

Confused GM Crib Sheet					
Rule	Pathfinder 1e	4e	5e	13th Age	Starfinder
<b>Actions per turn/round</b>	Standard & move or full-round action (+5' step) plus one swift action & one or more free actions on your turn. Can swap standard action for extra move.	Standard, move & minor on your turn; can substitute downwards (so swap standard for move); immediate action once per round & not on your turn; take free actions on any turn.	Standard, move on your turn; some spells and abilities are bonus actions (one per turn); one reaction per round turn.	Standard, move & quick action plus handful of free actions on your turn; can substitute downwards; take one interrupt action when it's not your turn.	Standard, move & swift action or full action. One reaction per round.
<b>Charge</b>	Full-round action, move twice your speed directly towards opponent and attack at +2, -2 penalty to your AC until start of next turn	Standard action, move speed towards target, melee basic attack at +1, no further actions except free actions	Requires a feat	N/A	Full action. Move double speed and make an attack. You are at -2 to attacks & AC until start of your next turn.
<b>Opportunity Attacks</b>	Make one attack of opportunity per round (if you don't have Combat Reflexes feat); triggered by moving out of a threatened square or performing a distracting act (see table 8-2); single melee attack at normal bonus	Opportunity action (once per turn except own); triggered when enemy you can see leaves adjacent square or uses ranged/area power while adjacent; melee basic attack	Reaction (once per round); triggered when enemy moves out of your reach; single melee attack	Free action; triggered when enemy moves away without first disengaging, or when enemy uses ranged attack or spell in melee; basic melee attack.	Reaction (once per round); triggered when enemy leaves a threatened square, uses a ranged attack or casts a spell in melee.
<b>Leaving melee</b>	5 foot step or withdraw (full-round action) to avoid attacks of opportunity	Can shift (move action) to avoid provoking opportunity attack	Disengage (standard action) to avoid provoking opportunity attacks on your turn	Make a disengage check by rolling a normal save (11+) as a move action. Check has -1 penalty for every enemy beyond the first you are disengaging from. Whole party can flee, suffering a campaign loss.	Guarded step to move 5 ft. as a move action without provoking attack of opportunity or withdraw (full action) to move double speed. The square you start in is not considered threatened.
<b>Ranged attacks/spellcasting in melee</b>	Provokes attack of opportunity (unless casting on the defensive)	Ranged and area powers provoke opportunity attack	Disadvantage if within 5' of a hostile creature	Draws opportunity attacks from enemies engaged with you that you don't target with the attack.	Provokes attack of opportunity (unless spell description says otherwise).
<b>Shooting into melee</b>	-4 penalty (if you don't have Precise Shot feat); penalty reduced to -2 if enemy is two size categories larger than allies	No penalty; only enemies grant cover	No penalty; enemies & allies can grant cover	No penalty but if you fumble (roll 1), reroll attack vs engaged ally as the target.	No penalty; enemies & allies can grant cover
<b>Cover</b>	Cover +4 AC, +2 Reflex saving throws; Partial cover +2 AC, +1 Reflex saving throws to target; Total cover cannot be directly targeted	Partial cover -2 penalty to attacker, Superior cover -5	Half cover +2 AC & Dex saving throws to target; Three quarters cover +5; Total cover cannot be directly targeted	No formal rules but -2 attack penalty suggested	Cover +4 AC, +2 Reflex saving throws; Partial cover +2 AC, +1 Reflex saving throws to target; Soft cover (creatures) +4 AC; Improved cover = bonuses are doubled.
