

Here is a compilation of helpful actions for combat and their rules.

General combat

Combined attack: Allows for you with allies to overcome high toughness or other such things. It does not use PL cap at all. It is only +2 per attack that hits if all the attacks are relatively the same DC.

Charge: If you can move and are willing to take a defense hit this is something to do.

Grapple: here for easy reference

Slam: if you are willing to take damage as part of a charge attempt you can slam a target. It's a +2 DC bonus but in return you have to make a toughness save of $15 + 1/2$ rank of the attack.

Aggressive stance: Poor man all out attack, but can be stacked with it if you are willing to take that horrendous defense penalty.

Defensive stance: Inverse of aggressive stance.

Situational abilities

Demoralize: put your intimidation to use.

Disarm: always useful against weapon based foes.

Distract: put your intimidation or bluff to use

Feint: put your bluff to use

Move all out: Allows you to move a lot faster than normal

Overrun: allows you to plow through people and trip them

Rush: Instead of damaging people you are pushing them.

Total defense: Give up your Standard action for +4 defense, more if you took improved total defense.

Trick: more bluff use.

Trip: More ways to dick with your opponents.

Here are the rules for those lazy to look them up, poorly pasted.

COMBINED ATTACK STANDARD ACTION

Multiple attackers can attempt to combine their attacks to overwhelm an

opponent's defenses. The attackers must all delay to the same point in the initiative order (that of the slowest character). Each attacker makes a normal attack roll against the target. Take the largest save DC modifier of the attacks that hit, and for each other attack within 5 points of that attack's bonus that hits, add +2. The attacks must all require the same type of saving throw in order to combine, for example attacks doing damage (requiring a Toughness save) can combine, but not with a Mental Blast or a Stun effect, which do not call for Toughness saves.

Although a combined attack is similar to aiding someone (see page 154) it is not the same, and bonuses applying to aid do not apply to combined attacks.

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and also take a –2 penalty to your Defense for 1 round (until the beginning of your action the following round).

CHARGE FULL ACTION

Charging allows you to move more than your speed and attack as a full action. You must move at least 10 feet and may move up to twice your speed. You must stop as soon as you are within striking range of your target (you can't run past the target and attack from another direction).

During the surprise round you can use the charge action, but you are only allowed to move up to your speed (instead of up to twice your speed). This is also true in other cases where you are limited to a single attack or move action per round.

DEMORALIZE STANDARD ACTION

You can make an Intimidate check to demoralize an opponent as a standard action. By taking a –5 penalty on the check, you can attempt to demoralize as a move action. See Intimidate, page 49, for details.

DISARM STANDARD ACTION

As a standard action, you may attempt to knock an item such as a weapon or device out of an opponent's hand. Make an attack roll against the defender. If you attempt to disarm with a ranged attack, you are at –4 on your attack roll. If your attack succeeds, make an opposed roll of your attack's damage against the defender's Strength. If you win, the defender is disarmed. If you attempted the disarm action as an unarmed attack, you now have the weapon. Otherwise, the defender drops it. If you make a disarm attempt with a melee weapon and lose, the defender may immediately make an attempt to disarm you as a reaction, without an attack roll.

DISTRACT STANDARD ACTION

Characters with the Distract feat can make a Bluff or Intimidate check to distract an opponent as a standard action. See Distract, page 60, for details.

FEINT STANDARD ACTION

You can make a Bluff check to feint as a standard action. By taking a –5 penalty on the check, you can attempt to feint as a move action. See Bluff, page 42, for details.

GRAPPLE CHECKS

Repeatedly in a grapple, you need to make an opposed grapple check against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

attack bonus + Strength modifier +
Super-Strength modifier + size modifier

SIZE MODIFIER

Your size modifier for a grapple check is +4 for every size category you are above Medium-size or –4 for every size category you are below Medium-size. Like all size modifiers this one cancels out so opponents of the same size grapple each other normally.

