

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

*provokes an attack of opportunity, † may provoke an AoO

FREE ACTIONS

- Drop item, drop to floor, speak, cast quickened spell*, etc.

MOVE-EQUIVALENT ACTIONS

- Climb (1/4 normal speed), sheathe weapon*, open door, pick up item*, get stored item*, move heavy object*, stand up from prone, load light/hand crossbow*, etc.
- 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

STANDARD ACTIONS (TAKE ACTION AND STANDARD MOVE)

- Single attack, ready (trigger a partial action), aid another, bull rush, feint (see bluff, PHB p64), overrun, heal dying ally*, light torch with tindertwig*, use skill that takes one action†, turn undead, attack a weapon* or object†, total defense, cast 1-action spell*, etc.

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

- Full attack, climb (1/2 normal speed), use skill that take 1 round†, coup de grace* (PHB p133), light torch*, change form*, refocus (no move), escape from being entangled*, load heavy/repeating crossbow*, bard/sorcerer casting a meta-magic 1-action spell*, use touch spell on up to six friends*, line up attack on object*, extinguish flames, throw a two-handed weapon with one hand*, change form (polymorph self)*, etc.

PARTIAL ACTIONS

- Single attack, cast spell*, single move, partial charge (must move in straight line and at least 10'), partial run (x2 speed)*, etc.
- Above get 5' step only, except single move

FIGHT DEFENSIVELY (PHB P124)

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

CHARGE (PHB P124)

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

TOTAL DEFENSE (PHB P127)

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

SUBDUAL (PHB P134)

- A normal weapon can be made to deal subdual damage (or vice versa) with a -4 penalty on the attack roll

DISARM (PHB P137)

- Defender gets AoO
- In a melee attack, make opposed attack roll, +4 for each size difference to larger weapon, +4 to defender if their weapon is two-handed
- If defender loses, he is disarmed, if attacker loses, the defender may attempt to disarm the attacker

OVERRUN (PHB P139)

- During move portion of charge, you can try to move past opponent, opponent may avoid or block
- If opponent tries to block, make a trip attack against him, if you succeed, you can continue moving
- 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

BULL RUSH (PHB P136)

- Move into defender's square, provokes AoO, each with 25% of targeting defender by mistake
- Make opposed strength check (+/-4 for each size above/below medium), +2 bonus for charging, defender gets +4 for having more than 2 legs or being extraordinarily stable
- If you succeed, push defender back 5', and you can move with the defender back an extra 1' for each point of difference in the roll, but this can provoke AoOs from others. If you fail, move back 5'

AID (PHB P135)

- 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*

ATTACKING AN OBJECT (PHB P135, 8-11)

- AC 5 + size modifier, +4 to attack roll if attacking with melee weapon

Size	Example	Mod	Size	Example	Mod
Colossal	Barn, broad side	-8	Small	Chair	+1
Gigantic	Barn, narrow side	-4	Tiny	Tome	+2
Huge	Wagon	-2	Diminutive	Scroll	+4
Large	Big door	-1	Fine	Vial	+8

- To strike an object held/worn/carried by a creature, the AC gets the creature's Dex modifier, and magical deflection bonus the creatures has, and a further +5 bonus if the object is in a hand/tentacle/etc. where it can be quickly moved. Attack does not get +4 melee bonus
- To strike an inanimate/immobile object, if you take a full-round action to line up your attack, you get an automatic hit with melee or a +5 with ranged weapons, to strike a weapon of shield see next section

STRIKE A WEAPON (PHB P136, 8-13)

- Attacking a weapon can be no more than one size smaller than target weapon, attacker and defender make opposed attack rolls, if attacker wins, it hits.

Weapon	Hard	HP	Weapon	Hard	HP
Tiny blade	10	1	Large hafted	5	10
Small blade	10	2	Huge club	5	60
Medium blade	10	5	Buckler (Small object)	10	5
Large blade	10	10	Small wooden shield (Medium object)	5	10
Small metal-hafted	10	10	Small steel shield (Medium object)	10	10
Med. metal-hafted	10	25	Large wooden shield (Large object)	5	15
Small hafted	5	2	Large steel shield (Large object)	10	20
Medium hafted	5	5	Tower shield (Huge object)	5	20

TRIP (PHB P139)

- Can only try to trip an opponent who is up to one size larger than you
- Make melee touch attack
- If attacker succeeds, make a Strength check versus opponent's Strength or Dexterity (whichever is higher). Each takes +/-4 for every size difference from medium, defender gets +4 for more than 2 legs or being extraordinarily stable
- If you win, opponent is tripped (prone), if you lose, opponent may make Strength check against your Strength or Dexterity (higher) to trip you

GRAPPLE (PHB P137)

- Grapple check = base attack + strength mod + special size mod
- Special size mod: Colossal +16, Gargantuan +12, Huge +8, Large +4, Small -4, Tiny -8, Diminutive -12, Fine -16
- To start, grab an opponent (make a melee touch attack), provokes AoO from target; if AoO does damage, you fail to grapple
- If attack succeeds, attacker and opponent make opposed grapple checks to start the grapple
- If succeeds, move into target's space (provokes AoO from others)
- You can join a grapple with no AoO from target and grab succeeds automatically
- When grappled, make opposed grapple check as an attack to do any of following:
 - 1d3 + Str mod subdual damage (-4 to check for normal)
 - Pin target, or break the pin a target has over an ally
 - Escape
- Can attack with light weapons when grappled
- Escape artist check vs. grapple check to wriggle free as a standard action and move away

