

Standard Actions		
Attack	M/R/U	No/AoO/AoO
Fight Defensively (Attack)	-4ATK +2AC	
Activate Magic Item		No
Cast a spell		AoO
Total Defense	+4AC, no AoO allowed	
Use Special Ability		
Drink Potion		AoO
Aid Another		Maybe
Channel Energy		No
Concentrate on Active Spell		No
Dismiss Spell		No
Draw Hidden Weapon		No
Escape Grapple		No
Feint		No
Light Torch		AoO
Lower SR		No
Read Scroll		AoO
Ready		No
Stabilize Ally		AoO
Ex Ability		No
SLA		AoO
Su Ability		No
Use Skill		AoO
Start Full Round Action	Can finish next turn as standard action	
You can't use this action to start or complete a full attack, charge, run, or withdraw.		

Full-Round Actions	
Full Attack	No
Charge	No
Coup de Grace	AoO
Escape from Net	AoO
Extinguish Flames	No
Light Torch	AoO
Load Heavy/Repeat Xbow	AoO
Lock/Unlock Weapon in Gauntlet	AoO
Prepare to Throw Splash Weapon	AoO
Run	AoO
Use Skill	AoO
Use Touch Spell on up to 6 allies	AoO
Withdraw	No

Free Actions	
Cease Concentration on Spell	
Drop Item	
Drop Prone	
Prepare Spell Components	
Speak	
Swift Actions	
Cast Quickened Spell	
No Action	
5-foot Step	
Delay	

Moving	
Can move through a square occupied by a friendly character, unless you are <b>charging</b> .	
You can't move through a square occupied by an opponent unless they are <b>helpless</b> .	
<b>1st</b> diagonal counts as <b>1 square</b> , the <b>2nd</b> counts as <b>2 squares</b> , the <b>3rd</b> counts as <b>1</b> , etc	
You can't move diagonally past a corner	
Trained character can use <b>Acrobatics</b> to move through a square occupied by an opponent	

Move Actions	
Move	AoO
Direct/Redirect Spell	No
Draw/Sheathe Weapon	No/AoO
Move/Manipulate Item	AoO
Mount/Dismount Steed	No/No
Control Frightened Mount	AoO
Load Hand/Light Xbow	AoO
Open/Close Door	No/No
Pick up an Item	AoO
Stand Up	AoO
Ready/Drop Shield	No
Retrieve item	AoO

Coup de Grace	
Helpless target has Dex of 0, giving -5 to AC	
Full-round action, use weapon for Coup de Grace	
Automatically hit and crit	
If defender survives the damage, Fort save (DC10 + damage) or die	
Sneak attack damage applied on Coup de Grace	
Provokes AoO	

Helpless Conditions	
Paralyzed	
Held	
Bound	
Sleeping	
Unconscious	

Conditions Attack Modifiers		
Condition	Melee Mod	Ranged Mod
Dazzled	-1	-1
Entangled	-2	-2
Flanking defender	+2	---
Invisible	+2	+2
On higher ground	+1	+0



### Conditions Attack Modifiers (cont)

Prone	-4	---
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

The defender loses any Dexterity bonus to AC when the attacker is invisible.

Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

### Conditions AC Modifiers

Condition	Melee Mod	Ranged Mod
Behind cover	+4	+4
Blinded	-2	-2
Cowering	-2	-2
Entangled	-4 Dex	-4 Dex
Flat-footed	-Dex	-Dex
Grappling (but attacker is not)	+0	+0
Helpless	-4 -Dex	+0 -Dex
Kneeling or sitting	-2	+2
Pinned	-4 -Dex	+0 -Dex
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2	-2



By **bluesoda**

[cheatography.com/bluesoda/](http://cheatography.com/bluesoda/)

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