

# COMBAT ACTIONS

## ABILITIES, SKILLS & SPELLS

ACTION	ACTION TYPE
Cast a spell	Varies <sup>AoO</sup>
Cast immediate spell	Immediate
Cast quickened spell	Swift
Cease concentration on spell	Free
Channel energy	Standard
Concentrate to maintain spell	Standard
Direct or redirect active spell	Move
Dismiss a spell	Standard
Lower spell resistance	Standard
Prepare spell components	Free <sup>1</sup>
Stabilize a dying friend (DC 15 Heal check)	Standard <sup>AoO</sup>
Use extraordinary ability	Standard
Use skill that takes 1 action	Standard <sup>2</sup>
Use skill that takes 1 round	Full-round <sup>2</sup>
Use spell-like ability	Standard <sup>AoO</sup>
Use supernatural ability	Standard
Use touch spell on up to six friends	Full-round

AoO: Provokes an attack of opportunity.

- 1: If component is heavy or bulky, provokes an attack of opportunity.
- 2: Usually provokes an attack of opportunity.

## MOVEMENT & MOUNTS

ACTION	ACTION TYPE
5-foot step	No action
Control a frightened mount	Move <sup>AoO</sup>
Fall prone	Free
Mount/dismount steed	Move
Move a heavy object	Move <sup>AoO</sup>
Move	Move <sup>AoO</sup>
Open or close door	Move
Run	Full-round <sup>AoO</sup>
Stand up from prone	Move <sup>AoO</sup>
Withdraw	Full-round <sup>1</sup>

AoO: Provokes an attack of opportunity.

- 1: As a standard action, if you are limited to a single action.

## ATTACK

ACTION	ACTION TYPE
Aid another	Standard <sup>1</sup>
Charge	Full-round <sup>2</sup>
Deliver coup de grace	Full-round <sup>AoO</sup>
Escape grapple	Standard
Escape net	Full-round <sup>AoO</sup>
Feint	Standard
Full attack	Full-round
Melee attack	Standard
Perform combat manoeuvre	Varies <sup>AoO, 3</sup>
Ranged attack	Standard <sup>AoO</sup>
Total defence	Standard
Unarmed attack	Standard <sup>AoO</sup>

AoO: Provokes an attack of opportunity.

- 1: You provoke an attack of opportunity, if you aid someone who provokes an attack of opportunity.
- 2: As a standard action, if you are limited to a single action.
- 3: Some combat manoeuvres substitute for a melee attack. As melee attacks, they can be used in an attack, charge or full-attack, or as an attack of opportunity.

## MISCELLANEOUS

ACTION	ACTION TYPE
Delay	No action
Extinguish flames	Full round
Ready	Standard
Speak	Free

## EQUIPMENT & MAGIC ITEMS

ACTION	ACTION TYPE
Activate magic item (not potion or oil)	Standard
Apply potion or oil to unconscious creature	Full-round <sup>AoO</sup>
Draw a hidden weapon	Standard
Draw weapon	Move <sup>1</sup>
Drink potion or apply oil	Standard <sup>AoO</sup>
Drop item	Free
Light a torch with a tindertwig	Standard <sup>AoO</sup>
Light torch	Full-round <sup>AoO</sup>
Load hand or light crossbow	Move <sup>AoO</sup>
Load heavy or repeating crossbow	Full-round <sup>AoO</sup>
Lock/unlock locked gauntlet	Full-round <sup>AoO</sup>
Pick up an item	Move <sup>AoO</sup>
Prepare thrown splash weapon	Full-round <sup>AoO</sup>
Read a scroll	Standard <sup>AoO</sup>
Ready or drop shield	Move <sup>1</sup>
Retrieve stored item	Move <sup>AoO</sup>
Sheathe weapon	Move <sup>AoO</sup>

AoO: Provokes an attack of opportunity.

- 1: With a +1 or higher base attack bonus, you can combine this action with a move. With Two-Weapon Fighting, you can draw two light or one-handed weapons.

