

D&D 3.5 Special Attack Powers – At-Will

Bull Rush Special Attack

You slam your shield or armored shoulder into your enemy, pushing him backwards.

At-Will ♦ Martial(Special Attack)

Standard Action or Full-Round if Charge **Melee**

Target: One creature

Attack: CAC(+2 if you Charge) vs. CAC

AoO: As you move into your enemy's space you provoke an AoO. Any AoO made by anyone other than your target against you during a bull rush has a 25% chance of accidentally targeting your target instead, and any AoO by anyone other than you against your target likewise has a 25% chance of accidentally targeting you.

Feat: If you have the *Improved Bull Rush* feat, you don't provoke an AoO for making a Bull Rush. The *mobility* feat provides a +4 AC bonus vs. the attack.

Success: If you beat the enemy's CAC result, you push him back 5 feet. If you wish to move with the enemy, you can push him back an additional 5 feet for each 5 points by which your CAC result is greater than the enemy's CAC result. You can't, however, exceed your normal movement limit.

Note: The enemy provokes an AoO if he is moved. So do you, if you move with him. The two of you do not provoke AoO's from each other, however.

Failure: If you fail to beat the enemy's CAC result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Wall Bash Special Attack

You slam your shield or armored shoulder into your enemy, pushing him backwards into an unmovable object.

At-Will ♦ Martial(Special Attack)

Standard Action or Full-Round if Charge **Melee**

Target: One creature

Attack: CAC(+2 if you Charge) vs. CAC

AoO: As you move into your enemy's space you provoke an AoO. Any AoO made by anyone other than your target against you during a wall bash has a 25% chance of accidentally targeting your target instead, and any AoO by anyone other than you against your target likewise has a 25% chance of accidentally targeting you.

Feat: If you have the *Improved Bull Rush* feat, you don't provoke an AoO for making a Wall Bash. The *mobility* feat provides a +4 AC bonus vs. the attack.

Success: If you beat the enemy's CAC result, and you push him into an unmovable obstruction (such as a wall), the enemy takes 1d6 damage plus 1.5 Str damage. For each 10 points by which you beat the enemy's CAC you do an additional 1d6 points of damage.

Failure: If you fail to beat the enemy's CAC result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Overrun Special Attack

Plow past or over an enemy as you move past.

At-Will ♦ Martial(Special Attack)

Standard Action **Melee**

Target: One creature your size, smaller or, one size category larger.

Attack: CAC vs. CAC

AoO: As you move into your enemy's space you provoke an AoO. If the enemy wishes they can simply avoid you and you move past, but you still provoke AoO.

Feat: With the *Improved Overrun* feat your enemy may not choose to avoid you, but you still provoke an AoO.

Success: If you beat the enemy's CAC you knock the enemy prone and you can continue your movement as normal.

Failure: If you fail to beat the enemy's CAC the enemy may immediately react and make an opposed CAC to try to knock you prone. If the enemy is successful you are knocked prone, you have to move 5 feet back the way you came and fall prone, ending your movement there. If that square is occupied, you fall prone in that square.

Charge Special Attack

You charge across the battlefield moving up to twice your speed while viscously and recklessly attacking your target.

At-Will ♦ Martial(Special Attack)

Full-Round Action **Melee** Weapon or Unarmed

Target: One creature

Attack: +2 bonus to hit and a -2 penalty to AC.

AoO: You provoke AoO's as normal for moving.

Special: You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated enemy. You must have a clear path toward the enemy, and nothing can hinder your movement including allies.

Disarm Special Attack

With a superior display of swordsmanship or a heavy slam of your weapon you disarm your opponent of his weapon.

At-Will ♦ Martial(Special Attack)

Attack Action **Melee** Weapon or Unarmed

Target: One held weapon(range or melee)

Attack: CAC(Weapon: +4 Two-Handed; -4 Light) vs. CAC

AoO: You provoke an AoO from the enemy you are trying to disarm. If the enemy's AoO deals any damage, your disarm attempt fails.

