

0.1 Maneuvers v1.0

0.1.1 Charge Lanes

The rules for charging have been slightly altered, based on things that actually worked better in D&D 3.0, as inspired by Sean K. Reynolds [here](#).

Charge

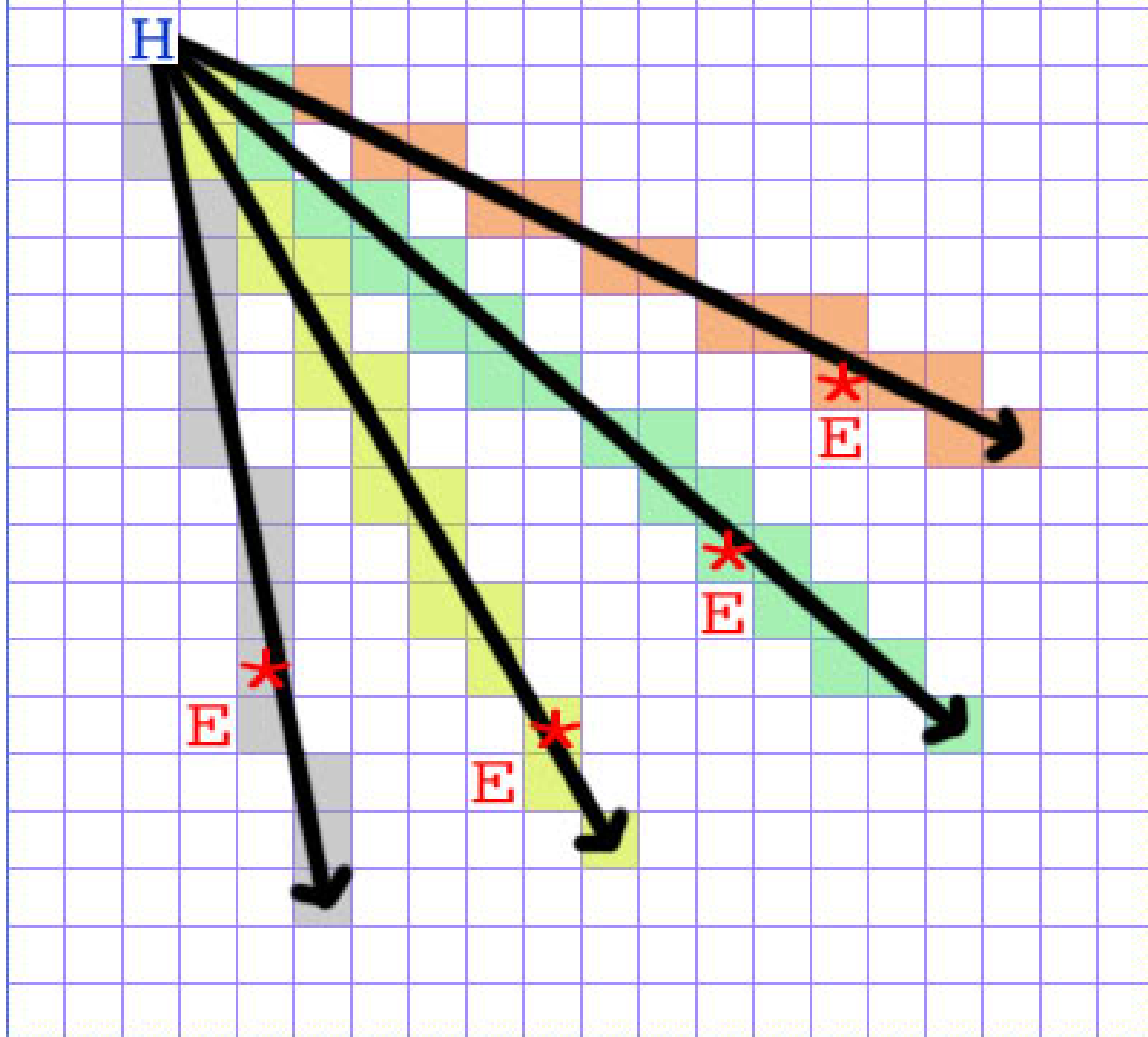
Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. Charging, however, carries tight restrictions on how you can move.

