



This Quick-Reference rules sheet covers the very basics. Unless otherwise noted, complete rules are located on pages 470-473 of the Core Rulebook. You have 3 actions to spend however you want on your turn, in addition to reactions and free actions.

SINGLE ACTIONS

These are the the most common actions, and the foundation of combat. They are the most common kinds of actions.

STRIDE

Move up to your Speed. This has the Move trait, so it might trigger reactions from your enemies.

STRIKE

Attack with a weapon you're wielding within its given range. If you attack more than once in a turn, you will take a multiple attack penalty.

STEP

Move up to 1 square without triggering reactions. You normally can't step into difficult terrain without a feat or ability that says you can.

LEAP

You take a short jump. You can normally Leap up to 10 feet horizontally and 3 feet vertically; longer will take Athletics skill checks.

STAND

You stand up from prone. This has the Move trait, so it might trigger reactions from your enemies.

ESCAPE

Make an acrobatics, athletics, or unarmed attack to try and break free. This has the Attack trait so you will suffer a multiple attack penalty! (p. 470)

RAISE A SHIELD

Lift your shield to gain its listed circumstance bonus to AC (usually +2 for a steel shield or +1 for a buckler). It stays raised until your next turn.

INTERACT

Grab an unattended object, a stored object, or change your grip on a weapon. This has the Manipulate trait, so it might trigger reactions.

ACTIVITIES

Activities cost more than one action. If you have an ability on your character sheet with the symbol, it takes 2 actions to use.

CAST A SPELL , , OR

Most spells are two actions. They will trigger reactions if they have Somatic (hand gestures) or Material traits, so be careful! (p. 302)

READY

Choose a single action and a condition under which you'll do it. You will perform that action when the trigger is met.

REACTIONS

Reactions happen outside your turn and have a precondition or trigger that sets them off. You only get one reaction per round.

Grab an Edge

You can try to grab an edge if you fall past a ledge or into a pit! The DC is usually 20.

AID

If you use an Action on your turn to prepare to help, you can use this reaction to try and give them a +1 circumstance bonus; the DC is usually 20.

SHIELD BLOCK

Reduce the damage of an attack by the shield's hardness (usually 5). You and the shield take the leftover damage. Careful not to break it!

ATTACK OF OPPORTUNITY

When someone within reach uses a manipulate or move action, leaves a threatened square, or makes a ranged attack, some classes get a free attack.

FREE ACTIONS

Free actions don't require you to spend any of your three single actions or your reaction. They might have a trigger.

DELAY

You can decide to wait to take your turn later. This won't cost you any actions but you will take persistent damage when you delay.

RELEASE

Drop something you're holding or release a hand from your weapon. It doesn't trigger reactions.