Feat: If you have the *Improved Disarm* feat, you don't incur an AoO for making a disarm attempt.

Success: If you attempted the disarm action unarmed, you now have the enemy's weapon. If you were armed, the enemy's weapon is on the ground in the enemy's square.

Failure: If you fail on the disarm attempt, the enemy may immediately react and attempt to disarm you with the same sort of opposed melee CAC. His attempt does not provoke an AoO from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

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Sunder Special Attack

You make a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your enemy is holding.

At-Will ✦ Martial(Special Attack)

Attack Action **Melee** Weapon

Target: One Weapon or Shield

Attack: CAC(Weapon: +4 Two-Handed; -4 Light) vs. CAC

AoO: You provoke an AoO from the enemy whose weapon or shield you are trying to sunder.

Feat: If you have the *Improved Sunder* feat, you don't incur an AoO for making a sunder attempt.

Success: If you beat the enemy's CAC, roll normal weapon damage and deal it to the weapon or shield.

- **Sundered:** If the damage you deal exceeds or equals the object's hardness plus its hit points then the object is destroyed.
- **Broken:** If the damage you deal exceeds the object's hardness, but not its total number of hit points then the object gains the *broken condition* (weapon -2H-2D; shield AC is halved).

Failure: If you fail on the sunder attempt, you don't deal any damage.

Trip Special Attack

You catch your opponent off-balance and throw him to the ground.

At-Will ✦ Martial(Special Attack)

Attack Action **Melee** Weapon or Unarmed

Target: One creature your size, smaller or, one size category larger.

1st Attack: Attack roll vs. Touch AC

2nd Opposed: CAC vs. CAC

AoO: You provoke an AoO from the enemy who you are trying to trip.

Feat or Weapon: If you are using a weapon made for tripping, have the *Improved Unarmed Strike* feat (unarmed trips), or have the *Improved Trip* feat you don't provoke an AoO for making a trip attack.

Success: If your touch attack succeeds, make a CAC opposed by the enemy's CAC. If you win, you trip the enemy.

Failure: If your touch attack fails your trip attack also fails. If you lose the opposed CAC, the enemy may immediately react and make a CAC opposed by your CAC to try to trip you. If you are tripped during your own trip attempt and using a weapon, you can drop the weapon to avoid being tripped.

Grapple(Grab and Hold) Special Attack

You grab your opponent and begin wrestling.

At-Will ✦ Martial(Special Attack)

Attack Action **Melee** Weapon or Unarmed

Target: One creature your size, smaller or, one size category larger.

1st Grab Attack: Melee Attack roll vs. Touch AC

2nd Grab Opposed: CAC vs. CAC

AoO: You provoke an AoO from the enemy who you are trying to grapple. If the enemy's AoO deals any damage, your grapple attempt fails.

Feat: If you have the *Improved Grapple* feat, you don't incur an AoO for making the grapple.

Grab: Make a melee touch attack. If your melee touch attack succeeds, make a CAC opposed by the enemy's CAC. If you win, you deal damage as if with an unarmed strike (1d3 + Str for medium size).

Hold (Optional): If you wish to continue grappling your target you must hold on to them by moving into the target's space. (This movement is free and doesn't count as part of your movement in the round.) Moving, as normal, provokes AoO from threatening enemies, but not from your target.

- **Failure:** If you can't move into your target's space, you can't maintain the grapple and must immediately let go of your enemy.

Pull & Hold (Optional): If you wish to continue grappling your target you must pull them into your space. Roll an additional opposed CAC's. If you succeed your target is pulled into your square (this movement is free and does not count against the defender). Moving as per normal provokes AoO from threatening opponents, but not from your target.

- **Failure:** If you lose the opposed CAC then the grapple ends.

Grapple(Escape) Special Attack

You use brute force or finesse to slip from your opponents grapple.

At-Will ✦ Martial(Special Attack)

Attack Action or Standard **Melee**

Target: One or more creatures that are grappling you.

