

ACTIONS (PHB P127, 8-3, 8-4)

*provokes an AoO, † may provoke an AoO

STANDARD ACTIONS

- Attack (melee), attack (ranged)*, attack (unarmed)*, activate magic item, aid another†, bull rush, cast spell*, concentrate on spell, dismiss a spell, draw hidden weapon, drink potion*, apply oil*, escape grapple, feint, lower spell resistance, stabilize friend*, overrun, read a scroll*, ready, sunder weapon*, sunder object†, total defense, turn undead, use extraordinary ability, use spell-like ability*, use supernatural ability

MOVE ACTIONS

- Move*, control a mount*, Redirect active spell, load hand/light crossbow*, open or close door, mount or dismount, move heavy object*, pick up item*, sheathe weapon*, stand from prone*, retrieve stored item*
- Draw weapon, ready/loose shield can be combined with a regular move action if your base attack is at least +1, otherwise they are move-equivalent actions

FULL-ROUND ACTIONS (TAKE ACTION AND 5' STEP)

- Full attack, charge, deliver coup de grace*, escape from net*, extinguish flames, light torch*, load heavy/repeating crossbow*, prepare to throw splash weapon*, run*, touch spell on six friends*, withdraw

FREE ACTIONS

- Drop item, drop to floor, speak, cast quickened spell, stop concentrating

NO ACTION

- Delay, 5-foot step

FIGHT DEFENSIVELY (PHB P140)

- 4 on all attacks, +2 dodge bonus to AC for 1 round

TOTAL DEFENSE (PHB P142)

- No action other than standard move, get +4 dodge to AC for 1 round

AID ANOTHER (PHB P154)

- Make attack against AC 10, if you succeed, an ally who is attacking an opponent you threaten can take either a +2 to their attack, or +2 circumstance bonus to their AC against that opponent. Aid action may also be used to shake someone free of *hypnotize* or *sleep*, or assist skill

BULL RUSH (PHB P154)

- Move into defender's square (can part of charge), provokes AoO, each with 25% of targeting defender by mistake (Opp - Max one size larger)
- Make opposed strength check (+/-4 for each size above/below medium), +2 bonus for charging, defender gets +4 if more than 2 legs or being extra stable
- Success:** Push defender back 5', and you can move with the defender an extra 5' for each 5 point of difference in the roll, but both provoke AoOs from others. **Failure:** move back 5', if space occupied you fall prone

CHARGE (PHB P154)

- Must move at least 10' (up to double move), all in a straight line
- +2 to attack, -2 to AC for 1 round

COUP DE GRACE (PHB P153)

- Full-round action with melee weapon (or bow/crossbow from adjacent square). Provokes AoO. Automatic hit and critical, Fort save DC 10 + damage or die

DISARM (PHB P155)

- Defender gets AoO, if receive damage, disarm fails
- Make opposed attack roll, +4 for two handed weapon, -4 for light weapon, -4 for not a weapon.
- Success:** Defender is disarmed. If attacker is unarmed, weapon ends in attacker's hand. **Failure:** Defender may attempt to disarm the attacker.

FEINT (PHB P155)

- Make Bluff (-4 nonhumanoid, -8 if target has 1 or 2 Int) vs Sense Motive (+ attack bonus) check. Only against intelligent target. **Success:** Next melee attack on next turn denies target Dex bonus to AC

GRAPPLE (PHB P155)

- Grapple check = base attack + strength mod + special size mod
- +/-4 for each size above/below medium (Opp - Max two sizes larger)
- To Start:** Provoke AoO from target; if AoO does damage, you fail to grapple. Next, grab opponent (melee touch attack).

- Attacker and opponent make opposed grapple checks to start grapple. If Attacker wins, deal unarmed damage to opponent
- To maintain grapple in later rounds, move (AoO) into opponent space.
- Join Grapple:** No AoO from target and grab succeeds automatically. Opposed grapple check still necessary.

