

Aid Another (Defend)



Standard Action

You help an ally defend by interfering with an opponent.

Make a melee attack against AC 10. Success: Ally gains +2 bonus to AC against opponent's next attack roll as long as the attack is before the beginning of the next turn. Multiple allies stack.

Fight Defensively (Full-Round)



Full-Round Action

You concentrate on defending yourself.

+2 dodge bonus to AC until your next turn, but suffer a -4 penalty to your attack. You may also take a 5 ft. step. Bonus stacks with Combat Expertise. 5 or more ranks in Tumble increases bonus to +3.

Fight Defensively (Standard)



Standard Action

You concentrate on defending yourself.

+2 dodge bonus to AC until your next turn, but suffer a -4 penalty to all of your attacks. You may also perform a move action. Bonus stacks with Combat Expertise. 5 or more ranks in Tumble increases bonus to +3.

Run



Full-Round Action

You move real fast.

Move up to 4x speed (3x in heavy armor) and lose Dex bonus to AC. Run for (Con) rounds, then Con check (DC 10) each round with a +1 cumulative penalty. Failure: Rest for 1 minute at normal move.

Stand Up



Move Action — Provokes AoO

You rise to your feet.

Standing up from a prone position requires a move action and provokes attacks of opportunity.

Total Defense

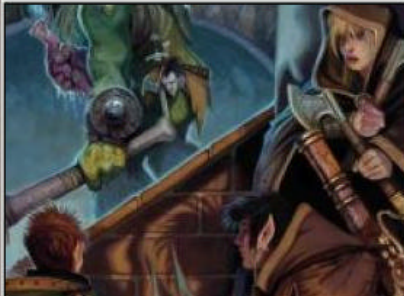


Standard Action

You concentrate on defending yourself.

+4 dodge bonus to AC until your next turn. You may also perform a move action. Bonus does not stack with Combat Expertise. 5 or more ranks in Tumble increases bonus to +6.

Withdraw



Full-Round Action

You retreat from combat.

Move up to 2x your speed and visible enemies do not get AoO against you, though invisible enemies do. If you move out of a threatened square other than the one you started in, opponents get an AoO.

Counterspell

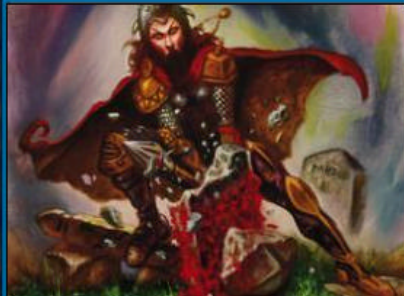


Readied Action

You attempt to negate a spell being cast.

Spellcraft check (DC 15 + spell level) to identify the spell as a free action. If you can cast the same spell or an opposed one, you cast it and negate your opponent's spell.

Turn Undead

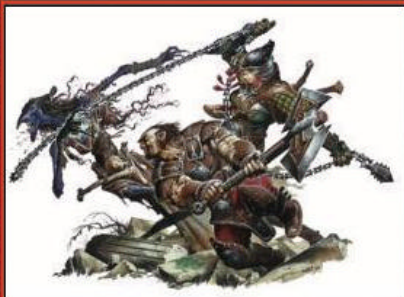


Standard Action

You channel energy to affect undead creatures.

1d20 + Cha modifier in a 60 ft. burst. Roll 2d6 + Cha + cleric level to determine HD turned. Closer undead are affected first. Undead with HD \geq cleric are destroyed/commanded. Turned flee/cover, rebuked cover for 10 rounds. 10 ft. approach dispels turn/rebuke. Evil cleric can dispel a turn. 5 + ranks in Knowledge (religion) gives a +2 bonus.

