

## COMBAT CRIB SHEET

### STANDARD ACTIONS

**Melee Attack:** With a normal melee weapon, you can strike any opponent within your reach.

**Unarmed Attack:** Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon.

**Ranged Attack:** With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments.

**Fight Defensively as a Standard Action:** If you do so, you take a —4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Cleave:** The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

**Cast a Spell:** Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

**Dismiss a Spell:** Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

**Activate Spell Completion Items:** Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

**Spell Trigger, Command Word, or Use-Activated Items:** Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

**Use Special Ability:** Using a special ability is usually a standard action.

**Spell-Like Abilities:** Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted.

**Supernatural Abilities:** Using a supernatural ability is usually a standard action. Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

**Extraordinary Abilities:** Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

**Total Defense:** You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action.

**Start/Complete Full-Round Action:** This standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

**Aid Another:** You make an attack roll against AC 10. If you succeed, your friend gains +2 bonus on attacks or +2 bonus on AC.

**Bull Rush:** First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. Second, you and the defender make opposed Strength checks. If successful, push the opponent back 5 feet (or more).

**Restricted Charge:** Move up to your speed and attack with +2 bonus. You can't also take a 5-foot step.

**Disarm:** You provoke an attack of opportunity from the target. You and the defender make opposed attack rolls with your respective weapons. If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll.

**Grab Item:** You can use a disarm action to snatch an item worn by the target. You can't snatch an item that is well secured unless you have pinned the wearer.

**Feint:** To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If successful you negate your opponent's Dex bonus to AC.

**Grapple:** Wrestle with an opponent. You provoke an attack of opportunity from the target.

**Overrun:** Plow past or over an opponent as you move. You provoke an attack of opportunity from the defender.

**Sunder:** Strike an opponent's weapon or shield. You provoke an attack of opportunity from the target.

**Sunder a Carried or Worn Object:** You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. You provoke an attack of opportunity from the target.

**Throw Splash Weapon:** Throw container of dangerous liquid at target or grid intersection.

**Trip:** You can try to trip an opponent as an unarmed melee attack. Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.

**Turn (rebuke) Undead:** Channel positive (or negative) energy to turn away (or awe) undead.

### MOVE ACTIONS

**Move:** The simplest move action is moving your speed. You can't also take a 5-foot step.

**Restricted Withdraw:** If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed). You can't also take a 5-foot step.

**Accelerated Climbing:** You can climb one-half your speed as a move action by accepting a —5 penalty on your Climb check (Normal: one-quarter speed). You can't also take a 5-foot step.

**Crawling:** You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl. You can't also take a 5-foot step.

**Draw or Sheathe a Weapon:** Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands.

**Ready or Loose a Shield:** Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action.

## COMBAT CRIB SHEET

### STANDARD ACTIONS

**Melee Attack:** With a normal melee weapon, you can strike any opponent within your reach.

**Unarmed Attack:** Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon.

**Ranged Attack:** With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments.

**Fight Defensively as a Standard Action:** If you do so, you take a —4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Cleave:** The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

**Cast a Spell:** Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

**Dismiss a Spell:** Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

**Activate Spell Completion Items:** Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

**Spell Trigger, Command Word, or Use-Activated Items:** Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

**Use Special Ability:** Using a special ability is usually a standard action.

**Spell-Like Abilities:** Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted.

**Supernatural Abilities:** Using a supernatural ability is usually a standard action. Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

**Extraordinary Abilities:** Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

**Total Defense:** You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action.

**Start/Complete Full-Round Action:** This standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

**Aid Another:** You make an attack roll against AC 10. If you succeed, your friend gains +2 bonus on attacks or +2 bonus on AC.

**Bull Rush:** First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. Second, you and the defender make opposed Strength checks. If successful, push the opponent back 5 feet (or more).

**Restricted Charge:** Move up to your speed and attack with +2 bonus. You can't also take a 5-foot step.

**Disarm:** You provoke an attack of opportunity from the target. You and the defender make opposed attack rolls with your respective weapons. If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll.

**Grab Item:** You can use a disarm action to snatch an item worn by the target. You can't snatch an item that is well secured unless you have pinned the wearer.

**Feint:** To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If successful you negate your opponent's Dex bonus to AC.

**Grapple:** Wrestle with an opponent. You provoke an attack of opportunity from the target.

**Overrun:** Plow past or over an opponent as you move. You provoke an attack of opportunity from the defender.

**Sunder:** Strike an opponent's weapon or shield. You provoke an attack of opportunity from the target.

**Sunder a Carried or Worn Object:** You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. You provoke an attack of opportunity from the target.

**Throw Splash Weapon:** Throw container of dangerous liquid at target or grid intersection.

**Trip:** You can try to trip an opponent as an unarmed melee attack. Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.

