

## Initiative

Order by d20 + Dex bonus

All combatant *flat-footed* till first action

Order modified by Delay or Ready (203)

Attack of opportunity or Feather fall spell (immediate) interrupts order

## Surprise

In Initiative Order

All combatant aware of unaware opponents may

MOVE

OR

STANDARD

OR

FREE

## Round(s)

In Initiative Order all combatants declare

AND

STANDARD

MOVE

OR

FULL-ROUND

(N) FREE

(1) SWIFT

|                                     |                                   |                                 |                     |                  |
|-------------------------------------|-----------------------------------|---------------------------------|---------------------|------------------|
| Attack (melee)                      | Move <sup>a</sup>                 | 5-foot step                     | Cease concentration | Cast quick spell |
| Attack (ranged) <sup>a</sup>        | Bull rush <sup>b</sup>            | Full attack                     | Drop item           |                  |
| Attack (unarmed) <sup>a</sup>       | Control scared mount <sup>a</sup> | Charge                          | Drop to floor       |                  |
| Activate magic item                 | Direct spell                      | Coup de grace <sup>a</sup>      | Prepare components  |                  |
| Aid another <sup>a</sup>            | Draw weapon                       | Escape net <sup>a</sup>         | Speak               |                  |
| Apply oil <sup>a</sup>              | Load lgt. crossbow <sup>a</sup>   | Extinguish flames               |                     |                  |
| Bull Rush <sup>b</sup>              | Open/close door                   | Light torch <sup>a</sup>        |                     |                  |
| Cast spell <sup>a</sup>             | Mount/dismount                    | Load hvy crossbow <sup>a</sup>  |                     |                  |
| Channel energy                      | Move heavy object <sup>a</sup>    | (Un)lock weapon <sup>a</sup>    |                     |                  |
| Concentrate                         | Pick up item <sup>a</sup>         | Prepare splash <sup>a</sup>     |                     |                  |
| Disarm <sup>b</sup>                 | Sheathe a weapon <sup>a</sup>     | Run <sup>a</sup>                |                     |                  |
| Dismiss spell                       | Stand up                          | Use 1 round skill <sup>a</sup>  |                     |                  |
| Draw hidden weap.                   | Ready/drop shield                 | Use touch spell(6) <sup>a</sup> |                     |                  |
| Drink potion <sup>a</sup>           | Retrieve stored item <sup>a</sup> | Withdraw                        |                     |                  |
| Escape grapple                      |                                   |                                 |                     |                  |
| Feint                               |                                   |                                 |                     |                  |
| Grapple                             |                                   |                                 |                     |                  |
| Light torch with match <sup>a</sup> |                                   |                                 |                     |                  |
| Lower spell resistance              |                                   |                                 |                     |                  |
| Overrun <sup>b</sup>                |                                   |                                 |                     |                  |
| Read scroll <sup>a</sup>            |                                   |                                 |                     |                  |
| Ready                               |                                   |                                 |                     |                  |
| Stabilize dying <sup>a</sup>        |                                   |                                 |                     |                  |
| Sunder <sup>b</sup>                 |                                   |                                 |                     |                  |
| Total defense                       |                                   |                                 |                     |                  |
| Trip <sup>b</sup>                   |                                   |                                 |                     |                  |
| Use extraordinary ability           |                                   |                                 |                     |                  |
| Use 1 action skill <sup>a</sup>     |                                   |                                 |                     |                  |
| Use spell-like ability <sup>a</sup> |                                   |                                 |                     |                  |
| Use supernatural ability            |                                   |                                 |                     |                  |

<sup>a</sup>Attack of opportunity allowed if on threatened square

<sup>b</sup>Attack of opportunity only if not improved

A Combatant can chose to delay his round, permanently reducing his initiative to the point where he takes action.