## IDENTIFYING MONSTERS

TASK	KNOWLEDGE DC <sup>1</sup>
Identify common monster	5 + monster's CR <sup>2</sup>
Identify normal monster	10 + monster's CR <sup>2</sup>
Identify rare monster	15 + monster's CR <sup>2</sup>
Identify a creature's ethnicity or accent	10 (geography)
Identify a creature's planar origin	20 (planes)

- 1: **Aberration** dungeoneering; **Animal** nature; **Construct** arcana; **Dragon** arcana; **Fey** nature; **Humanoid** local; **Magical Beast** arcana; **Monstrous Humanoid** nature; **Ooze** dungeoneering; **Outsider** planes; **Plant** nature; **Undead** religion
- 2: For every 5 points the check result exceeds the DC, the character recalls another piece of useful information.

## MOVEMENT RATES

ACTION	RATE
Balancing	1/2 speed
Blind	Normal <sup>1</sup>
Climbing	1/4 speed <sup>2</sup>
Crawling	5 ft.
Running	x4 <sup>3</sup>
Swimming	1/4 speed
MOVEMENT MODIFIER	COST <sup>4</sup>
Difficult terrain	x2
Obstacle	x2
Squeezing	x2

- 1: The creature must make a DC 10 Acrobatics check to move faster than half speed. Failure indicates it falls prone.
- 2: A creature can climb at half speed with a -5 penalty to the check.
- 3: Or x3 while carrying a heavy load or wearing heavy armour.
- 4: A creature can always move 5 ft. as a full-round action.

## COMBAT MANOEUVRES

MANOEUVRE	
Bull Rush	Push target 5 ft. + 5 ft. for every 5 by which check exceeds CMD
Disarm	Target drops 1 item or 2 items if check exceeds CMD by 10
Grapple	Both target and attacker gain grappled condition
Overrun	Move through target, who is knocked prone if check exceeds CMD by 5
Sunder	Deal damage to item held or worn by target
Trip	Knock target prone, attacker knocked prone if check fails by 10 or more

# COMBAT MODIFIERS

## ATTACK ROLL MODIFIERS

CREATURE IS...	MELEE	RANGED
Charging	+2	—
Dazzled	-1	-1
Entangled	-2 <sup>1</sup>	-2 <sup>1</sup>
Flanking defender	+2	—
Invisible	+2 <sup>2</sup>	+2 <sup>2</sup>
On higher ground	+1	+0
Mounted	—	Var <sup>6</sup>
Prone	-4	— <sup>3</sup>
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4
Using a broken weapon	-2	-2
Using inappropriately sized weapon	-2 <sup>4</sup>	-2 <sup>4</sup>
Using an improvised weapon	-4	-4
Using lethal weapon to deal nonlethal damage <sup>5</sup>	-4	-4

- 1: An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.
- 2: The defender loses any Dexterity bonus to AC.
- 3: Most ranged weapons can't be used while the attacker is prone, except a crossbow or shuriken (at no penalty).
- 4: Per size category difference.
- 5: Also using a nonlethal weapon to deal lethal damage.
- 6: No penalty if the mount is stationary or takes only a single move action; -4 if the mount is taking a double move; -8 if the mount is running; halve these penalties with Mounted Archery.

## TWO-WEAPON FIGHTING

CIRCUMSTANCES	PRIMARY HAND	OFF HAND
Normal penalties	-6	-10
Off-hand weapon is light <sup>1</sup>	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light <sup>1</sup> and Two-Weapon Fighting feat	-2	-2

- 1: The off-hand end of a double weapon counts as a light weapon.

## QUICK SIMPLE TEMPLATES

- Advanced Creature (CR +1)** +2 on all rolls (including damage) and special ability DCs; +4 to AC and CMD; +2 hp/HD.
- Giant Creature (CR +1)** +2 on all rolls based on Str or Con; -2 on all Dex-based rolls; +2 hp/HD.
- Young Creature (CR -1)** +2 on all Dex-based rolls; -2 on all other rolls; -2 hp/HD.

