

SUMMARY OF FULL ROUND OPTIONS:

- Full round action + 5 ft step
- Move + standard action (either order)
- Move + move

Standard Action	Attack of Opportunity ¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item (not potion or oil)	Maybe
Aid another (page 154)	Maybe ²
Bull Rush (page 154)	No
Cast a 1 action spell	Yes
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (sleight of hand)	No
Drink a potion or apply an oil	Yes
Escape a grapple (page 156)	No
Feint (page 155)	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Stabilize a dying friend (page 75)	Yes
Read a scroll	Yes
Ready a standard action	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe ³
Total defense	No
Turn or rebuke undead (page 159)	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use supernatural ability	No

Move Action	Attack of Opportunity ¹
Move	Yes
Climb at ¼ speed	No
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon ⁴	No
Load a hand or light crossbow	Yes
Open or close a door	No
Mount or dismount a horse	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield	No
Retrieve a store item	Yes

Condition	Example	Additional move cost
Difficult Terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor	X2
Obstacle	Low wall, deadfall, broken pillar	X2
Poor visibility	Darkness or fog	X2
Squeeze	Large creature through 5 ft passageway	X2
Tumble ⁵	Through threatened spaces	X2
Impassable	Floor to ceiling wall, closed door, blocked passage	-

Move	Base Speed			
	15 ft	20 ft	30 ft	40 ft
Walk	15 ft	20 ft	30 ft	40 ft
Hustle	30 ft	40 ft	60 ft	90 ft
Climb	5 ft	5 ft	5 ft	10 ft
Crawl			5 ft	

Free Action	Attack of Opportunity
Cast a quickened spell (page 98)	No
Cease concentration on a spell	No
Drop an item	No
Drop to the floor (prone)	No
Prepare spell component to cast a spell	No
Speak	No

1 Regardless of the action, moving out of a threatened space provokes an attack of opportunity.
 2 If the action would provoke an AoO, then so does aiding the action.
 3 If the object is being held, carried or worn by a creature, Yes, if not, No.
 4 If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two Weapon Fighting feat, you can draw two one handed weapons in the time it takes to draw one.
 5 DC 15, roll for each opponent passed, cumulative -2 penalty, DC 25 to pass *through* opponents space.

Full Round Action	Attack of Opportunity
Full attack	No
Charge ⁶ (page 154)	No
Deliver coup-de-grace (page 153)	Yes
Escape from a net (page 119)	Yes
Extinguish flames	No
Light a torch with flint and steel	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock a weapon in locking gauntlet	Yes
Prepare to throw a splash weapon (page 158)	Yes
Run	Yes
Use a skill that takes one round	Usually
Use touch spell on up to 6 friends (page 141)	Yes
Withdraw ⁷	No

No Action	Attack of Opportunity
Delay	No
5 ft step	No
Action Type Varies	
Disarm ⁸ (page 155)	Yes
Grapple ⁷ (page 155)	Yes
Trip an opponent ⁷ (page 158)	No
Use feat ⁹	No

ATTACK ROLL MODIFIERS

Attacker is...	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 ¹⁰	-2 ¹⁰
Flanking defender	+2	-
Invisible	+2 ¹¹	+2 ¹¹
Large	-1	-1
On higher ground	+1	0
Prone	-4	n/a ¹²
Shaken or frightened	-2	-2
Small	+1	+1
Squeezing through a space	-4	-4

ARMOR CLASS MODIFIERS

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹³	-2 ¹³
Concealed or invisible	- page 152 -	
Cowering	-2 ¹³	-2 ¹³
Entangled	+0 ¹⁴	+0 ¹⁴
Flat footed	+0 ¹³	+0 ¹³
Grappling (but the attacker is not)	+0 ¹³	+0 ^{13,15}
Helpless	-4 ¹⁶	+0 ¹⁶
Kneeling or sitting	-2	+2
Pinned	-4 ¹⁶	+0 ¹⁶
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹³	-2 ¹³

TURNING UNDEAD

D20 + Cha modifier	Max. HD affected
0 or lower	Cleric Level -4
1 - 3	Cleric Level -3
4 - 6	Cleric Level -2
7 - 9	Cleric Level -1
10 - 12	Cleric Level
13 - 15	Cleric Level +1
16 - 18	Cleric Level +2
19 - 21	Cleric Level +3
22 or higher	Cleric Level +4

Turning Damage: 2d6 + Cleric Level + Cha mod. For total HD turned.

6 May be taken as a standard action if you are limited to taking only a single action each round.
 7 Unless the opponent is extremely large or awkward (DM's call).
 8 These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an AoO.
 9 The description of the feat defines its effect.
 10 An entangled character also takes a -4 Dex penalty, which may affect his attack roll.
 11 The defender loses any Dex bonus to AC. This bonus does not apply if the defender is blinded.
 12 Most ranged weapons cannot be used from prone, but you can use a crossbow or shuriken without penalty.
 13 The defender loses and Dex bonus to AC.
 14 An entangled character takes a -4 penalty to Dex.
 15 Roll randomly to see which grappling combatant you strike.
 16 Treat the defender's Dex as 0 (-5 modifiers). Rogues can sneak attack helpless or pinned defenders.