Aid Another (Attack)

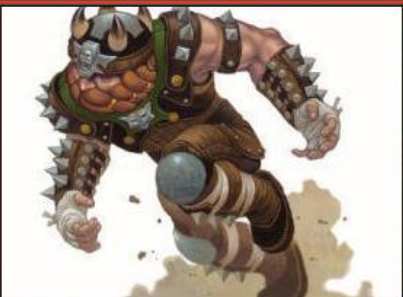


Standard Action

You help an ally attack by interfering with an opponent.

Melee attack against AC 10. Success: Ally gains +2 bonus on attack roll as long as the attack is before the beginning of the next turn. Multiple allies stack.

Bull Rush

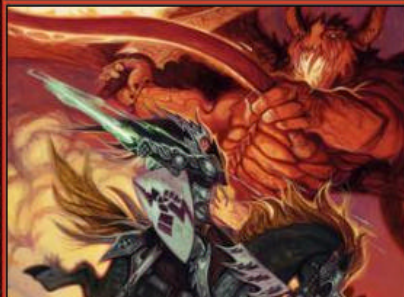


Standard Action or Charge

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

Move into defender's square up to one size larger than you. Make Str check vs. defender's Str (+4/size above M, -4 size/below M, +4 extra legs). Success: Knock opponent back 5 ft. +5 ft. for every 5 points of success. Failure: Defender pushes you back 5 feet, knocking you prone if space is occupied.

Charge (Full-Round)

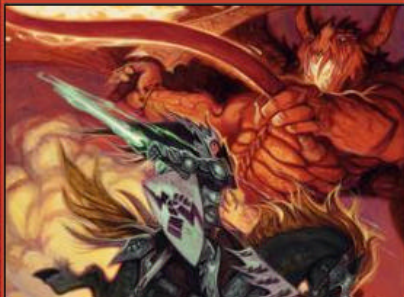


Full-Round Action

You run up to your opponent and attack.

Move at least 10 ft. in a straight line up to 2x speed and make 1 attack at end of move with a +2 bonus, -2 to your AC until next turn. Charge gives a +2 bonus to Bull Rush.

Charge (Move)

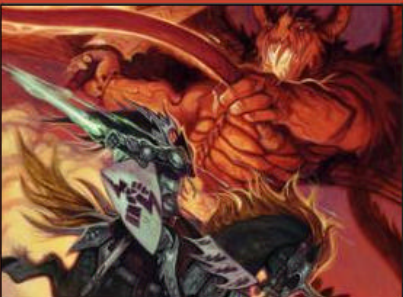


Move Action

You run up to your opponent and attack.

Move at least 10 ft. in a straight line up to your speed and make 1 attack at end of move with a +2 bonus, -2 to your AC until next turn. Charge gives a +2 bonus to Bull Rush.

Charge (Standard)



Standard Action

You run up to your opponent and attack.

Move at least 10 ft. in a straight line up to your speed and make 1 attack at end of move with a +2 bonus, -2 to your AC until next turn. Charge gives a +2 bonus to Bull Rush.

Disarm



Melee Attack — Provokes AoO

You attempt to remove one weapon from your opponent's possession.

Damage from AoO causes failure. Opposed attack roll (+4 for 2-handed, -4 for light weapon/unarmed strike, -4 if using an object). Success: Defender disarmed, weapon wielded or in defender's square. Failure: Defender disarms you without AoO.

Draw/Sheathe Weapon

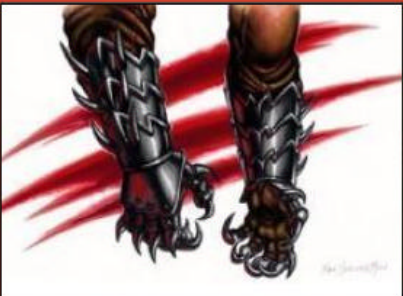


Move Action

You draw or sheathe a weapon or weapon-like object in easy reach.

BAB of +1 or higher allows a free action with a regular move. You can draw 2 light or 1-handed weapons with the Two-Weapon Fighting feat.

Grab Item



Melee Attack

You attempt to remove one item from your opponent's possession.