## ARMOUR CLASS MODIFIERS

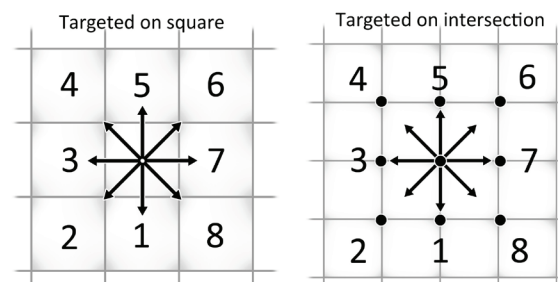
CREATURE IS...	MELEE	RANGED
Behind cover	+4	+4
Behind improved cover	+8	+8
Behind partial cover	+2	+2
Blinded	-2 <sup>1</sup>	-2 <sup>1</sup>
Charging	-2	-2
Concealed or invisible	See Concealment	
Cowering	-2 <sup>1</sup>	-2 <sup>1</sup>
Entangled	+0 <sup>2</sup>	+0 <sup>2</sup>
Flat-footed	+0 <sup>1</sup>	+0 <sup>1</sup>
Grappling (but attacker is not)	+0 <sup>1</sup>	+0 <sup>1</sup>
Helpless	-4 <sup>3</sup>	+0 <sup>3</sup>
Kneeling or sitting	-2	+2
Pinned	-4 <sup>4</sup>	+0 <sup>4</sup>
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 <sup>1</sup>	-2 <sup>1</sup>

- 1: Defender loses any Dexterity bonus to AC.
- 2: An entangled character takes -4 penalty to Dexterity.
- 3: The defender is treated as having a Dexterity of 0.
- 4: The defender is denied his Dexterity bonus to his Armour Class.

## CONCEALMENT

DEFENDER HAS...	MISS CHANCE
Concealment	20%
Heavy undergrowth	30%
Total concealment	50%

## MISSING WITH A SPLASH WEAPON



When a thrown weapon misses, roll d8 and refer to this diagram to determine where the weapon lands.

## COMMON CONDITIONS

- Blinded:** Creature takes -2 to AC, loses Dex bonus to AC and takes a -4 to most Str- and Dex-based skill checks and on opposed Perception checks. All opponents have total concealment. Creature must make a DC 10 Acrobatics check to move faster than half speed or fall prone.
- Broken (Armour/Shield):** Grants half AC bonus and double armour check penalty.
- Broken (Weapon):** Weapons suffer a -2 on attack and damage rolls, only score a threat on a 20 and deal double damage on a confirmed critical.
- Confused:** 01-25: act normally, 26-50: babble for one round, 51-75: deal 1d8+ Str damage to self, 76-100: attack nearest creature.
- Dazzled:** Creature takes a -1 to attack rolls and sight-based Perception checks.
- Energy Drained:** For each negative level, the creature suffers a -1 on ability checks, attack rolls, combat manoeuvre checks, Combat Manoeuvre Defence, saving throws and skill checks. Reduce current and total hit point total by 5 for each negative level.
- Entangled:** No movement if bonds are anchored, otherwise half speed. Creature takes -2 on all attack rolls and a -4 to Dex. Must make a concentration check to cast spells.
- Exhausted:** Creature moves at half speed and takes -6 to Str and Dex. Rest 1 hour to become fatigued.
- Fatigued:** Creature cannot run or charge and takes -2 to Str and Dex. Rest 8 hours to remove.
- Frightened:** As shaken, but the creature must flee from the source.
- Grappled:** Creature cannot move, make attacks of opportunity or take actions requiring 2 hands. -4 to Dex and -2 to attacks and combat manoeuvres (except those made to escape). Must make concentration check to cast spells.
- Nauseated:** Creature can only take a move action and cannot attack, cast spells or concentrate.
- Panicked:** As Frightened, except creature drops held items.
- Paralyzed:** Creature's Str and Dex reduced to 0. Fliers using wings fall. Creature is helpless.
- Pinned:** As Grappled, but creature is flat-footed, takes a -4 to AC and can only take verbal or mental actions (except checks to escape).
- Shaken:** Creature takes a -2 on attack rolls, saving throws, skill checks and ability checks.
- Sickened:** Creature takes a -2 on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks.
- Staggered:** Creature can only take a move action or a standard action (plus swift and immediate actions).
- Stunned:** Creature cannot take actions, drops everything held, takes a -2 to AC and loses its Dex bonus to AC.

# MAGIC & TREASURE

## IDENTIFY MUNDANE TREASURE

TASK	APPRAISE DC <sup>1</sup>
Identify value of common item	20 <sup>2</sup>
Identify value of rare/exotic item	25 or more <sup>2</sup>
Identify most valuable item in hoard	20 <sup>3</sup>

1: Success by 5 or more also reveals if item is magic.