COUP DE GRACE (PHB P133)

- 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

TURNING (PHB P139)

- Range: 60 feet, line of sight
 - 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/rebucked
 - Undead with 1/2 HD of cleric's level are destroyed/commanded
 - Turned undead flee for 10 rounds, if they can't, they cower
 - Rebucked 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

COVER (PHB P133, 8-9)

Degree of Cover	AC Bonus	Ref Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4 (1/2 damage on fail, none on success)

CONCEALMENT (PHB P133, 8-10)

Concealment	Example	Miss Chance
1/4	Light fog, some darkness	10%
1/2	Dense fog (at 5')	20%
3/4	Dense foliage	30%
9/10	Near total darkness	40%
total	Blind, total darkness, dense fog at 10'	50%, must guess location

COMBAT MODIFIERS (PHB P132, 8-8)

Circumstance	Melee	Ranged
Attacker flanking defender	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	*
Attacker invisible	+2†	+2†
Defender sitting or kneeling	+2	-2
Defender prone	+4	-4
Defender stunned, cowering, off-balance, climbing	+2†	+2†
Defender surprised, flat-footed	+0†	+2†
Defender running	+0†	-2†
Defender (not Attacker) grappling	+0†	+0†
Defender pinned	+4†	-4†

* Only crossbow can be used † Defender loses Dex bonus to AC
‡ roll randomly to see who is the target, they lose Dex bonus to AC

RANGE (PHB P118)

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

LIGHT SOURCES (PHB P144)

Source	Light	Duration	Source	Light	Duration
Lantern, hooded	30'	6 hr./pint	Candle	5'	1 hr.
Lamp, common	15'	6 hr./pint	Sunrod	30'	6 hr.
Lantern, bullseye	60' (20' wide cone)	6 hr./pint	Torch	20'	1 hr.
Continual flame	20'	Perm.	Daylight	60'	30 min.
Dancing lights	20' (each)	1 min.	Light	20'	10 min.

SKILL CHECKS (PHB P63-76)**APPRAISE (INT, UNTRAINED)**

Takes one minute, no retry for same object.

Common items: DC 12 within 10%, failure 10% x (2d6+3) of actual price

Rare/exotic items: DC 15+ within 10% x (2d4+5) of actual price, failure unable to estimate.

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.

Surface	DC	Surface	DC
7-12 inches wide	10	Uneven floor	10
2-6 inches wide	15	Surface angled	+5
Less than 2 inches wide	20	Surface slippery	+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 half 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	Spot 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
Specific class	-2		

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)

DC is typically 10 + the target's number of Hit Dice. No retry.

INTUIT DIRECTION (WIS, TRAINED ONLY)

1 minute, DC 15, you can tell where True North is. Natural 1 means you mistakenly identify a random direction. Usable once per day.

JUMP (STR, UNTRAINED, ARMOR CHECK PENALTY)

Type of Jump	DC or Distance	Distance	Max. Distance/Height
Running, long*	distance + 5	5' + 1/11 point above 10	Character's height x 6'
Standing, long	2 x distance + 4	3' + 1/12 points above 10	Character's height x 2'
Running, high*	4 x height + 2	2' + 1/4 points above 10	Character's height x 1.5'
Standing, high	8 x height - 6	2' + 1/8 points above 10	Character's height
Jump Back	8 x distance + 2	1' + 1/8 points above 10	Character's height

For characters with speed of 20', multiply DC by 3/2, 40' by 3/4, 15' by 2, etc
*must move 20' before jumping, can't take running jump in heavy armor, Run feat adds 25%.

PICK POCKET (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, SPECIAL CHECK PENALTY)

Success lets you move at one-quarter speed as a move-equivalent action (or half as a full-round action), failure means no progress for 1 round, failure by 5 or more means you go under. -1 for every 5 pounds of gear. DC is 10 for calm water, 15 for rough, 20 for stormy.

TUMBLE (DEX, TRAINED ONLY, ARMOR CHECK PENALTY)

DC	Task
15	Treat fall as if it were 10 feet shorter for damage calculation
15	Tumble up to 20', success means no AoOs
25	Tumble up to 20', including occupied squares, success means no AoOs

SKILL SYNERGIES (PHB P63-76)

5 ranks in	+2 bonus to	5 ranks in	+2 bonus to
Bluff	Diplomacy, Intimidate, Pick Pockets	Prof (herbalist)	Heal
Handle Animal	Ride	Sense Motive	Diplomacy
Jump	Tumble	Tumble	Balance, Jump

SKILL SYNERGIES, SPECIAL CIRCUMSTANCES (PHB P63-76)

5 ranks in	+2 bonus to	Circumstance
Animal Empathy	Handle Animal	When dealing with animals; need 9 ranks when dealing with beasts
Bluff	Disguise	When known that you are observed and trying to act in character
Bluff	Innuendo	Sending only
Decipher Script	Use Magic Device	Only if related to scrolls
Sense Motive	Innuendo	Intercepting only
Spellcraft	Use Magic Device	Only if related to scrolls
Use Rope	Climb	When using a rope to climb
Use Rope	Escape Artist	When escaping from rope bonds
Escape Artist	Use Rope	When binding someone
Intuit Direction	Wilderness Lore	When trying to avoid getting lost

HEALING (PHB P129, P135)

- 1 hit point per level per day of rest (1.5 times for complete bed rest)
- Subdual damage heals 1 hit point per level 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