Damage from AoO causes failure. Opposed attack roll (+4 if defender's item is poorly secured, -4 if well-secured after a grapple). Success: You get the item.

Overrun



Standard Action During Move — AoO

You attempt to plow past your opponent.

Move into defender's square up to one size larger than you. Make Str check vs. defender's Str or Dex (+4/size above M, -4 size/below M, +4 extra legs). Success: Knock opponent prone and move through. Failure: Defender pushes you back 5 feet and can knock you prone with same opposed check.

Sunder



Melee Attack — Provokes AoO

You attempt to break an item your opponent holds.

Against weapon or shield: Opposed attack roll (+4 for 2-handed, +4/size larger than opponent). Against carried/worn items: Attack object (AC 10 + size mod + holder's Dex). Success: Deal damage to item.

Throw Splash Weapon



Ranged Attack

You throw a weapon at an opponent that breaks on impact.

Ranged touch attack. Success: damage to target and splash damage in a 5 ft. radius. Target area: Ranged attack vs. AC 5 to inflict splash damage to all adjacent squares. Failure: Roll 1d8, 1 back at you clockwise.

Trip

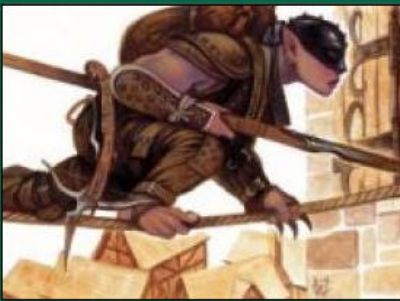


Melee Attack — Provokes AoO

You attempt to throw your opponent to the ground.

Unarmed melee attack against target up to one size larger than you. Make Str check vs. defender's Str or Dex (+4/size above M, -4 size/below M, +4 extra legs). Success: Knock opponent prone. Failure: Defender may attempt trip in return.

Balance

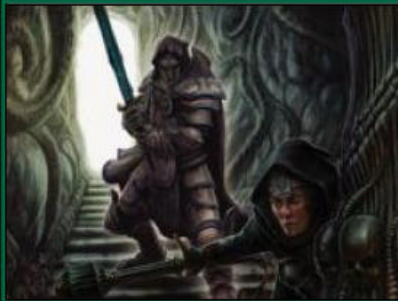


Move Action

You make a Balance check to walk on a precarious surface.

Success: Move at half speed (flat-footed, unless 5+ ranks) or full speed (-5) along the surface for 1 round. Failure: 4 or less means you can't move for 1 round. 5 or more means you fall. 5+ ranks in Tumble gives a +2 bonus on Balance checks.

Climb



Move Action

You make a Climb check to advance up, down, or across a steep incline.

Success: Move at 1/4 speed (1/2 speed at -5). Fail: 4 or less, make no progress. 5 or more, fall from whatever height you attained. Catch yourself while falling: wall DC+20 or slope DC+10.

Demoralize Opponent



Standard Action

You make an Intimidate check to weaken an opponent's resolve in melee combat.

Opposed by 1d20 + target's HD + Wis mod + fear save. +4/-4 size difference. Bluff 5+ gives a +2 bonus. Success: Target becomes shaken for 1 round (-2 to attack, ability checks, and saving throws).

Escape

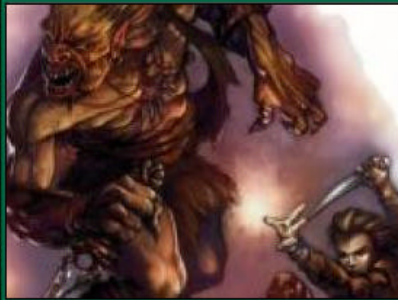


Standard Action

You make an Escape Artist check to escape a grapple or pin.

Opposed grapple or Use Rope check. Tight space (DC 30). 5+ ranks in Use Rope provides a +2 bonus when escaping rope bonds.

Feint



Standard Action

You make a Bluff check to deceive your opponent to throw him off guard.