First, pick a destination square. Then determine straightest line of movement from your position to that square. If that line is blocked by anything (allies, enemies, furniture, difficult terrain), you cannot charge. Helpless creatures don't block charges. If you cannot see the destination square, you also cannot charge.

Next, choose your weapon, and note its Reach. Choose an enemy to attack. You must have line of sight towards that enemy at the start of your turn; otherwise you're not allowed to charge that enemy this turn. Determine the first square along the path of your charge from which you can reach that enemy. You must make your attack from that square.

Finally, execute your charge. You move along the line of your charge, make the attack, and complete movement. It is therefore possible to continue moving even after a charge (see diagram). Note that if you charge past an enemy, and he survives your attack, it is quite possible that he'll make an attack of opportunity against you because you left one of his threatened squares. You must complete your announced movement if possible, even if the attack didn't succeed as well as you'd hoped. (*The **Ride-By Attack** feat prevents this AoO, **Spring Attack** provides an alternative way of moving past an enemy without charging that doesn't provoke, and **Mobility** boosts your AC against the AoO.*)

Charges are not limited to following the grid.



H = hero

E = enemy

* = "closest space from which you can attack the opponent"

Of course, it's also possible to charge directly towards an enemy, in which your move will usually end right in front of him followed by an attack.

If you have a Base Attack Bonus of +1 or higher, you can draw a weapon during a charge, but you are only allowed to move up to your speed (instead of up to double your speed).

If you are able to take only a standard action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed) and you cannot draw a weapon (unless you possess the Quick Draw feat, which makes drawing weapons a free action). You can't use this option unless you are restricted to taking only a standard action on your turn (such as during the surprise round, or when you're Staggered).

Attacking on a Charge: After or while moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn. The AC penalty starts as soon as you announce the charge.

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Mounted Charge: Several feats and abilities talk about "mounted charges" or "from the back of a charging mount" and suchlike. The language is somewhat varied and unsystematic, but all means the same. If you're mounted,

your mount can charge, and thus move up to twice its speed. You then have the choice whether to be considered charging (gaining the +2 to hit and -2 AC, doing more damage with a lance and so forth), or to not be charging yourself. In other words: if you want to charge, your mount must charge, but just because your mount charges, doesn't mean you have to as well.

New Feat:

Leap Attack

You jump over obstacles and ravines to get to your enemy.

Prerequisites: Acrobatics 1 rank

Benefit: You can charge even if there is an obstruction on your charge lane, by jumping over it using Acrobatics. You're allowed one jump per charge, plus one more per 4 ranks in Acrobatics.

Special: If a jump ends directly in the square from which you attack your enemy, you also qualify for the benefits of the **Death From Above** feat.

Explanation

Recent discussions on the Paizo forum have demonstrated that Ride-By Attack doesn't actually make sense under a strict reading of the Charge rules, because those would only allow you to charge through, not by, people. On further consideration it really does make sense that even without a mount, you can run past someone and whack them. Of course that's risky if it doesn't kill them, but hey.

There was already some confusion about whether you had to charge in the most direct Euclidean line towards the target (since PF largely doesn't care about Euclidean distance), or whether all charge lines with minimal movement cost were allowed. This rule should also remove that confusion.

Finally, an added potential benefit is that charging becomes less stupid to do. Under standard rules, if you charge at someone and don't kill them, they are the first ones to get a chance to use a full attack, not you. But if you can charge past someone, you could get out of full attack reach again (at the price of an AoO, though).

0.1.2 Overrun

To overrun someone means to move through his square to a square on the other side of your enemy. If you succeed, you end up on a legal square on the other side of the enemy. If you fail, you stay on this side of the enemy. (If for some reason your starting square is occupied, you're moved to the nearest legal space in front of the enemy.)

