

Melee Attacks:

1d20 + Base Attack Bonus + Strength Modifier
+ Size Modifier

Ranged Attacks:

1d20 + Base Attack Bonus + Dexterity Modifier
+ Range Penalty + Size Modifier

Defense:

10 + Dexterity Modifier + Class Bonus +
Equipment Bonus + Size Modifier

Actions:

Attack Action: Lets you make one attack or some other similar action (i.e. skill checks)

Move Action: Lets you move or perform some similar action (standing up, drawing a weapon). If none of your actions in a round involve literal movement from one location to another, you can take a free 5-foot step.

Total Defense: Instead of attacking, you may defend your self, you can perform no other actions, but you gain +4 to your defense.

Full Round Action: If you take a full round action, it replaces both your move and action action for the round. These actions are:

Charge: You must move before your attack, and move at least 10 feet but up to twice your speed. This movement must be in a straight line, no moving backwards, and you must stop as soon as you are in striking range. After moving you may make a single melee attack, which gains +2 to hit due to your momentum, however you also take a -2 to your Defense for one round. This grants only one attack, negating bonus attacks. Additionally, you may push your target instead of making an attack.

Full Attack: This allows you to use your additional attacks (normally you are only allowed one as an attack action) which must be used from the highest bonus to the lowest. This also allows the use of two weapons (which allows you to make 2 attacks that turn), and the use of both ends of a two handed weapon. You may take a 5 foot step with this action.

Fighting Defensively: This allows you to take a -4 penalty on your attacks to gain a +2 bonus to Defense.

Run: Running allows you to move up to 4 times your movement in a straight line (can not take a 5 foot step with this action). You lose any Dexterity bonus due to your inability to avoid attacks, though you gain a +2 bonus to Defense. You can run a number of rounds equal to your Constitution.

Withdraw: Withdrawing from melee allows you to move twice your speed (cannot take a 5 foot step)

Fortitude Saving Throw:

1d20 + base Fort save bonus + Constitution modifier

Reflex Saving Throw:

1d20 + base Ref bonus + Dexterity modifier

Will Saving Throw:

1d20 + base Will save bonus + Wisdom modifier

The starting square is not threatened by attacks of opportunity, while all other threatened squares will allow for attacks of opportunity. You may not withdraw from melee with a form of movement that requires a skill check (climbing, swimming)

Defense Modifiers**Circumstance Melee Ranged**

Sitting/Kneeling -2 +2

Prone -4 +4

Stunned -2 -2

Climbing -2 -2

Flat-footed 0 0

Running 0 +2

Grappling 0 0

Pinned -4 0

Helpless 0 0

Attack Roll Modifiers**Circumstance Melee Ranged**

Flanking Defender +2 -

On Higher Ground +1 0

Prone -4 +4

Kneeling -2 +2

Firing into a melee - -4

Firing longarm @ >10' - -4

Cover**Cover Def Bonus Ref Save Miss%**

1/4 +2 +1 10%

1/2 +4 +2 20%

3/4 +7 +3 30%

9/10 +10 +4 40%

Total - - 50% &

must guess target's location.

* If an attack roll misses the target with cover, but would have hit the target without cover, the cover is hit instead.