2: Fail check by less than 5: determined value within 20%; failure by more than 5 the estimate is wildly inaccurate

3: Up to DC 30, for larger hoards.

## IDENTIFY MAGICAL TREASURE

APPRAISE	DC
Determine an item is magic	25 or more
<b>KNOWLEDGE (ARCANA)</b>	
Clue to item's command word	25 <sup>2</sup>
Identify auras with <i>detect magic</i>	15 + item's CL <sup>1</sup>
Identify command word	30 <sup>2</sup>
Identify magically made materials	20 + spell level
<b>PERCEPTION</b>	
Identify a potion by taste	15 + item's CL
<b>SPELLCRAFT</b>	
Decipher a scroll	20 + spell level
Identify a cursed magic item	25 + item's CL <sup>3</sup>
Identify a magic item with <i>detect magic</i>	15 + item's CL <sup>1,3</sup>

1: As item description or abjuration (armour or protective item), evocation (weapon) or transmutation (ability score bonus, skill check etc.)

2: Or Knowledge (history).

3: +10 enhancement bonus with *identify*.

## IDENTIFYING MAGIC AURAS

AURA	FUNCTIONING SPELL (SPELL LEVEL)	MAGIC ITEM (CASTER LEVEL)
Faint	3rd or lower	5th or lower
Moderate	4th–6th	6th–11th
Strong	7th–9th	12th–20th
Overwhelming	10th+ (deity-level)	21st+ (artifact)

## IDENTIFY SPELLS & MAGIC

KNOWLEDGE (ARCANA)	DC
Identify a spell effect in place	20 + spell level
Identify a spell that just targeted you	25 + spell level
Identify auras using <i>detect magic</i>	15 + spell level
Identify a spell using specific material components	20
<b>SPELLCRAFT</b>	
Identify a spell as it's cast	15 + spell level

## DETECT CHAOS/EVIL/GOOD/LAW

CREATURE/OBJECT	AURA POWER				
	NONE	FAINT	MODERATE	STRONG	OVERWHELMING
Aligned creature <sup>1</sup> (HD)	4 or lower	5-10	11-25	26-50	51 or higher
Aligned undead (HD)		2 or lower	3-8	9-20	21 or higher
Aligned outsider (HD)		1 or lower	2-4	5-10	11 or higher
Cleric or paladin of an aligned deity <sup>2</sup> (class levels)		1	2-4	5-10	11 or higher
Aligned magic item or spell (caster level)	5th or lower	6th-10th	11th-15th	16th-20th	21st or higher

1: Except for undead or outsiders.

2: Some characters who are not clerics may radiate an aura of equivalent power; see their class descriptions.

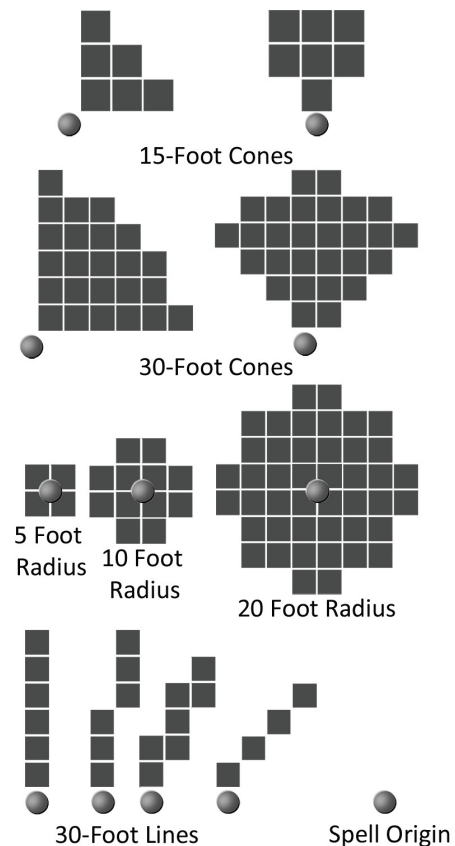
## FLY

MANOEUVRE	DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 ft. of movement	15
Turn 180° by spending 10 ft. of movement	20
Fly up at greater than 45° angle	20

