## Free Actions

#### Spellstrike

A Magus can channel an effect generated by a "Touch" range Spell into their Weapon. The next attack landed with the Weapon discharges the Spell. A spell placed onto a Weapon naturally dissipates after a minute if not discharged.

## Haste

#### Haste

Haste grants an additional simple action. The simple action may only be an Attack or Move action. Haste and Slow counteract one another.

#### Slow

Slow reduces the number of actions an enemy can take from three to two. Haste and Slow counteract one another.

## Swift Action

#### Swift Actions

Swift Actions are by default Simple Actions. The first Swift Action taken during a turn becomes a free action. All subsequent Swift Actions are Simple Actions.

## Simple Action

#### Defensive Strike (Attack)

You may make a strike defensively, allowing you to modify any attack action. When striking defensively, you gain +1 AC at the cost of a -1 penalty to hit. Both the penalty and bonus increase by 1 for every 4th BAB. This action may not be taken with Risky Strike.

#### Precise Strike (Attack)

A wielder may choose to use their Dexterity modifier instead of their Strength modifier on attack rolls with a Agile weapon or a ranged weapon. In either case, add the regular bonuses to damage as it is not affected by this action type. This may be further modified with Aimed Strike.

#### Risky Strike (Attack)

Prerequisites: Base attack bonus +1.

You can choose to take a –1 penalty on all attack rolls and combat maneuver checks to gain a +2 bonus on all damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon.

#### Dual Strike (Attack)

You strike with two weapons (or multiple natural attacks, or some combination of both) at once. A Dual Strike carries an Attack Penalty for both attacks, which is subject to change depending on the types of weapons being used and the Feats of the Attacker.

*Dual Strike Requirement/Penalty Table*

|  |  |  |  |
| --- | --- | --- | --- |
| **Action Number** | **Weapon Attack Requirement** | **Natural Attack BAB Requirement** | **Penalty** |
| First Dual Strike | TWF | - | -2 Both |
| Second Dual Strike | Greater TWF | +6 BAB | -3 Both |
| Third Dual Strike | Greater TWF and +11 BAB | +11 BAB | -3 Both |

*Attack Penalty Table*

|  |  |  |
| --- | --- | --- |
| **Circumstances** | **Primary Hand** | **Off Hand** |
| Normal penalties | –6 (-7 for GTWF) | –10 (-11 for GTWF) |
| Off-hand attack is with a Light Weapon or a Natural Weapon | –4 (-5 for GTWF) | –8 (-9 for GTWF) |
| [Two-Weapon Fighting](https://www.d20pfsrd.com/feats/combat-feats/two-weapon-fighting-combat) feat | –4 (-5 for GTWF) | –4 (-5 for GTWF) |
| Off-hand attack is with a Light Weapon and [Two-Weapon Fighting](https://www.d20pfsrd.com/feats/combat-feats/%22two-weapon-fighting-combat%22) feat  OR  Off-hand is with a Natural Weapon and (+3 BAB or Two-Weapon Fighting) | –2 (-3 for GTWF) | –2 (-3 for GTWF) |

#### Risky Strike (Attack)

Prerequisites: Base attack bonus +1.

You can choose to take a –1 penalty on all attack rolls and combat maneuver checks to gain a +2 bonus on all damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon.

#### Hamstring (Attack)

You can attempt to hamstring your opponent’s movement in place of a melee attack. You can only hamstring an opponent who is no more than one size category larger than you. If you do not have the Powerful Maneuvers feat, or a similar ability, initiating a hamstring provokes an attack of opportunity from the target of your maneuver.

If your attack exceeds the target's CMD, the target is entangled for 1 round. For every 5 by which your attack exceeds your opponent’s CMD, the penalty lasts 1 additional round. Creatures that are immune to critical hits - such as elementals and oozes - cannot be hamstrung. Flying creatures can be hamstrung, but only if they use

#### Simple Combat Maneuver (Attack; Complex)

You may execute any of these maneuvers (Bull Rush, Disarm, Overrun, Sunder, Trip, Dirty Trick) as an attack action. Multiple Attack Penalty applies. These Maneuvers provoke attacks of opportunity unless you have Deft Maneuvers or Powerful Maneuvers, depending on which maneuver is being performed.

#### Dirty Trick (Attack)

You attempt a [dirty trick](https://www.d20pfsrd.com/gamemastering/combat#TOC-Dirty-Trick) [combat maneuver](https://www.d20pfsrd.com/gamemastering/combat#TOC-Combat-Maneuvers) check. If you’re successful, the target gains one of the following conditions: [blinded](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Blinded), [dazzled](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Dazzled), [deafened](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Deafened), [entangled](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Entangled), [shaken](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Shaken), or [sickened](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Sickened). This condition lasts for 1 round. For every 5 by which your [combat maneuver](https://www.d20pfsrd.com/gamemastering/combat#TOC-Combat-Maneuvers) check exceeds the target’s [CMD](https://www.d20pfsrd.com/gamemastering/combat#TOC-Combat-Maneuver-Defense), the condition lasts for 1 additional round. The target or an ally adjacent to the target can remove the condition by committing 1 act. Removing a condition applied by a [dirty trick](https://www.d20pfsrd.com/gamemastering/combat#TOC-Dirty-Trick) does not provoke [attacks of opportunity](https://www.d20pfsrd.com/gamemastering/combat#TOC-Attacks-of-Opportunity).

### Miscellaneous

#### Flick Shot

You quickly fire a shot at a target. This shot is made at a -5 attack penalty, but carries no multiple strike penalty.