When Grappling:

- Make opposed grapple check as an attack to:
 - 1d3 + Str mod subdual damage (-4 to check for normal)
 - Draw light weapon as move action
 - Escape (against all opponent) (Escape Artist = standard action)
 - Move (half speed, against all opponent)
 - Pin target for 1 round, or break the pin a target has over an ally
 - Use opponent's weapon with -4 penalty (doesn't gain weapon)
- You can:
 - Activate magic item without spell completion triggers
 - Attack with unarmed, natural or light weapon at -4 (1 weap only)
 - Cast a 1-action spell with no somatic components with components in hand. Make Concentration check (DC 20 + spell level)
 - Retrieve spell component as full round action
- If Pinning:** Cannot escape another's grapple, retrieve spell component, pin another or break another's pin.
- If Pinned:** -4 AC against other opponents. Escape with opposed check.

OVERRUN (PHB P157)

- Move into defender's square (can part of charge), provokes AoO from defender. (Opp - Max one size larger)
- If opponent avoids, nothing happens. If opponent blocks, make Str vs Str/Dex check. (+/-4 for each size above/below medium). +2 bonus for charging, defender gets +4 if more than 2 legs or extra stable.
- Success:** Knock defender prone. **Failure:** Defender push attacker 5 ft back, and with a successful similar check against attacker, prone
- If you fail and are tripped, you are prone in defender's square
- If you fail but are not tripped, move back 5'; if that square is occupied, you fall prone in it

SUNDER (PHB P158, 8-8)

- Held weapon/shield:** Provoke AoO from opponent. Make opposed attack roll, +4 for two handed weapon, -4 for light weapon. Larger combatant gets +4 for every size difference. **Success:** Damage item.
- Carried/worn object:** Provoke AoO. Attack object AC is 10 + size mod + Dex mod of char

Weapon	Hard	HP	Armor/Shield	Hard	HP
Light blade (short sword)	10	2	Armor	10	*
1 handed blade (longsword)	10	5	Buckler	10	5
2 handed blade (greatsword)	10	10	Light wooden shield	5	7
Light metal-hafted (light mace)	10	10	Heavy wooden shield	5	15
1 handed metal-hafted (heavy mace)	10	20	Light steel shield	10	10
Light hafted (handaxe)	5	2	Heavy steel shield	10	20
1 handed hafted (battleaxe)	5	5	Tower shield	5	20
2 handed hafted (greataxe)	5	10	Projectile weapon	5	5

* bonus x 5

TRIP (PHB P158)

- Grab - unarmed melee touch att, prov. AoO (Opp - Max one size larger)
- Make Str vs Str/Dex check. (+/-4 for each size above/below medium). Defender gets +4 if more than 2 legs or extra stable.
- Success:** Opponent is prone. **Failure:** Opponent may attempt trip back
- Tripping with a tripping weapon does not provoke AoO. If tripped by opponent in attempt, may drop weapon to avoid being tripped.

TURN OR REBUKE UNDEAD (PHB P159)

- Range: 60 feet, line of effect
 - Roll 1d20 + Cha mod; table below shows highest HD you can turn
- | Check | Max HD | Check | Max HD | Check | Max HD |
|---------|------------------|-------|------------------|-------|------------------|
| up to 0 | Cleric level - 4 | 7-9 | Cleric level - 1 | 16-18 | Cleric level + 2 |
| 1-3 | Cleric level - 3 | 10-12 | Cleric level | 19-21 | Cleric level + 3 |
| 4-6 | Cleric level - 2 | 13-15 | Cleric level + 1 | 22+ | Cleric level + 4 |
- Roll 2d6 + Cleric level + Cha mod, gives number of HD turned/rebuked
 - Undead with 1/2 HD of cleric's level are destroyed/commanded
 - Turned undead flee for 10 rounds, if they can't, they cower
 - Rebuked undead cower in awe for 10 rounds
 - If cleric gets closer than 10', turned undead will return to normal
 - Commanded undead may be ordered as a standard action