Opposed by opponent's Sense Motive + BAB (-4 vs. nonhumanoid, -8 vs. Int 1-2, impossible vs. nonintelligent). Success: Target does not gain Dex bonus to AC for your next melee attack.

First Aid



Standard Action

You make a Heal check to save a character from dying.

Stabilize (DC 15): If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

High Jump



Move Action

You make a vertical leap to reach a ledge high above or to grasp something overhead.

DC is equal to 4 times the distance to be cleared (+2 bonus if 5+ ranks in Tumble). Success: Pull yourself up with a move action and a Climb check (DC 15). Failure: Do not reach the height and land where you jumped.

Hop Up



Move Action

You can jump up onto an object as tall as your waist, such as a table or small boulder, on a successful Jump check.

DC 10. Requires 10 feet of movement. +2 bonus if 5+ ranks in Tumble.

Jump Down



Move Action

On a successful Jump check, you intentionally jump from a height, taking less damage than if you just fell.

DC 15 (+2 bonus if 5+ ranks in Tumble). Do not have to get a running start to jump down. Success: Take falling damage as if you had dropped 10 fewer feet.

Long Jump



Move Action

You make a horizontal jump across a gap, like a chasm or stream.

30 ft. normal, -6/-10 ft., +4/+10 ft., +2 bonus if 5+ ranks in Tumble. At midpoint, your vertical height is 1/4 horizontal distance. DC equal to distance jumped. Success: Land on your feet at the far end. Failure: Less than 5, Reflex save (DC 15) to grab edge.

Move Silently



Move Action

You move quietly on a successful Move Silently check.

Opposed by Listen. Move up to 1/2 speed at no penalty, more than 1/2 speed at -5. -20 to run or charge.

Open Lock



Full-Round Action

You attempt to open a lock with an Open Lock check.

Very simple lock (DC 20), Average lock (DC 25), Good lock (DC 30), Amazing lock (DC 40). -2 penalty without thieves' tools.

Palm Object

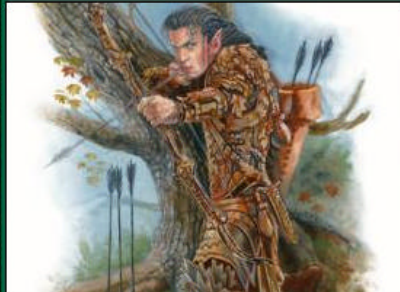


Standard Action

You can hide a small object including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body.

Opposed Spot check (+4 Search, +2 dagger, +4 small items, +2 baggy clothing/cloak).

Snipe

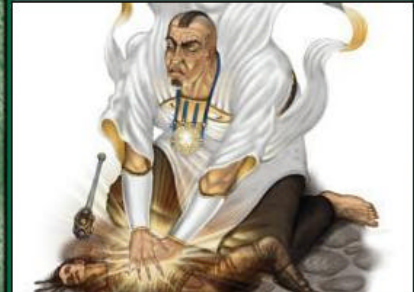


Move Action

You make a ranged attack and then immediately hide.

After hiding at least 10 feet from your target, you take a -20 penalty (opposed by Spot) to conceal yourself after the shot.

Treat Poison



Standard Action

You make a Heal check to help a poisoned character.

Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Wound



Standard Action

A successful Heal check restores movement from caltrops, spike growth or spike stones.

Caltrops reduce speed by 1/2 and spike growth/spike stones by 1/3. DC 15 removes the penalties.

Tumble Past



Move Action

You can land softly when you tumble past opponents with a Tumble check.

1/2 speed provoking no AoO. Failure: provoke AoO. Check separately for each opponent, in the order in which you pass them. Each additional enemy after the first adds +2 to the DC.

Tumble Through



Move Action

You can land softly when you tumble through opponents with a Tumble check.

1/2 speed through enemy square, provoking no AoO. Failure: stop and provoke AoO. Check separately for each opponent. Each additional enemy after the first adds +2 to the DC.