

SPECIAL ATTACKS

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	Oposed STR checks	If win: push defender 5 feet back. can follow and push defender 5 feet extra per 5 points check exceeds 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	Oposed grapple checks	1.Deals unarmed strike damage 2.No DEX bonus to AC against others 3. Escape artist check or win oposed 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	Oposed 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

SPECIAL ATTACKS

Trip	Standard action	yes from defender	Normal	1.Unarmed melee attacks or touch attacks if using trip weapons 2.Oposed STR check vs. DEX or STR check or balance 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+
-------------	-----------------	-------------------	--------	---	---	--