**Turn (rebuke) Undead:** Channel positive (or negative) energy to turn away (or awe) undead.

### MOVE ACTIONS

**Move:** The simplest move action is moving your speed. You can't also take a 5-foot step.

**Restricted Withdraw:** If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed). You can't also take a 5-foot step.

**Accelerated Climbing:** You can climb one-half your speed as a move action by accepting a —5 penalty on your Climb check (Normal: one-quarter speed). You can't also take a 5-foot step.

**Crawling:** You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl. You can't also take a 5-foot step.

**Draw or Sheathe a Weapon:** Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands.

**Ready or Loose a Shield:** Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action.

## COMBAT CRIB SHEET

### STANDARD ACTIONS

**Melee Attack:** With a normal melee weapon, you can strike any opponent within your reach.

**Unarmed Attack:** Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon.

**Ranged Attack:** With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments.

**Fight Defensively as a Standard Action:** If you do so, you take a —4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Cleave:** The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

**Cast a Spell:** Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

**Dismiss a Spell:** Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

**Activate Spell Completion Items:** Activating a spell completion item is the equivalent of casting a spell. It requires concentration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

**Spell Trigger, Command Word, or Use-Activated Items:** Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

**Use Special Ability:** Using a special ability is usually a standard action.

**Spell-Like Abilities:** Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted.

**Supernatural Abilities:** Using a supernatural ability is usually a standard action. Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

**Extraordinary Abilities:** Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

**Total Defense:** You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action.

**Start/Complete Full-Round Action:** This standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

**Aid Another:** You make an attack roll against AC 10. If you succeed, your friend gains +2 bonus on attacks or +2 bonus on AC.

**Bull Rush:** First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. Second, you and the defender make opposed Strength checks. If successful, push the opponent back 5 feet (or more).

**Restricted Charge:** Move up to your speed and attack with +2 bonus. You can't also take a 5-foot step.

**Disarm:** You provoke an attack of opportunity from the target. You and the defender make opposed attack rolls with your respective weapons. If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll.

**Grab Item:** You can use a disarm action to snatch an item worn by the target. You can't snatch an item that is well secured unless you have pinned the wearer.

**Feint:** To feint, make a Bluff check opposed by a Sense Motive check by your target. The target may add his base attack bonus to this Sense Motive check. If successful you negate your opponent's Dex bonus to AC.

**Grapple:** Wrestle with an opponent. You provoke an attack of opportunity from the target.

**Overrun:** Plow past or over an opponent as you move. You provoke an attack of opportunity from the defender.

**Sunder:** Strike an opponent's weapon or shield. You provoke an attack of opportunity from the target.

**Sunder a Carried or Worn Object:** You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. You provoke an attack of opportunity from the target.

**Throw Splash Weapon:** Throw container of dangerous liquid at target or grid intersection.

**Trip:** You can try to trip an opponent as an unarmed melee attack. Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.

**Turn (rebuke) Undead:** Channel positive (or negative) energy to turn away (or awe) undead.

### MOVE ACTIONS

**Move:** The simplest move action is moving your speed. You can't also take a 5-foot step.

**Restricted Withdraw:** If you are limited to taking only a standard action each round you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed). You can't also take a 5-foot step.

**Accelerated Climbing:** You can climb one-half your speed as a move action by accepting a —5 penalty on your Climb check (Normal: one-quarter speed). You can't also take a 5-foot step.

**Crawling:** You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl. You can't also take a 5-foot step.

**Draw or Sheathe a Weapon:** Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands.

**Ready or Loose a Shield:** Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action.

**Manipulate an Item:** This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

**Direct or Redirect a Spell:** Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

**Stand Up:** Standing up from a prone position requires a move action and provokes attacks of opportunity.

**Mount/Dismount a Steed:** Mounting or dismounting from a steed requires a move action.

#### FULL-ROUND ACTIONS

**Full Attack:** You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones. The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks. *If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest.* If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first. After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

**Fighting Defensively as a Full-Round Action:** If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Cast a Spell:** A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

**Casting a Metamagic Spell:** Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. Clerics must take more time to spontaneously cast a metamagic version of a cure or inflict spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action.

**Withdraw:** When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't also take a 5-foot step.

**Run:** When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC. You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You can't run across difficult terrain or if you can't see where you're going. You can't also take a 5-foot step.

**Move 5 Feet through Difficult Terrain:** In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. You can't also take a 5-foot step.

**Charge:** Move up to twice your speed and attack with +2 bonus. You can't also take a 5-foot step.

#### FREE ACTIONS

**Drop an Item:** Dropping an item in your space or into an adjacent square is a free action.

**Drop Prone:** Dropping to a prone position in your space is a free action.

**Speak:** In general, speaking is a free action that you can perform even when it isn't your turn.

Speaking more than few sentences is generally beyond the limit of a free action.

**Cease Concentration on Spell:** You can stop concentrating on an active spell as a free action.

**Cast a Quicken Spell:** You can cast a quickened spell or any spell whose casting time is designated as a free action as a free action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn't incur an attack of opportunity.

