

ACTIONS IN COMBAT

Standard Action	Attack Of Opportunity ¹
Attack (Melee)	No
Attack (Ranged)	Yes
Attack (Unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid Another	Maybe ²
Cast A Spell	Yes
Channel Energy	No
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Stabilize a dying friend (see the Heal skill)	Yes
Total defense	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No

Move Action	Attack Of Opportunity ¹
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon ³	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount/dismount steed	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or drop a shield ³	No
Retrieve a stored item	Yes

Full Round Action	Attack Of Opportunity ¹
Full attack	No
Charge ⁴	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use a touch spell on up to 6 friends	Yes
Withdraw ⁴	No

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Free Action	Attack Of Opportunity ¹
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell ⁵	No
Speak	No
Swift Action	Attack Of Opportunity ¹
Cast a quickened spell	No
Immediate Action	Attack Of Opportunity ¹
Cast <i>feather fall</i>	No
No Action	Attack Of Opportunity ¹
Delay	No
5 foot step	No
Action Type Varies	Attack Of Opportunity ¹
Perform a combat maneuver ⁶	Yes
Use Feat ⁷	Varies

¹ Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

² If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

³ If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

⁴ May be taken as a standard action if you are limited to taking only a single action in a round.

⁵ Unless the component is an extremely large or awkward item.

⁶ Some combat maneuvers substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full-attack action, or even as an attack of opportunity. Others are used as a separate action.

⁷ The description of a feat defines its effect.

**PLAYER & GM
REFERENCE**

**CREATED BY
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