ATTACK ROLL MODIFIERS (PHB P151, 8-5)

Attacker is ...	Melee	Ranged
Dazzled	-1	-1
Entangled	-2	-2
Flanking defender	+2	-
Invisible	+2 †	+2 †
On higher ground	+1	+0
Prone	-4	-*
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

* Only crossbow or shuriken can be used † Defender loses Dex bonus to AC

ARMOR CLASS MODIFIERS (PHB P151, 8-6)

Defender is ...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2*	-2*
Concealed or invisible	-20% or 50% miss chance --	
Cowering	-2*	-2*
Entangled	+0	+0
Flat-footed	+0*	+0*
Grappling (but attacker is not)	+0 †	+0 †
Helpless	-4 †	+0 †
Kneeling or sitting	-2	+2
Pinned	-4	+0
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2*	-2*

* Defender loses Dex bonus to AC † Roll randomly to see which combatant is hit ‡ Treat defender's Dex as 0 (-5 mod)

RANGE (PHB P139)

-2 for each range increment, 5 increments maximum for thrown, 10 increments maximum for projectile

LIGHT SOURCES AND ILLUMINATION (PHB P165, 9-7)

Source	Bright	Shadow	Dur	Source	Bright	Shadow	Dur
Candle	n/a	5'	1 hr	Torch	20'	40'	1 hr
Lamp, common	15'	30'	6hr / p	Cont. flames	20'	40'	Perm
Lantern, bullseye	60' cone	120' cone	6hr / p	Dancing lights	20' each	40' each	1 m
Lantern, hooded	30'	60'	6hr / p	Daylight	60'	120'	30 m
Sunrod	30'	60'	6 hr	Light	20'	40'	10 m

SKILL CHECKS (PHB P67-86)

APPRAISE (INT, UNTRAINED)

Takes one minute, no retry for same object.
 Common items: DC 12, failure 10% x (2d6+3) of actual price
 Rare/exotic items: DC 15+, failure unable to estimate.
 Untrained: Failure unable to estimate, rare item success 10% x (2d6+3)

BALANCE (DEX, UNTRAINED, ARMOR CHECK PENALTY)

Success lets you move at half speed, failure means no move for 1 round, failure by 5 or more means you fall.

Narrow Surf.	DC	Difficult Surf.	DC	Narrow Modifiers	DC
7-12 inches	10	Uneven flagstone	10	Light/severe obstruction	+2/+5
2-6 inches	15	Hewn stone floor	10	Lightly/severely slippery	+2/+5
Less than 2 inches	20	Sloped or angled floor	10	Sloped or angled	+5

BLUFF (CHA, UNTRAINED)

At least a full round action. Target makes opposed Sense Motive check. Usually cannot retry, unless feinting in combat.

Circumstance	DC
Target wants to believe you	-5
Believable, and doesn't affect the target much	+0
A little hard to believe, or puts the target at some risk	+5
Hard to believe, or entails large risk for target	+10
Way out there, almost to incredible to consider	+20

CLIMB (STR, UNTRAINED, ARMOR CHECK PENALTY)

Success lets you move at one quarter speed as a full round action, failure means no progress for 1 round, failure by 5 or more means you fall.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	Rope with a wall to brace against. Knotted rope. Rope affected by <i>rope trick</i> .
10	Surface with ledges to hold/stand on such as a very rough wall or a ship's rigging.
15	Surface with handhold or footholds. Unknotted rope.
20	Uneven surface with some narrow handhold or footholds, such as dungeon or ruin walls.
25	Rough surface such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds.
-10	Location where one can brace against two opposite walls, such as a chimney.
-5	A corner where you can brace against a perpendicular wall.
+5	Slippery surface.

HEAL (WIS, UNTRAINED)

Check DC 15 to stabilize a dying creature.

DISGUISE (CHA, UNTRAINED)

Takes 1d3 x 10 minutes. Make opposed Spot check.

