

FUNDAMENTAL ACTIONS IN COMBAT

Capable Actions	Move	Action Cost	Attack of Opportunity
<i>Assault</i>			
Full Attack	5ft	As Weapon	--
Move + Attack	15ft	As Weapon + 1ft / 1 AP	Reaction
Ranged	5ft	As Weapon AP	Yes
Spell	5ft	As Spell AP	Yes
Unarmed	5ft	As AP Speed	No if trained
Tackle	5ft	Full	Reaction
Charge	60ft	Full	Only by interception
Parry / Block / Dodge	5ft	Full or As Ability	--
Loading Crossbow	5ft	Full / None if trained	Reaction
Combat Ability	5ft	Full	--
<i>Ready / Reaction</i>			
Vs Approach	No	As Trigger	Interception
Vs Spell	No	As Trigger	Interception
Vs Withdraw	No	Full	Interception
Vs Counterspell	No	Full	Interception
Feint	30ft if Feint Success	Full	Defeats Opportunities
<i>Attacks of Opportunity</i>			
Single Attack	--	2 AP	Reaction
Tackle	--	2 AP	Reaction
Check: Knockdown	--	2 AP	Reaction
Trip	--	2 AP	Reaction
Shield Bash: Knockdown	--	2 AP	Reaction
Grapple	--	2 AP	Reaction
Vs Feint	--	None if Failed	Deception vs Reflex
Vs Acrobatics: Pass by	--	None if Failed	Acrobatics vs. Reflex
Vs Acrobatics: Passthrough	--	None if Failed	Acrobatics vs. Reflex

Capable Actions	Move	Action Cost	Attack of Opportunity
<i>Magic</i>			
Spell	5ft	by Casting Time	Yes
Concentrating on Spell	No	Full	Yes
Activate Magic Item	5ft	5 AP	Reaction
Scroll	5ft	Full	Yes
Trigger: Command Word	--	Free	No
Spell-like Ability	5ft	5 AP	Reaction
Cease Concentration	--	Free	--
Prepare Spell Components	--	Free	--
Changing Form	5ft	Full	Yes
Dismiss a spell	--	Free	--
Drinking a potion	5ft	5 AP	Reaction
Redirecting a spell	--	Free	--
<i>Movement</i>			
Double Move	x2	Full	Yes
Run	x4	Full	Reaction
5 foot step	5ft	Free	--
Dropping to the floor	No	5 AP	--
Standing up	No	Full	Reaction
Flip Stand	No	5 AP	--
<i>Miscellaneous</i>			
Dropping an item	--	Free	--
Picking up an item	No	5 AP	Reaction
Speaking	--	Free	--
Climbing	per 10ft	Full	Yes
Draw Weapon	--	5 AP	--
Sheathe Weapon	--	5 AP	Reaction
Ready Shield	--	Free	--
Loose a Shield	--	Free	--
Retrieve Stored Item	5ft	Full	Reaction
Mounting a horse	No	Full	Yes
Healing: First Aid	No	Full	Yes
Lighting a torch	No	Full	Yes
Turn Undead	5ft	Full	Reaction
Picking a lock (rushed)	No	Full	Yes
Disarm	5ft	Full	Yes if picking up
Grapple	No	Full	Yes
Tripping	5ft	As Ability	Reaction
Knocked down	by weapon	Full	--
Delay	User defined	User defined	GM Defined

ATTACK ROLL MODIFIERS

Circumstance	Attacker	Opponent
Mounted	Advantage	Disadvantage
Flanking	Advantage	Disadvantage
on Higher Ground	Advantage	
Prone	Disadvantage	Advantage
Staggered, Disorientated	Disadvantage	Advantage
Climbing	Disadvantage	Advantage
Surprised, Flat-footed	Disadvantage	Advantage
While running	Disadvantage	
While target is running	Disadvantage	
Grappled	Disadvantage	Advantage
Blinded	Disadvantage	Advantage
Cowering	Disadvantage	
Hasted	Advantage	Disadvantage
Slowed	Disadvantage	Advantage
Incorporeal		Disadvantage
Invisible	Advantage	Disadvantage
Intoxicated	Disadvantage	
Paralyzed, Stunned	Cannot Move	Advantage
Restrained	Cannot Move	Advantage
Unconscious	Cannot Move	Advantage
Holy / Unholy Aura	Advantage	Disadvantage
Concealed: 25%		
Concealed: 50%		Disadvantage
Concealed: 75%	Disadvantage	Disadvantage
Blur Spell: 50%		Disadvantage
Near Total Darkness	Disadvantage	Disadvantage

REACTION RATE FOR ATTACKS OF OPPORTUNITY

Dexterity + Intelligence + 1/2 Level

LEVEL	CHANCE
1-2	1-1
3-4	1-2
5-6	1-3
7-8	1-4
9-10	1-5
11-12	1-6
13-14	1-7
15-16	1-8
17-18	1-9
19-20	1-10