

# General	# Movement
<p>4 actions per round => 1.5 seconds each</p> <p>Usual action costs of Core Rulebook actions:</p> <p>Free action: 0 actions</p> <p>Swift action: 1 action</p> <p>Move action: 2 actions</p> <p>Standard action: 3 actions</p> <p>Full-round action: 4 actions</p> <p>Ready action: as the readied action</p> <p>Changed costs are marked with *</p>	<p>5 foot step: 1 action*</p> <p>Move up to half speed (rounded down): 1 action*</p> <p>Move up to full speed: 2 actions</p> <p>Move up to half speed (rounded down) using Acrobatics: 2 actions</p>

# Offensive actions	# Other combat actions
<p>Base attack bonus 0 to 5: maximum of 1 offensive action per round (but it can last longer than 1 action)</p> <p>6 to 10: 2</p> <p>11 to 15: 3</p> <p>16 and higher: 4</p> <p>Each additional offensive action causes a cumulative -5 penalty to attack bonus respective combat maneuver bonus.</p> <p>1 action:</p> <p>1 strike with one manufactured weapon (melee, shield, shoot, thrown) / unarmed attack*</p> <p>1 strike with both weapons if two-weapon fighting*</p> <p>1 strike with a natural weapon*</p> <p>1 strike with natural weapons which come pairwise (claws, wings etc.)*</p> <p>2 actions:</p> <p>Combat maneuver (if you move to another square, add actions for movement accordingly)*</p> <p>Vital Strike (and improved versions)*</p> <p>Cleave (and improved versions)*</p> <p>Charge (move up to your speed)*</p> <p>Rapid Shot (two shots at same bonus but -5 special penalty)*</p> <p>3 actions:</p> <p>Whirlwind attack</p> <p>Coup de grace*</p>	<p>Draw one-handed weapon (hidden or not): 1 action* (free with Quick Draw*)</p> <p>Draw two-handed weapon: 2 actions* (1 action with Quick Draw*)</p> <p>Retrieve other stored item: 2 actions</p> <p>Pick up item within reach: 2 actions</p> <p>Drop weapon: 1 action*</p> <p>Sheathe one-handed weapon: 1 action*</p> <p>Sheathe two-handed weapon: 2 actions</p> <p>Drop shield: 2 actions</p> <p>Load bow: free (part of attack)</p> <p>Load light / hand crossbow: 1 action* (free with Rapid Reload)</p> <p>Load heavy / double crossbow: 2 actions* (1 with Rapid Reload*)</p> <p>Load sling: 2 actions (1 with Ammo Drop, free with Juggle Load)</p> <p>Drop prone: 1 action*</p> <p>Stand up: 2 actions</p> <p>Escape grapple: 3 actions</p> <p>Feint: 3 actions (2 with Improved Feint)</p> <p>Demoralize: 3 actions (0 with different feats)</p> <p>Aid: 3 actions</p> <p>Stabilize: 3 actions</p> <p>Total Defense: 3 actions</p> <p>Lower spell resistance (till your next round): 2 actions*</p> <p>Open / close door: 2 actions</p>

Spells

Touch attacks are part of the casting, hence don't need additional actions.

Quickened standard action spell: 1 action (restricted to 1 per round)

Level 0 spell (cantrip etc.): 2 actions*

Standard action spell (most): 3 actions

Full-round spell (e.g. summon monster): 4 actions

Read scroll: 3 actions (casting time if casting would need longer*)

Drink potion: 3 actions (exception see above)

Apply oil: 3 actions (exception see above)

Activate other magic item: 3 actions (exception see above)

Use spell-like ability: 3 actions (exception see above)

Direct / redirect spell: 1 action*

Concentrate on spell: 2 actions*

Cease concentrating: 0 actions*

Dismiss spell: 2 actions*