#### Drink Potion (Complex)

You drink a potion that you have in your hand.

#### Retrieve object(s) from Bag (Complex)

You retrieve one (or multiple, provided that they can be carried) small objects from an easily accessible spot on your person. You must have open hands to carry the items you have retrieved.

#### Administer a Potion or Elixir, or Apply an Oil, to an Unconscious Creature (Complex)

You carefully administer a [potion](https://www.d20pfsrd.com/magic-items/potions) or elixir, or apply an oil, to an [unconscious](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Unconscious) creature.

#### **Step** (**Move)**

You carefully step five feet in any unoccupied direction. This does not provoke attacks of opportunity. This increases to 2 Actions if the individual is on difficult terrain.

### Grapple

#### Initiate Grapple (Grapple; 2 Acts)

You may attempt to initiate a grapple with a Complex Combat Maneuver. Successfully grappling the target allows you to take the actions outlined below.

#### Maintain Control (Grapple; Controller)

You shift and move to maintain your grapple over your grappled target, rolling your CMB + 5 vs CMD. This action must be taken if you are the controller of a Grappler and wish to maintain the Grapple. If you fail this roll, you no longer have control of the grapple and the grapple becomes uncontrolled.

#### Attack (Grapple;)

You attack the target you are grappled with, rolling your Attack or CMB vs CMD. This action may only be used with a weapon that can be used in one hand, a natural attack, or an unarmed strike. This does not incur Multiple Attack Penalty if you are the controller of the Grapple.

#### Pin (Grapple; Controller)

You pin the target, who gains the pinned condition. You continue to have the grappled condition, but lose your Dexterity bonus to AC until you are no longer pinning the target. You may only pin the target if you are the controller of the Grapple.

#### Cast a Spell (Grapple)

You attempt to cast a spell while grappling a target. You must roll Concentration vs Opponent’s CMB + 10 + Spell Level or lose the spell. If you are the controller in the Grapple, this decreases to Grappler’s CMB + Spell Level.

#### Gag (Grapple; Controller)

You gag the target, rolling your CMB + 5 vs CMD. A gagged target cannot speak without removing the gag from their mouth, preventing them from speaking or casting spells with verbal components. Only the controller of the grapple may gag their opponent.

#### Tie Up(Grapple; Controller; Complex)

You tie up the target, rolling your CMB - 10 vs CMD. Multiple attempts incur Multiple Attack Penalty. This action may only be taken if you have rope (or some other restraining device) in your hands. Note that if your restraining device is easy to put on the target, the CMB penalty decreases.

#### Gain Control (Grapple; Victim)

You attempt to gain control of the Grapple, rolling CMB vs CMD. If your opponent is in control of the grapple, you incur Multiple Attack Penalty.

#### Break Free (Grapple; Victim)

Attempt to break free of the Grapple. If you are the controller of the Grapple, this is upgraded to a free action. Otherwise you must roll CMB vs the grappler’s CMD. If your opponent is in control of the grapple, you incur Multiple Attack Penalty.

## Advanced Actions

#### Spell Combat (Complex; *Spell Combat;* 2 Acts)

After casting a Spell, a Magus can make an Attack with a Light or One Handed Weapon as a Free Action some time that turn. This Attack is made at a -2 Attack Penalty, but does not count as an attack for the purposes of IAP. If you cast the spell defensively, you can subtract your Intelligence bonus from the result of the attack roll to add the same value as a circumstance bonus on the concentration check.

#### Feint (Complex; 2 Acts)

You distract the enemy, throwing them off guard. The target is considered flat-footed for the next attack made towards them this turn.

#### Complicated Combat Maneuver (Complex, Attack; 2 Acts)

You may execute any of these Combat Maneuvers ( Grapple, Drag, Steal, Reposition ) with two simple actions. Multiple Attack Penalty applies. These Maneuvers provoke attacks of opportunity unless you have Deft Maneuvers or Powerful Maneuvers, depending on which maneuver is being performed.

#### Crawl (Move; 2 Acts)

You crawl 5 feet while [prone](https://www.d20pfsrd.com/gamemastering/conditions#TOC-Prone). This does not provoke attacks of opportunity. This increases to 3 Actions if the individual is on difficult terrain.

#### Manyshot (Attack; 2 Acts; *Manyshot*)

Once per turn you may upgrade a simple bow strike with Manyshot. This strike rolls once to hit but is considered to be two strikes for the purposes of damage calculations with the exception of precision based damage (sneak attack or critical hit).

#### Vital Strike (Attack; 2 Acts; *Vital Strike*)

You carefully aim your strike, dealing additional damage should it land. You require the Vital Strike feat to use this action.

#### Total Defense (2 Acts)

You concentrate on defense rather than attacking. Until the start of your next turn, you can’t take actions with the attack subtype, and you gain a +4 [dodge bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Dodge-Bonus) to AC. If you already took an attack action earlier in the turn, you gain only a +2 [dodge bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Dodge-Bonus) to AC.

#### Spring Attack (Attack, 2 Acts, *Spring Attack*)

You dash forward, moving at least ten feet, striking a foe at the end of your movement. You can then use the remainder of your movement minus the distance you moved before the strike. Spring Attack does not provoke attacks of opportunity from the target of your attack.

#### Whirlwind Attack (3 Acts, *Whirlwind Attack*)

You make a melee attack at every enemy within range at your highest BAB. You must make a separate attack roll for each opponent.This cannot be used with any Strike modifier, such as Spring Attack, Vital Strike, or Risky Strike. This consumes 3 Actions, and additional attacks may not be made this turn.