You can only overrun an opponent who is no more than one size category larger than you. Attempting an overrun normally provokes an Attack of Opportunity from the target. If that attack hits and deals damage, the damage is a penalty on your maneuver check. (*Note: the Improved Overrun feat alleviates this risk.*)

The target of your overrun attempt may choose to let you through without making a check. In that case he does not risk any of the additional effects of being overrun, but is not allowed to make an Attack of Opportunity either. If the target does not let you through, make a CMB vs. CMD maneuver check. If you succeed, you move through. If you succeed by 5 or more, you also knock the enemy prone. (*Note: with the Improved Overrun feat you can – but don't have to – forbid the target from just letting you past. So if you feel confident in your CMB, you might wish to make the roll anyway, so that there's a chance your opponent gets knocked prone.*)

Overrun as a Standard Action: provided your speed is sufficient to move to the other end of your enemy in a single move, you can make an overrun as a standard action. (*This should only be an issue for slow attackers against really big enemies.*)

Overrun as a Charge: You can declare a Charge whose line of movement is obstructed by an enemy, by saying you intend to Overrun that enemy during your Charge. This counts as your attack during that Charge. (*Note that if you overrun someone and then continue onward with your movement, you're leaving the opponent's threatened area and he could make an Attack of Opportunity.*)

Overrun and Weapons: Overrun doesn't use weapons, so no weapon enhancements aid overrun attempts, nor does two-weapon fighting or a multitude of natural weapons or suchlike. (*Although some creatures have superior built-in overrun capabilities, like bisons.*)

Overrun with Iterative Attacks: If you have iterative attacks (due to BAB 6+), you can as a full-round action overrun multiple enemies in a row. You can cover distance up to your Speed by using successive overruns and normal movement. If you run out of attacks (and/or fail halfway) you end your move in the nearest appropriate legal space.

If you're allowed to make iterative attacks on a Charge, the total distance you can cover is up to twice your speed. However, you must get a 10ft start before the first attack, and any failed attempt ends your action.

Explanation

The Overrun rules were so confusing (the "or as part of a charge part") that many people never dared rely on them. That's obviously no good for the game. This house rule obviously makes it a bit more attractive. The possibility of using Iteratives to fight your way through a mob will also be useful to warriors seeking to move past a BBEG caster's bodyguards.

Clarified overrun rules should also be of use to mounted warriors.

Revised feat:

Charge Through

You can overrun enemies when charging.

Prerequisites: Improved Overrun

Benefit: When making a charge, you can attempt to overrun one creature in the path of the charge as a free action. If you successfully overrun that creature, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that creature.

If your BAB is high enough to grant you iterative attacks, you can overrun additional creatures in the path of your charge as free actions, but with the appropriate iterative penalties. (*-5 for the second one, provided you have BAB 6+, -10 for the third one provided you have BAB 11+ etc.*) This cannot be combined with any other ability that allows you to make multiple attacks during a charge, such as Pounce.

Normal: You must have a clear path toward the target of your charge.

0.1.3 Grappling with really big critters

When a creature grapples enemies at least 3 sizes smaller than it, the attacking creature doesn't have to become Grappled itself if it doesn't want to. It will still be using one appendage (tentacle, claw...) to maintain the grapple though. (*It can still become grappled if attacked by those creatures.*)

0.1.4 Explanation

Under RAW rules, a Roc that tries to snatch an adventurer with a Flyby Attack will usually come to an abrupt stop once it gains the Grappled condition because grappled creatures can't freely move around.

0.1.5 Pull an ally to safety

It happens frequently: a PC goes down in a dangerous place, and another one wants to drag him to safety. The rules are vague, so houserules:

- You can a creature with you as a Standard action, provided the creature is helpless and in your square or adjacent to it, and that you can drag that much weight.¹ This provokes attacks of opportunity; opponents may attack you or the draggee (not both). Any opponent threatening the draggee may also attack you even if it normally couldn't reach you. However, you may choose to force any attack targeting the draggee to target you instead.
- To pull a non-helpless ally to safety (for example during a surprise round), you must use Drag or Reposition maneuvers. Your ally may not choose to let the attack succeed automatically. Note that this is actually easier if your ally is still flat-footed.

¹Under normal rules, you can drag things up to 5 times your Light load, but remember to add your own load, the creature's load, and the creature's weight. See page 169 of the CRB for details.