fog at 10 ft. | 50% |