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| Action | Type | Provokes AoO | Move | Check | Effect | Modifiers or requirements |
| Bull rush | Standard action | yes if passing through opponents threat range and from defender | Normal | Opossed STR checks | If win: push defender 5 feet back. can follow and push defender 5 feet extra per 5 points check exeeds defender  If loose: move 5 feet back -if occupied square fall prone | modifiers to check:  +8 of huge  +4 if large  -4 if small  -8 if tiny  +4 if 3 legs+ |
| Charge | Full round action | yes, if passing through opponents threat range | Double normal | Balance check if on smooth/icy surface | +2 to attack  -2 to AC | Requires:  1.line of sight  2.Shortest distance to target  3.no blocks, difficult terrain or other creatures |
| Grapple | Standard action or full round action if having multiple attacks and trying multiple attempts | yes, from defender - if damaged grapple fails | Normal | Opossed grapple checks | 1.Deals unarmed strike damage  2.No DEX bonus to AC against others  3. Escape artist check or win opossed grapple check to get free  4. While grappled limited maneauvers (  Rules comp. P. 61) | Modifiers to check:  +8 of huge  +4 if large  -4 if small  -8 if tiny  +4 if 3 legs+ |
| Sunder | Standard actionq | yes from defender | Normal | Opossed attack rolls | If win: Deal your weapon damage to defenders held or worn item  if loose: No damage  Worn/held item AC= 10+wielders DEX modifier | Modifiers to check:  +8 of huge  +4 if large  -4 if small  -8 if tiny  +4 if two handed weapon  -4 if light weapon |
| Trip | Standard action | yes from defender | Normal | 1.Unarmed melee attacks or touch attacks if using trip weapons  2.Opossed STR check vs. DEX or STR check or blanace check -10 (if having min 10 ranks) | If win: defender knocked prone. must use move action to get up - provokes AoO  If loose: defender may try to trip you | Modifiers to check:  +8 of huge  +4 if large  -4 if small  -8 if tiny  +4 if 3 legs+ |