

Actions in a Round

- Full Round Actions
 - Cast a spell with a full round casting time*
 - Charge: move up to twice your speed in a straight line and attack at the end of your movement; +2 attack, -2 AC for one round
 - Coup de grace*: Automatic critical against a helpless opponent, who must make a Fort save DC = 10 + damage dealt or die
 - Escape from entanglement*
 - Extinguish flames
 - Full attack: any effect that allows more than one attack requires this action
 - Load a heavy or repeating crossbow*
 - Prepare Oil for throwing*
 - Run: move 4x your speed in a straight line, 3x in heavy armor*
 - Withdraw: take one move action; the square you start in is not threatened
- Overrun (knock a foe down and charge past)
- Partial Charge: as charge, but only up to your movement, and only if you have not moved
- Ready a standard action
- Stabilize a dying creature (with Heal skill)*
- Total Defense: +4 AC for one round
- Turn or rebuke undead
- Use a spell-like ability*
- Use a supernatural ability

- Move Actions
 - Draw a weapon
 - Load a light or hand crossbow*
 - Move a heavy object*
 - Move more than 5 feet*
 - Open or close a door
 - Pick up an item*
 - Ready or loose a shield
 - Retrieve a stowed item*
 - Sheathe a weapon*
 - Stand up from prone*
 - Stow item*

OR 1 Standard Action + 1 Move Action

- Standard Action
 - Any Move Action
 - Any Attack Action
 - Activate a ring, rod, or misc. item
 - Aid another: stand near an ally to give him bonuses
 - Bull Rush: Try to knock an opponent back
 - Cast a spell with a 1 action casting time*
 - Concentrate on a spell or special ability
 - Dismiss a spell
 - Draw a hidden weapon (using Sleight of Hand)
 - Drink a potion
 - Escape a Grapple
 - Feint
- Attack actions
 - Attack (melee)
 - Attack (ranged)*
 - Attack (unarmed)*
 - Disarm*
 - Grapple*
 - Sunder a weapon*
 - Sunder an item*
 - Trip
- Free actions (a bunch in a round)
 - Cease concentration
 - Drop an item
 - Drop to prone
 - Fight defensively (+2 AC, -4 to hit, must attack)
 - Speak

If you do not move, you may take a 5' step that does not provoke an AoO.

*Provokes an Attack of Opportunity (AoO)