Attack Action: CAC vs. CAC

Standard Action: Escape Artist vs. CAC

Attack Action: You can escape a grapple by winning an opposed CAC in place of making an attack. If more than one opponent is grappling you, your CAC result has to beat all their individual check results to escape. If you escape, you finish the action by moving into any space adjacent to your opponent(s).

Escape Artist: You can escape a grapple by winning an Escape Artist check against their CAC, but this requires a standard action so you only get one attempt per round. If more than one opponent is grappling you, your Escape Artist check result has to beat all their individual check results to escape. If you escape, you finish the action by moving into any space adjacent to your opponent(s).

Grapple (Attack Opponent) Special Attack

You wrestle with your opponent to inflict damage or you use a light melee weapon to attack him.

At-Will ✦ **Martial(Special Attack)**

Attack Action Melee Weapon or Unarmed

Target: One creature you are grappling with.

Weapon Attack: Melee Attack(-4 penalty) vs. AC

Wrestle Attack(unarmed strike damage): CAC vs. CAC

Use Opponent's Weapon: CAC vs. CAC

AoO: No AoO's regardless of weapon or method of attack.

Feat: --

Weapon Attack: Make a melee attack at a -4 penalty with an unarmed strike, natural weapon, or light weapon against another opponent you are grappling.

You can't attack with two weapons while grappling, even if both are light weapons.

Wrestle Attack: Make an opposed CAC. If you win, you deal damage as per your unarmed strike (1d3 + Str for medium size). This is nonlethal damage unless you have the *improved unarmed strike* feat or you take a -4 penalty on your CAC roll.

Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack him. Make an opposed CAC. If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action).

You don't gain possession of the weapon by performing this action.

Grapple (Cast a Spell or Use a Magic Item) Special Attack

You attempt to cast a spell or activate a magic item while grappling.

At-Will ✦ **Martial(Special Attack)**

Attack Action Melee

Target: Yourself

Cast a Spell: Concentration Check vs. DC 20 + spell level

Use a Magic Item: No check or die roll required.

AoO: No AoO's using magic

Feat: --

Cast a Spell: You can attempt to cast a spell while grappling or even while pinned, provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful CAC roll to cast the spell.

Use a Magic Item: You can activate a magic item, as long as the item doesn't require spell completion activation (such as a scroll). You don't need to make a CAC roll to activate the item.

Grapple (Pin Your Opponent) Special Attack

You pin your opponent to the ground or up against a wall and attempt to immobilize him.

At-Will ✦ **Martial(Special Attack)**

Attack Action Melee

Target: One creature you are grappling with.

Attack: CAC vs. CAC

AoO: No AoO's for pinning in a grapple

Feat: --

Pinning an Opponent: You can hold your opponent immobile for 1 round by winning an opposed CAC. Once you have an opponent pinned, you can prevent a pinned opponent from speaking.

Once you're pinning an opponent you can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a spell component, pin another character, or break another's pin while you are pinning an opponent.

Disarm (weapon or object): You can use an opposed CAC to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt.

Pinned Opponent: The opponent that is pinned is held immobile (but not helpless) for 1 round. While pinned, the opponent takes a -4 penalty to their AC against everyone except you. At your option, your opponent may also be unable to speak. On their turn the pinned opponent's only option is to try and escape the pin see *Grapple (Escape)* for full details. If they win, they escape the pin, but they don't escape the grapple.

Grapple (Retrieve an Item) Special Attack

You attempt to draw a light weapon, retrieve a spell component, or retrieve another small item.

At-Will ✦ **Martial(Special Attack)**

Attack Action Melee

Target: Yourself

Weapon or Small item: CAC vs. CAC

Spell Component: Full-Round Action only.

AoO: No AoO's for retrieving any type of item.

Feat: --

Weapon or Item: You can draw a light weapon or item as a move action with a successful CAC.

Spell Component: You can retrieve a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful CAC.