

## Actions (PHB 8-2)

\* provokes an attack of opportunity † may provoke an AoO

### Free Actions

- Drop item, drop to floor, speak, cast quickened spell, etc.

### Move-Equivalent Actions

- Climb (1/4 normal speed), sheathe weapon\*, open door, pick up item\*, get stored item\*, move heavy object\*, stand up from prone, load light/hand crossbow\*, etc.
- Draw weapon, ready/loose shield can be combined with a regular move action if your base attack is at least +1, otherwise they are move-equivalent actions

### Standard Actions (take action and standard move)

- Single attack, ready (trigger a delayed action), aid another, bull rush, feint (see bluff, PHB p67), overrun, heal dying ally\*, light torch with tindertwig\*, use skill that takes one action†, turn undead, attack a weapon\* or object†, total defense, etc.

### Full-Round Actions (take action and 5' step)

- Full attack, climb (1/2 normal speed), use skill that takes 1 round†, coup de grace\* (PHB p133), light torch\*, change form\*, escape from being entangled, load heavy/repeating crossbow\*, etc.

### Surprise Round Actions

- Single attack, cast spell, single move, partial run (x2 speed)
- Above get 5' step only, except single move

### Fight Defensively (PHB p140)

- -4 on all attacks, +2 dodge bonus to AC for the same round

### Charge (PHB p154)

- Must move at least 10' (up to double move), all in a straight line
- +2 to attack, -2 to AC for 1 round

### Total Defense (PHB p142)

- No action other than standard move, get +4 dodge to AC for 1 round

### Non-lethal Damage (PHB p134)

- A normal weapon can be made to deal subdual damage (or vice versa) with a -4 penalty on the attack roll

### Disarm (PHB p155)

- Defender gets AoO
- In a melee attack, make opposed attack roll, +4 for each size difference to larger weapon, +4 to defender if their weapon is two-handed
- If defender loses, he is disarmed, if attacker loses, the defender may attempt to disarm the attacker

### Overrun (PHB p157)

- Defender gets AoO
- During move portion of charge, you can try to move past opponent, opponent may avoid or block
- If opponent tries to block, make a trip attack against him, if you succeed, you can continue moving
- If you fail and are tripped, you are prone in defender's square
- If you fail but are not tripped, move back 5'; if that square is occupied, you fall prone in it

### Bull Rush (PHB p154)

- Move into defender's square, provokes AoO, each with 25% of targeting defender by mistake
- Make opposed strength check (+/-4 for each size above/below medium), +2 bonus for charging, defender gets +4 for having more than 2 legs or being extraordinarily stable
- If you succeed, push defender back 5', and you can move with the defender back an extra 5' for each 5 points of difference in the roll, but this can provoke AoOs from others.
- If you fail, move back 5'

### Aid (PHB p154)

- Make attack against AC 10; If you succeed, an ally who is attacking an opponent you threaten can take either a +2 to their attack, or +2 circumstance bonus to their AC against that opponent

## Attacking an Object (PHB p165; 9-8)

- Animated: AC 5 + size modifier + dexterity modifier
- If you take a full-round action, you auto-hit with a melee weapon and get a +5 bonus to attack with a ranged weapon

Size	Example	Modifier
Colossal	Broad side of barn	-8
Gigantic	Narrow side of barn	-4
Huge	Wagon	-2
Large	Big door	-1
Small	Chair	+1
Tiny	Tome	+2
Diminutive	Scroll	+4
Fine	Potion in vial	+8

## Sunder (PHB p158, 8-8)

- Defender gets AoO
- In a melee attack, make opposed attack roll, +4 for each size difference to larger weapon, +4 to defender if their weapon is two-handed
- If defender loses, roll damage against his weapon or shield

Weapon	Hardness	HP
Tiny blade	10	1
Small blade	10	2
Medium blade	10	5
Large blade	10	10
Small metal-hafted	10	10
Medium metal-hafted	10	25
Small hafted	5	2
Medium hafted	5	5
Large hafted	5	10
Huge club	5	60
Buckler (small)	10	5
Small wooden shield (medium)	5	10
Small steel shield (medium)	10	10
Large wooden shield (large)	5	15
Large steel shield (large)	10	20
Tower shield (huge)	5	20

## Trip (PHB p158)

- Can only try to trip an opponent who is up to one size larger than you
- Defender gets AoO
- Make unarmed melee touch attack
- If attacker succeeds, make a Strength check versus opponent's Strength or Dexterity (whichever is higher). Each takes +/-4 for every size difference from medium, defender gets +4 for more than 2 legs or being extraordinarily stable
- If you win, opponent is tripped (prone), if you lose, opponent may make Strength check against your Strength or Dexterity (higher) to trip you

## Grapple (PHB p155)

- Grapple check = base attack + strength mod + special size mod
- Special size mod: Colossal +16, Gargantuan +12, Huge +8, Large +4, Small -4, Tiny -8, Diminutive -12, Fine -16
- To start, grab an opponent (make a melee touch attack), provokes AoO from target; if AoO does damage, you fail to grapple
- If attack succeeds, attacker and opponent make opposed grapple checks to start the grapple
- If succeeds, move into target's space (provokes AoO from others) and deal damage as unarmed strike
- You can join a grapple with no AoO from target and grab succeeds automatically
- When grappled, make opposed grapple check as an attack to do any of following:
  - Active a non-completion trigger magic item
  - Attack with an unarmed strike, natural weapon or light weapon (-4 penalty)
  - 1d3 + Str mod non-lethal damage (-4 to check for normal)
  - Use an opponent's weapon to attack (-4 penalty)
  - Pin target, or break the pin a target has over an ally
  - Escape via opposed grapple check or escape artist check vs. grapple check to wriggle free as a standard action and move away

## Turning (PHB p159)

- Range: 60 feet, line of effect
- Roll 1d20 + Cha mod; table below shows highest HD you can turn

### Check Max HD Check Max HD

up to 0 Cleric level -4	13-15 Cleric level +1
1-3 Cleric level -3	16-18 Cleric level +2
4-6 Cleric level -2	19-21 Cleric level +3
7-9 Cleric level -1	22+ Cleric level +4
10-12 Cleric level	

- Roll 2d6 + Cleric level + Cha mod, determine number of HD turned
- Undead with 1/2 HD of cleric's level are destroyed
- Turned undead flee for 10 rounds, if they can't, they cower
- If cleric gets closer than 10', turned undead will return to normal