**Draw or Sheathe a Weapon:** If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

**Draw Ammunition:** Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

**Drop Shield:** Dropping a carried (but not worn) shield is a free action.

**Fast Mount or Dismount:** You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead.

#### SPECIAL INITIATIVE ACTIONS

**Delay an Action:** By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point. You can't interrupt anyone else's action (as you can with a readied action).

**Readying an Action:** You can ready a standard action, a move action, or a free action. It does not provoke an attack of opportunity (though the action that you ready might do so). *To do so, specify the action you will take and the conditions under which you will take it.* Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

**Manipulate an Item:** This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

**Direct or Redirect a Spell:** Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

**Stand Up:** Standing up from a prone position requires a move action and provokes attacks of opportunity.

**Mount/Dismount a Steed:** Mounting or dismounting from a steed requires a move action.

#### FULL-ROUND ACTIONS

**Full Attack:** You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones. The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks. *If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest.* If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first. After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

**Fighting Defensively as a Full-Round Action:** If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Cast a Spell:** A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

**Casting a Metamagic Spell:** Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. Clerics must take more time to spontaneously cast a metamagic version of a cure or inflict spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action.

**Withdraw:** When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't also take a 5-foot step.

**Run:** When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC. You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You can't run across difficult terrain or if you can't see where you're going. You can't also take a 5-foot step.

**Move 5 Feet through Difficult Terrain:** In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. You can't also take a 5-foot step.

**Charge:** Move up to twice your speed and attack with +2 bonus. You can't also take a 5-foot step.

#### FREE ACTIONS

**Drop an Item:** Dropping an item in your space or into an adjacent square is a free action.

**Drop Prone:** Dropping to a prone position in your space is a free action.

**Speak:** In general, speaking is a free action that you can perform even when it isn't your turn.

Speaking more than few sentences is generally beyond the limit of a free action.

**Cease Concentration on Spell:** You can stop concentrating on an active spell as a free action.

**Cast a Quicken Spell:** You can cast a quickened spell or any spell whose casting time is designated as a free action as a free action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn't incur an attack of opportunity.

**Draw or Sheathe a Weapon:** If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

**Draw Ammunition:** Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

**Drop Shield:** Dropping a carried (but not worn) shield is a free action.

**Fast Mount or Dismount:** You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead.

#### SPECIAL INITIATIVE ACTIONS

**Delay an Action:** By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point. You can't interrupt anyone else's action (as you can with a readied action).

**Readying an Action:** You can ready a standard action, a move action, or a free action. It does not provoke an attack of opportunity (though the action that you ready might do so). *To do so, specify the action you will take and the conditions under which you will take it.* Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

**Manipulate an Item:** This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

**Direct or Redirect a Spell:** Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

**Stand Up:** Standing up from a prone position requires a move action and provokes attacks of opportunity.

**Mount/Dismount a Steed:** Mounting or dismounting from a steed requires a move action.

#### FULL-ROUND ACTIONS

**Full Attack:** You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones. The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks. *If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest.* If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first. After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

**Fighting Defensively as a Full-Round Action:** If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Cast a Spell:** A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

**Casting a Metamagic Spell:** Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. Clerics must take more time to spontaneously cast a metamagic version of a cure or inflict spell. If a spell's normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action.

**Withdraw:** When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't also take a 5-foot step.

**Run:** When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC. You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You can't run across difficult terrain or if you can't see where you're going. You can't also take a 5-foot step.

**Move 5 Feet through Difficult Terrain:** In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. You can't also take a 5-foot step.

**Charge:** Move up to twice your speed and attack with +2 bonus. You can't also take a 5-foot step.

#### FREE ACTIONS

**Drop an Item:** Dropping an item in your space or into an adjacent square is a free action.

**Drop Prone:** Dropping to a prone position in your space is a free action.

**Speak:** In general, speaking is a free action that you can perform even when it isn't your turn.

Speaking more than few sentences is generally beyond the limit of a free action.

**Cease Concentration on Spell:** You can stop concentrating on an active spell as a free action.

**Cast a Quicken Spell:** You can cast a quickened spell or any spell whose casting time is designated as a free action as a free action. Only one such spell can be cast in any round, and such spells don't count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn't incur an attack of opportunity.

**Draw or Sheathe a Weapon:** If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

**Draw Ammunition:** Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

**Drop Shield:** Dropping a carried (but not worn) shield is a free action.

**Fast Mount or Dismount:** You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead.

#### SPECIAL INITIATIVE ACTIONS

**Delay an Action:** By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point. You can't interrupt anyone else's action (as you can with a readied action).

**Readying an Action:** You can ready a standard action, a move action, or a free action. It does not provoke an attack of opportunity (though the action that you ready might do so). *To do so, specify the action you will take and the conditions under which you will take it.* Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.