Iron Heroes Action Sheet

Free Actions

Drop an Item
Drop to the Floor (Fall Prone)-4 Defense vs. Melee, +4 Defense vs. Ranged, -4 to attack
Speak
Draw ammunition Arrows, bolts, slings, rocks, etc.
5' Step If you do not move, you can take a single 5' ft. (1 square) step per round). No rough terrain.

Full- Round Actions

Full Attack Use more than 1 attack, Attack Stunt, or Disrupting Attack
Charge Move 2x your movement, straight line (no rough terrain), +2 to hit, -2 Defense this round
Withdraw Move 2x your movment, provoke AoO's only after moving ½ your movement
Full Defense + 6 Active Defense this round, no attacks, no AoO's.

Run Move 4x your speed, straight line, (no rough terrain). Move x3 if encumbered.
Use a skill (1 round)
Load a heavy or repeating crossbow
Coup de Grace Auto hit a helpless defender, Auto critical, they make Fort vs. (10 + damage) or die
Escape from a net -2 to attack, -4 Dex, ½ Movement, Escape artist vs. DC 20 or Strength DC 25
Extinguish flames Reflex DC 15 roll. 1D6 damage per round. Rollling on ground adds +4 to your save.
Light a torch 20 feet bright illumination, 40 feet shadowy (concealment 20% miss chance)

Lock or unlock weapon in locked gauntlet +10 vs. disarm, do not drop item when stunned
Prepare to throw a splash weapon

Standard Action & Move Action

Standard Actions

Attack Roll 1D20, add modifiers, match or exceed the target's defense to hit
Standard Defense +4 Active Defense this round, no attacks, no AoO's.
Feint Bluff vs. Sense Motive or BAB, win = foe loses Active defense vs. your next attack.
Aid Another Make a touch attack. Add +2 to your friend's next attack or defense vs. next attack

Grapple Touch Attack, Grapple Check, no threatened spaces, no active bonus
Escape a grapple Grapple check or Escape artist, success moves you into seperate square
Bull rush Strength check +4/size difference. Move 1 square per 5 you beat the opponent by
Disarm Contested melee attack check. +4 for 2H weapon, -4 for light weapon, -4 if the non-weapon is targeted, +4 size difference
Grab Item Unarmed attack, +4 if poorly secured item. Foe cannot return "disarm" you. Well secured items require grapple first, and -4 to grab.
Overrun Foe can avoid or block. Str vs. Str or Dex. +4 size difference. Win? Knock foe prone. Lose? may return the attempt.
Sunder Contested melee attack check. +4 for 2H weapon, -4 for light weapon, -4 if the non-weapon is targeted, +4 size difference
Sunder Item Attack vs. 10 + Item's size + target's Active Defense.
Trip Strength vs. Strength or Dexterity. +4 per size difference. Win? Foe prone. Lose? Foe may return the attempt.
Throw splash weapon Roll ranged. May attack square (Defense 5), but only splash damage to targets. Drift 1D8, 1 square per range increment.

Draw a hidden weapon
Move a heavy object

Standard Action

Move Actions

Move Move up to your movement. Diagonals cost 1, 2, 1, 2. Rough terrain costs 2.
Stand up from Prone position
Open or close a door
Load a hand or light crossbow The ONLY Move action that provokes an AoO

Ready or loose a shield Free action if you use a Standard action to Move.
Draw a weapon Free action, if you use a Standard action to Move.
Pick up an item
Sheathe a weapon
Retrieve a stored item

Control a frightened mount Ride Check
Mount a horse or dismount Becomes a free action with a Ride check

Standard Action OR Move Action

Initiative Actions

Delay Action Take your turn later in the round. You can choose at anytime, but you cannot interrupt someone's turn once it has started.
Ready Action Save a Standard, Move, or Free Action. Declare the conditions under which it will activate. You can interupt other turns. You can also take a 5' step (1 square) if you haven't moved. You do not have to declare the specific action that will occur, just the type (Standard, Move, Free).