Disguise	Disg Mod	Familiarity	Spot Mod
Minor details only	+5	Recognizes on sight	+4
Different sex	-2	Friends or associates	+6
Different race	-2	Close friends	+8
Different age (per category difference)	-2	Intimate	+10

ESCAPE ARTIST (DEX, UNTRAINED, ARMOR CHECK PENALTY)

Full round: Net or most spells (DC 20), *snare* spell (DC 23).
 1 minute: Ropes (DC is binder's Use Rope check at +20), manacles (DC 30), masterwork manacles (DC 35).
 At least one minute: Tight space (DC 30).

INTIMIDATE (CHA, UNTRAINED)

Opposed by 1d20 + HD + Wis mod + fear bonus. A standard action in battle (causes opponent to be shaken for 1 round). Outside battle, target treated as friendly, lasts 1d6 x 10 mins after leaving presence. No retry.

JUMP (STR, UNTRAINED, ARMOR CHECK PENALTY)

Mvmt Speed Bonus: Every 10ft. < 30ft., -6, every 10ft. > 30ft., +4
 Long Jump: DC = distance to cover in feet. (x2 without 20 ft. run)
 LJ Failure: If fail DC by less than 5, DC 15 Reflex save to grab far edge.
 LJ Untrained: Land prone unless beat DC by 5 or more
 High Jump: DC = 4 x distance to reach in feet. (x2 without 20 ft. run)
 Hop Up: Object as tall as waist – DC 10 Jump (no need 20 ft. run)

KNOWLEDGE (INT, TRAINED ONLY)

DC 10 + Monster HD to identify a monster, an additional piece of useful information for every 5 check exceeds DC. No retries.

Area	Subjects
Arcana	Ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts
Architecture/Eng	Buildings, aqueducts, bridges, fortifications
Dungeoneering	Aberrations, caverns, oozes, spelunking
Geography	Lands, terrain, climate, people
History	Royalty, wars, colonies, migrations, founding of cities
Local	Legends, personalities, inhabitants, laws, customs, traditions, humanoids
Nature	Animals, fey, giants, monstrous humanoids, plants , seasons and cycles, weather, vermin
Nobility/Royalty	Lineages, heraldry, family trees, mottoes, personalities
Religion	Gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead
The Planes	The Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals , magic related to the planes.

LISTEN (WIS, UNTRAINED)

Situation	DC	Situation	DC
A battle	-10	Sneaking Lvl 1 Rogue	15
People talking	0	People whispering	15
Sneaking in medium armor	5	A cat stalking	19
Sneaking unarmored	10	Owl gliding	30
		Distracted	-5

SLEIGHT OF HAND (DEX, TRAINED ONLY, ARMOR CHECK PENALTY)

DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

To lift item, make check to see if you get item, then target makes opposed spot check to see if they notice the attempt. +10 if target is watching.

SWIM (STR, UNTRAINED, DOUBLE CHECK PENALTY)

Success: Move at one-quarter speed as a move-equivalent action (or half as a full-round action). Failure: No progress for 1 round, by 5 or more means you go under. DC 10 for calm water, 15 for rough, 20 for stormy.

TUMBLE (DEX, TRAINED ONLY, ARMOR CHECK PENALTY)

DC	Task
15	Tumble at ½ speed, success means no AoOs, one check per enemy at +2 per additional enemy
25	Tumble at ½ speed, including occupied squares, success means no AoOs, one check per enemy at +2 per additional enemy. Failure means stops, and receive AoO from enemy.

HEALING (PHB P146)

- 1 hp per level + Con mod per day of rest (1.5x for complete bed rest)
- Subdual damage heals 1 hp per level + Con mod per hour
- Temporary ability damage is healed 1 point per day of rest

Ability	Modifier	Ability	Modifier	Ability	Modifier
0-1	-5	8-9	-1	16-17	+3
2-3	-4	10-11	0	18-19	+4
4-5	-3	12-13	+1	20-21	+5
6-7	-2	14-15	+2	22-23	+6