<b>Ready</b>	Standard action to ready standard, move, swift or free action; act on trigger; reset initiative to count which triggered readied action	Standard action; act on trigger; reset initiative to directly before enemy that triggered readied action	Standard action; act on trigger as reaction; initiative not reset	Standard action to ready standard, move or quick action; act on trigger; reset initiative to directly before enemy that triggered readied action	Standard action to ready standard, move or swift action; act on trigger; reset initiative to count which triggered readied action
<b>Delay</b>	Delay your action at start of your turn; take new position in initiative after acting	Free action at start of your turn; take new position in initiative after acting	N/A	Delay your action at start of your turn; take new position in initiative after acting	Delay your action at start of your turn; take new position in initiative after acting
<b>Standing up from prone</b>	Move action; provokes attacks of opportunity	Move action; does not provoke opportunity attack	Costs half of your movement; does not provoke opportunity attack	N/A	Move action; does not provoke opportunity attack.
<b>Critical hits</b>	Natural 20 is a critical threat – reroll to confirm critical hit by hitting target's AC. Roll damage dice twice and add modifiers twice for x2 criticals. Sneak attack/precision damage & additional damage dice from weapon qualities are not rolled twice.	Maximum damage plus extra damage from high crit & magic weapons/implements	Roll all damage dice twice, add modifiers once	Double damage. If crit damage is doubled through an effect, triple it instead.	Roll your damage twice, each time with all your usual bonuses and including any additional damage from special abilities, and then add the rolls together. Some weapons inflict a special effect on a target of a critical hit, in addition to dealing double damage
<b>Ongoing damage</b>	N/A	Start of the creature's turn	N/A	End of the creature's turn, just before saving	N/A

<b>Second wind/rally</b>	N/A	Standard action to spend a healing surge and gain +2 bonus to all defenses until the start of next turn; once per encounter.	Fighters only; bonus action; short/long rest to recharge	Standard action to spend a recovery. Make a normal save (11+) to rally for a second time in the same battle.	N/A
<b>Dying</b>	Dead if reduced to negative Con hp; optional massive damage rule if take 50+ hp. Disabled on 0 hp: staggered condition. Dying if on negative hp, losing 1 hp per round until the character dies or becomes stable. Make DC 10 Con check each round to become stable, with penalty equal to negative hp total.	Dead if reduced to negative bloodied hp. Unconscious & dying on 0 hp or less; make death saving throw at end of each of your turns; 9 or lower = fail, 10-19 no change, 20+ can spend healing surge. Death on three failures before rest. Healing starts from 0 hp.	Dead if reduced to negative max hp. Unconscious if reduced to 0 hp or less; make death saving throw on each of your turns; 10+ = success, 9 or less = failure; on third success you become stable, on third failure you die; rolling 1 = two failures, rolling 20 you regain 1 hp. If you take any more damage, you suffer a death saving throw failure; critical hit = two failures. Healing starts from 0 hp.	Dead if reduced to negative half hp. Unconscious and dying on 0 hp or less; make death saving throw on each of your turns; 16+ = use a recovery to heal, 15 or less = failure, natural 20 = take actions normally that turn. Death on fourth failure in a single battle.	When your Hit Point total reaches 0, you fall unconscious and are dying, and you lose 1 Resolve Point (RP) each round unless you are stabilized. When your Resolve Points reach 0 but you would lose additional Resolve Points from dying or for any other reason, you're dead. Spend 1/4 max RP (min: 1 RP, max: 3 RP) on your turn to immediately stabilize.
<b>Resting</b>	No short rest after encounter. Full night's rest 8+ hours to recover 1 hp per level (2 hp per level for entire day & night's bed rest); ability damage is healed at 1 pt per ability score (2 pts with bed rest)	Short rest 5 mins: regain encounter powers, spend healing surges. Extended rest 6+ hours, once per day, regain all hp, healing surges, encounter & daily powers, back to 1 action point	Short rest 1+ hour: spend one or more HD to heal. Long rest 8+ hours, once per 24 hours, must have 1hp to gain benefits, regain all lost hp & half max HD	Quick rest between battles: use recoveries to heal; if staggered you must heal yourself; roll to recharge powers. Full heal-up, typically after 4 battles, reset hit points, recoveries and powers.	Short rest 10 mins to spend 1 RP and regain lost stamina points. Long rest 8 hours to regain lost stamina & resolve points plus 1 HP per level.
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