

Common Combat Actions	
Action	= Game Effect
Active Defence	= Appropriate skill check or Action Save becomes the DC to hit you (if better than your AC); no attack is made.
Aid Another	= Roll an attack against an opponent that must hit AC 10; this attack causes no damage, but gives an ally of your choice either a +2 bonus to attack rolls or a +2 bonus to AC against that opponent until the opponent clears it by spending a Reaction.
Attack	= Make a standard attack roll, causing standard damage.
Attack for Lethal (with non-lethal weapon)	= Make an attack roll at –4 weapon skill ranks, using a weapon that normally causes subdual damage (including unarmed attacks); you cause standard damage.
Attack for Subdual	= Make an attack roll at –4 weapon skill ranks, using a weapon that normally causes standard damage; you cause subdual damage.
Attack with Off-Hand	= Make an attack roll at –4 weapon skill ranks; the attack has a –2 penalty to damage.
Attack with Two Hands (on single weapon)	= Make an attack roll; the attack has a +2 damage bonus.
Attack with Two Weapons	= Make an attack roll with both weapons. The primary weapon has a –4 penalty to weapon skill ranks. The secondary weapon has a –6 penalty to weapon skill ranks and a –2 penalty to damage. This costs one Action and one Reaction.
Charge	= Move up to double your speed in a straight line; attack at +2 to hit and +4 damage. You have a –4 penalty to AC until you spend a Reaction to clear it, and provoke attacks of opportunity from foes you bypass (but not those you attack).
Combat Skill Use	= Make a gamble with an appropriate skill check; if you succeed, you gain an attack roll as a Reaction and a bonus divided equally among one or two of your attack roll, damage, or your AC. DC 10 is +2, DC 15 is +4, DC 20 is +6, DC 25 +8, etc. If you fail, your Action is wasted.
Defensive Withdraw	= Move away at half your speed.
Drive	= Make an Intimidate check, opposed by your opponent's Willpower save. If you succeed, you move half your speed in any direction you choose, forcing your opponent to move with you.
Engage	= Move toward your opponent to enter melee combat. If you move only half your speed or less, you may make an attack as part of the same Action, with a –2 penalty to the attack roll.
Get the Drop	= Make a check of some sort with a –4 penalty. Your opponent makes an opposed check as a Reaction. If he wins, he gains an attack of opportunity as part of the same Reaction; if he loses, you get the drop on him (see page 116).
Hold Action	= Take no Action until you choose. Your initiative becomes the phase number on which you act, possibly causing you to lose extra Actions. If you hold your Action past the end of the round, your effective initiative on each subsequent round is 14 + your initiative modifier, until you take your Action or stop holding your Action.
Lure	= Move at half speed away from your opponent, to an area you choose. Make a Bluff check, opposed by your opponent's Reasoning save. If you succeed, your opponent follows you.
Provide Suppressive Fire ("Cover Me!")	= Convert all remaining Actions to Reactions. When an opponent in range attempts to move or fire a missile weapon, fire as an attack of opportunity. The opponent has a –2 penalty to hit whether you hit or not. A hit (but not a critical hit) can be negated by the opponent choosing not to move or attack (but the opponent's Action is still lost).
Ready/Sling Shield	= Makes a shield ready to provide an AC bonus, or allows it to be slung onto the character's back with the shield strap. Dropping a shield is a Reaction.
Sheath a Weapon	= Sheaths a weapon. Dropping a weapon is a Free Reaction.
Special Manoeuvre (Minor)	= Make an attack with –4 weapon skill ranks (or –2 if the attack causes no damage). Success imposes a –2 penalty to an opponent's selected Action until the opponent clears it (costing an Action). See page 117.
Special Manoeuvre (Normal)	= Make an attack with –8 weapon skill ranks (or –4 if the attack causes no damage). Success imposes a –4 penalty to an opponent's selected Action until the opponent clears it (costing an Action) or Make an attack with –4 weapon skill ranks. Success causes some special effect (disarm, force an opponent to move 10 ft., trip, etc.); the opponent may resist with an appropriate save or skill (DC = attack roll). See page 117.
Special Manoeuvre (Major)	= Make an attack with –12 weapon skill ranks (or –8 if the attack causes no damage). Success imposes a condition preventing some specific action, which exists until cleared. The opponent may resist with an appropriate save or skill (DC = attack roll); thereafter, the opponent may spend an Action to try again (at the same DC). See page 117.
Sunder	= Attack using the Brutal combat mode; if you hit your extra damage is negated, instead sundering a targeted object. A Reflex save (DC = attack roll) negates, but may be modified by the nature of the targeted object. See page 111.
Touch Attack	= Attack against AC 10 + defender's Reflex save modifier.
Withdraw	= Move away at your full speed, provoking an attack of opportunity.