To start a grapple, you first need to grab and hold your target. Make a melee attack to grab the target. If you don't hit the target, you fail to start the grapple. Once you hit, you have grabbed your opponent, make an opposed grapple check. If you lose, the target is not grappled. If you succeed, you can apply one of the following effects:

- Damage: You deal damage like an unarmed strike.
- Throw: You can pick up and throw your opponent like an inanimate object (see Throwing, page 36). The throw occurs as a move action as part of the grapple (grabbing, grappling, and throwing an opponent is a full-round action). The distance you can throw an opponent is based on weight like any other object and a throw automatically ends the grapple.
- Pin: You hold your opponent immobile for one round. You can't use a weapon on the pinned character or attempt to damage or pin another opponent while pinning the first unless you have the Improved Grapple feat or the Additional Limbs power. When an opponent has pinned you, you are immobile (but not helpless) for one round. You have a –4 Defense modifier and lose your dodge bonus against attacks while pinned.
- Break: You can break the hold an opponent has over an ally.
- Escape: You can escape the grapple or a pin. If you are grappled and escape, you are no longer grappling and can take whatever movement you get as your move action. If you're pinned and escape, you are still grappling, but no longer pinned. If more than one opponent is grappling or pinning you, your grapple check result has to beat all of their checks to escape. You also can make an Escape Artist check (opposed by your opponent's grapple check) to escape.

While you're grappling, your ability to attack others and defend yourself is limited. You lose your dodge bonus to Defense against opponents

you aren't grappling. You can still use it against opponents you are grappling.

You can use powers while grappling, subject to the requirements of the grapple. If you use a power requiring a standard action, you forfeit your grapple check that round (meaning you automatically lose the opposed grapple check). This may be worth it if the power helps you get out of the grapple or otherwise deals with your opponent. The GM may require a Concentration check (see page 44) to use some powers while grappled, while other powers (those requiring freedom of movement or the ability to access a device, for example) may not be usable at all, at the GM's discretion.

MULTIPLE GRAPPLERS

Several combatants can be in a single grapple. Up to four can grapple a single opponent of the same size. Opponents one size category smaller than you count for half, opponents one size category larger than you count double, and opponents two or more size categories larger count quadruple. So if you're Medium-sized, eight Small, four Medium, two Large, or a single Huge opponent can grapple you. In the same way, four Small opponents (counting as two opponents) plus one Large opponent (counting as two opponents) can grapple you. Additional grapplers can aid their friends with the aid action, granting a +2 bonus to that character's grapple checks for the round.

MOVE ALL OUT FULL ACTION

You can move all out as a full action. When you do so, you move up to four times your speed in a fairly straight line.

You lose your dodge bonus while moving all out, since you can't easily avoid attacks. However, if you're using a movement power (see Chapter 5) you gain a +2 bonus to Defense per rank in that power; so a hero with Flight 5 moving all out gets a +10 Defense bonus for his speed (it's harder to hit a fast-moving target).

You can move all out for a number of rounds equal to your Constitution score. After that you must succeed at a Constitution check (DC 10) to continue moving all out. You must check again each round, and the DC increases by +1 for each check. When you fail a check, you become fatigued and must drop to an accelerated or normal pace (see Fatigue, page 167).

OVERRUN STANDARD ACTION

You can attempt an overrun as a standard action following a move action or as part of a charge. With an overrun, you plow past, or over, your opponent (and move through his area) as you move. You can only make one overrun attempt per action.

First, you must move at least 10 feet in a straight line toward your target. The target chooses to avoid or block you. If he avoids you, you keep moving, since you can always move through an area occupied by someone who lets you pass. If he blocks you, make a trip attack against him (see Trip, page 159). If you are using a movement power, you gain a +1 bonus per rank on the trip check. If you succeed in tripping your oppo-

nent, you can continue your movement as normal.

If you fail and are tripped in return, you fall prone. If you fail but are not tripped, you have to move 5 feet back the way you came, ending your movement there (essentially, you stop directly in front of your opponent). If that space is occupied, you fall prone as well.

RUSH STANDARD ACTION

You can attempt a rush as a standard action made after a move action, or as part of a charge. (You normally can't make a standard action during a move action; this is an exception.) When you rush, you attempt to push an opponent straight back instead of damaging them.