## CONCENTRATION

SITUATION	DC
Cast defensively	15 + double spell level
Injured while casting	10 + damage + spell level
Continuous damage	10 + 1/2 damage + spell level
Affected by non-damaging spell	DC of the spell + spell level
Grappled or pinned	10 + grappler's CMB + spell level
Vigorous motion	10 + spell level
Violent motion	15 + spell level
Extremely violent motion	20 + spell level
Wind with rain or sleet	5 + spell level
Wind with hail and debris	10 + spell level
Weather caused by spell	See spell
Entangled while casting	15 + spell level

## SPELL AREAS OF AFFECT



# SKILLS

## ACROBATICS

JUMPING	DC
Long jump (5 ft.)	5
Long jump greater than 5 ft.	+5 per 5 ft.
High Jump (1 ft.)	4
High jump greater than 1 ft.	+4 per foot
BALANCING (SURFACE WIDTH)	
Greater than 3 feet	0 <sup>1</sup>
1-3 feet	5 <sup>1</sup>
7-11 inches	10
2-6 inches	15
Less than 2 inches	20
MOVE THROUGH A THREATENED AREA	
Move through a threatened area	Foe's CMD <sup>2</sup>
Move through an enemy's square	Foe's CMD +5 <sup>2</sup>
ACROBATICS MODIFIER	MODIFIER
Slightly obscured (gravel, sand)	+2
Severely obscured (cavern, rubble)	+5
Slightly slippery (wet) or slightly sloped (<45°)	+2
Severely slippery (icy) or severely sloped (>45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10
Move at full speed on narrow or uneven surface	+5 <sup>3</sup>

- 1: No check is required unless the modified DC is 10 or higher.  
 2: Increase the DC by 2 for each additional AoA avoided.  
 3: This does not apply to checks made to jump.

## CLIMBING

EXAMPLE SURFACE OR ACTIVITY	DC
A steep slope, or a knotted rope next to a wall	0
A rope next to a wall or a knotted rope	5
A surface with ledges, rough wall or ship rigging	10
A surface with handholds, a tree or an unknotted rope	15
An uneven surface with narrow handholds	20
A rough surface such as a rock or brick wall	25
An overhang or ceiling with handholds only	30
A perfectly smooth, vertical or inverted surface	—
SURFACE CONDITION	MODIFIER <sup>1</sup>
Brace against two opposite walls	-10
Brace against two perpendicular walls	-5
Surface is slippery	+5

- 1: Modifiers are cumulative; use all that apply.

## RIDE

TASK	DC
Guide with Knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20

## SWIM

WATER CONDITIONS	DC
Calm water	10
Rough water	15
Stormy water	20 <sup>1</sup>

- 1: You can't take 10 on a Swim check in stormy water.

## PERCEPTION

TASK	DC
Hear the sound of battle	-10
Notice the stench of rotting garbage	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key turning in a lock	20
Find the average secret door	20
Hear a bow being drawn	25
Sense a burrowing creature underneath you	25
PERCEPTION MODIFIER	MODIFIER
Distance to the source, object or creature	+1/10 ft.
Through a closed door	+5
Through a wall	+10/ 1 ft. thickness
Favourable conditions	-2
Unfavourable conditions	+2
Terrible conditions	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20 <sup>1</sup>

- 1: +40 if the object or creature is stationary.

## BLUFF

CIRCUMSTANCE	MODIFIER
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	Up to +10

## DIPLOMACY

STARTING ATTITUDE	DC
Hostile	25 + creature's Cha modifier
Unfriendly	20 + creature's Cha modifier
Indifferent	15 + creature's Cha modifier
Friendly	10 + creature's Cha modifier
Helpful	0 + creature's Cha modifier
MODIFIERS	MODIFIER
Give simple advice or directions	-5
Give detailed advice or simple aid	+0
Reveal an unimportant secret	+5
Give lengthy or complicated aid	+5
Give dangerous aid	+10
Reveal an important secret	+10 or more
Give aid that could result in punishment	+15 or more
Additional requests	+5 each

## DISABLE DEVICE

DEVICE	TIME	DC <sup>1</sup>	EXAMPLE
Lock	Full-round	Var <sup>2</sup>	
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm or reset a trap
Extreme	2d4 rounds	25	Disarm a complex trap

- 1: Failure by 5 or more—something goes wrong; a trap activates for example.  
 2: Lock DCs: Simple DC 20, average DC 25; good DC 30; superior DC 40; without thieves' tool the DC increases by 10.