

DUNGEONS & DRAGONS 4TH EDITION: ACTIONS AID

FREE ACTIONS

DROP A HELD ITEM
END A GRAB (WHICH YOU CONTROL)
SPEND AN ACTION POINT
TALK (MAX 6 SECONDS PER ROUND)

OTHER ACTIONS

DELAY
OPPORTUNITY ATTACK
IMMEDIATE ACTION (ACTIVATE A READIED ACTION)

1x MINOR ACTION, 1x MOVEMENT ACTION, 1x STANDARD ACTION, PER RND

MINOR ACTIONS

DRAW/ SHEATHE A WEAPON
DRINK A HELD POTION
DROP TO PRONE
LOAD CROSSBOW
OPEN/ CLOSE DOOR
PICK UP AN ITEM
TAKE OUT/ STOW AWAY AN ITEM

MOVEMENT ACTIONS

½ SPD CRAWL (IF PRONE)
ESCAPE A GRAB OR SHIFT
SPD +2 RUN (GIVE AWAY COMBAT ADVANTAGE)
STAND UP
1 SHIFT (NO AOO)
SQUEEZE (GIVE AWAY COMBAT ADVANTAGE)
SPD WALK/ HUSTLE

STANDARD ACTIONS

AID ANOTHER (PASS TN10 TO GIVE +2)
BASIC ATTACK
1 BULL RUSH (FORCE SHIFT)
SPD CHARGE AND ATTACK
SPD +1 CHARGE AND BULL RUSH
COUP DE GRACE
EQUIP/ UNEQUIP A SHIELD
GRAB
READY AN ACTION FOR A TRIGGER
SECOND WIND (GET YOUR BREATH BACK)
TOTAL DEFENSE (+2 ALL DEFENSES)
ADMINISTER POTION

MELEE BASIC ATTACK	BASIC ATTACK
<i>You resort to the simple attack you learned when you first picked up a melee weapon.</i>	
AT-WILL ♦ WEAPON	
STANDARD ACTION MELEE WEAPON	
TARGET: ONE CREATURE	
ATTACK: STR vs. AC	
HIT: 1[w] + STR MODIFIER DAMAGE	
INCREASE DAMAGE TO 2[w] + STR MODIFER AT 21 ST LEVEL.	
SPECIAL: YOU CAN USE AN UNARMED ATTACK AS A WEAPON TO MAKE A MELEE BASIC ATTACK.	

RANGED BASIC ATTACK	BASIC ATTACK
<i>You resort to the simple attack you learned when you first picked up a ranged weapon.</i>	
AT-WILL ♦ WEAPON	
STANDARD ACTION RANGED WEAPON	
TARGET: ONE CREATURE	
ATTACK: DEX vs. AC	
HIT: 1[w] + DEX MODIFIER DAMAGE	
INCREASE DAMAGE TO 2[w] + DEX MODIFER AT 21 ST LEVEL.	
SPECIAL: WEAPONS WITH THE HEAVY THROWN PROPERTY (SEE P216) USE STR INSTEAD OF DEX FOR ATTACK ROLLS AND DAMAGE ROLLS.	
SPECIAL: WARLOCKS CAN USE ELDRITCH BLAST AS A RANGED BASIC ATTACK, AND WIZARDS CAN USE MAGIC MISSILE AS A RANGED BASIC ATTACK.	