First, you move adjacent to your target. You and the target make opposed Strength checks, with each rank in Super-Strength providing a +1 bonus and each rank of your movement power (if you are using one) providing a +1 bonus. If you and the target are different sizes, the larger one gets a +4 bonus per difference in size category. The target gets a +4 bonus for having more than two legs or being otherwise exceptionally stable (see Additional Limbs, page 75) and may also get a bonus from the Immovable power (see page 89).

If you win the opposed Strength check, you push the opponent back. Read the amount by which you won the check as a rank on the Time and Value Progression Table, that's how many feet you push the target back. So winning the check by 7 pushes your opponent back 100 feet, for example. You can't, however, exceed your normal movement speed, so any additional distance is ignored.

If you lose, you move 5 feet back the way you came, ending your movement there (essentially, you stop directly in front of your opponent). If that space is occupied, you also fall prone.

SLAM FULL ACTION

A slam is similar to a charge (see page 155), except you attempt to use your momentum to slam directly into the target. Your speed improves your damage, but you may suffer damage from the impact as well.

You make a slam attack like a charge: take a full-round action, you must move at least 10 feet in a relatively straight line. You must stop as soon as you are within striking range of your target (you can't move past the target and attack from another direction). You can't move all out for a slam attack.

Make a melee attack against the target. You do not gain the +2 bonus to hit from a charge, but you do suffer the -2 penalty to Defense. Your damage bonus is +2 for a normal move, +4 for an accelerated move. Use this in place of your normal Strength damage. If you use a movement power, add its rank to your damage bonus, provided you move a minimum distance equal to that rank's speed. So, if you use Flight 5 (speed 250 MPH) to slam, you must move at least 2500 feet or so (a normal move action at that speed) to add it to your damage bonus. Obviously, confined

quarters limit the speed you can attain for a slam attack.

You suffer damage equal to half the total damage bonus inflicted on your target (round down). So a slam attack inflicting +13 damage on the target does +6 damage to you. You make a normal Toughness save against this damage, and Impervious Toughness protects against it normally.

The Immovable power (see page 89) reduces the damage inflicted by a slam attack and increases the damage suffered by the attacker.

TOTAL DEFENSE STANDARD ACTION

Instead of attacking, you can use your standard action to avoid attacks that round. You don't get to attack or perform any other standard action, but you get a +4 to your dodge bonus for the round.

TRICK STANDARD ACTION

You can make a Bluff check (see page 42) to trick an opponent as a standard action. By taking a –5 penalty on the check, you can attempt to trick as a move action.

TRIP STANDARD ACTION

You can try to trip an opponent as a melee attack. Make a melee attack roll. If the attack succeeds, make a Strength or Dexterity check opposed by the defender's Strength, Dexterity, or Acrobatics check (use whichever ability has the higher modifier in each case). A combatant gets a +4 bonus for each size category exceeding Medium or a –4 penalty for each size category smaller than Medium (these size modifiers cancel out for opponents of the same size). The defender gets a +4 stability bonus on the check if he has more than two legs or is otherwise more stable than a normal humanoid and a bonus from the Immovable power (see page 89) if he has it. If you win, you trip the defender. If you lose, the defender may react immediately by trying to trip you with no need for an attack roll. If you have the Improved Trip feat (see page 62), the defender doesn't get an opportunity to trip you.

A tripped character is prone, suffering a –4 penalty on melee attack rolls. Prone characters have –4 Defense against attacks from adjacent opponents and +4 Defense against ranged attacks. Standing up from a prone position is a move action. A trip attack may have other effects depending on the situation; for example, tripping an opponent on a narrow ledge or the edge of a cliff may cause the opponent to fall (the GM can allow a DC 15 Reflex save to grab the edge of the precipice at the last moment).

Stances:

AGGRESSIVE STANCE

You can improve your chances of hitting with an attack by sacrificing your defense. Take up to a -4 penalty on your Defense to gain half that amount (up to +2) on your attack rolls for that round.

DEFENSIVE STANCE

You improve your defense by sacrificing accuracy. Take a penalty of up to -4 on your attack rolls to gain half that amount (up to +2) as a dodge bonus for that round.